

Hunter

A class dedicated to fighting mobs, wild animals and reaping higher benefits from them.

They are the only class who can use bows and gain access to arrows with effects as they level up. The hunter is key in the domestication process, the act of taking babies away from wild animals and domesticating them into your farm animals. Many essential crafting recipes such as bandages rely on the hunter to acquire necessary resources from mobs.

General Mechanics

To be added

Level Outline

Level 0

- Attacking any mobs grants class EXP

Level 1

- Access to use bows
- 20% Mob drop increase
- 10% less damage from mobs
- Access to use fletching table.
- Access to these recipes: Arrow of Slowness 1

[image.png](#)

Level 2

- Access to craft arrows of instant damage and slowness 2

Level 3

- Subclass Specialization: at Level 3, a Hunter can specialize into one of two subclasses:
 - Wayfarer: An exploration and traveler based class
 - Trapper: Focused on trapping mobs and animals
- Access to craft instant damage 2 and arrow of poison 1

Level 4

- Access to poison 2 and weakness 1 arrows.

Level 5

- Access to weakness 2 and spectral arrows.
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Subclasses

Trapper

Level 3

- Ability to place bait blocks
- Can use wheat seeds as bait
- Placing blocks does not grant builder EXP anymore.

[image.png](#)

Level 4

- Can craft pistons
- Can use carrots as bait
- Access to stonecutters

Level 5

Access to these recipes

[image.png](#)

Wayfarer

Level 3

- **You lose the mob damage reduction.**
- Hunger cost for walking is reduced.
- Can tame horses
- Can use cartography tables
- Access to these recipes:
- **Cheaper craft cost for boats**, anyone irrespective of crafts can still craft boats.

[image.png](#)

Level 4

- **You regain the mob damage reduction**
- Can craft leads
- Can tame wolves

Level 5

- Can tame pandas and polarbears.

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