-Hunter Battle-Offense DURATION 📈 AREA OF EFFECT ROLL OUT SAVING THROW RANGE STACK **Char Sheet** 1 Target 1 Round Initiative 99 4 pts none 4 Accurate Ranged Shots A focus on accuracy rather than speed. Shooter focus' on a single target for the round. Shooter gains +2 ToHIT and +2 Damage per Tier. Plus to damage is NOT per die. Shooter loses 1 attack (Minimum 1). This skill requires the use of a bow / crossbow. ENHANCEMENT(S) COUNTER(S) Applies to all ranged shots during the round. DURATION X RANGE AREA OF EFFECT ROLL OUT SAVING THROW STACK 4 pts Move x2 1 Creature 1 Round Initiative 4 Hunters Charge none Hunter charges up to an enemy for a frontal melee attack. Charge must be a straight path to the target and not end with a pivot. Hunter gains bonuses to ToHIT (+8), Damage (+8), and Movement (X2). ENHANCEMENT(S) Detriments to Movement (minimum 4 squares), Number of attacks (Max 1), and AC (-4). COUNTER(S) No other attacks (including 'Extra' attacks) can be attempted in the same round. RANGE AREA OF EFFECT DURATION 2 SAVING THROW STACK ROLL OUT **COUNTER:** Disruptive Factor 8 nts 8 Squares 3x3 Squares 2 Rounds Instant none 99 Character draws attention to themselves in attempt to interrupt others. This action might disrupt other actions or break concentration of others. All the Targets in the AoE must pass the Save to not be affected/interrupted. ENHANCEMENT(S) Enhancements are able to increase the range. COUNTER(S) This is a Counter Action and can only be used once in a round COST RANGE AREA OF EFFECT ROLL OUT SAVING THROW 8 pts by the bow Self 1 Rd / Tier Instant 99 5 Instant Ranged Shots none Hunter is able to use each of their attacks as separate initiatives during the round. Delivers each shot one at a time in the round using an instant rollout for each shot. The Hunter must identify a specific bow for this skill and concentrate on this skill. ENHANCEMENT(S) Multiple bows can get this benefit with separate use of this skill for each bow. 0 COUNTER(S) Each attack is instant & will be completed before the next attack from another person 905-1 DURATION # SAVING THROW RANGE AREA OF EFFECT ROLL OUT STACK Initiative 8 nts By Weapon 1 Target 4 Rounds 1 none Long Distance Crossbow Shots Hunter uses flight bolts with a crossbow to gain distance Damage is reduced by 2 points (Min 1). Distance is increased by 8 squares. Hunter must use a crossbow with flight bolts. Bows cannot use this skill. No changes to ENHANCEMENT(S) Initative and ToHIT rolls. COUNTER(S) DURATION 2 RANGE AREA OF EFFECT ROLL OUT SAVING THROW Initiative **Penetrating Ranged Shots** 8 pts By Weapon By Weapon 2 Rounds Hunter focus' on burying the arrows deep into the targets the cost of accuracy. This skill only works with bows and for ranged attacks. This skill requires the use of a bow and the ToHIT has a penalty of 2. ENHANCEMENT(S) The damage (upon a hit) gains a bonus of +6 Damage. The minimum damage is 8. Ω COUNTER(S) This applies to all of the Hunters bow shots for the duration. RANGE AREA OF EFFECT DURATION X ROLL OUT SAVING THROW STACK Self 1 Attack 99 AoO on Melee Entry 4 pts Melee Instant none Rogue take AAO as target enters the battle Allows Rogue an Attack of Opportunity when a target enters into melee range. This is an 'Extra' Attack. Only 1 Extra attack is allowed per round. ENHANCEMENT(S) Rogue can interrupt the battle, resolve the Extra attack, then the battle continues. COUNTER(S) RANGE AREA OF EFFECT DURATION 5 ROLL OUT SAVING THROW Held Shot - Single Target 8 pts By Weapon 1 Target 5 Attacks Initiative none Hunter keeps the target in sight and fires a carefully aimed shot. Each attack held gains +2 ToHIT & Dmg. Up to a max bonus of +10 (5 attacks missed). Hunter keeps prey in sight and fires a carefully aimed shot. Bow or crossbow. ENHANCEMENT(S) If the target is out of sight for an entire round or more the count must start over. COUNTER(S) Each successive attack w/ same target +2 ToHit and Damage(Max +10) AREA OF EFFECT DURATION 🙏 RANGE ROLL OUT SAVING THROW STACK 6 Shoot Thru Party to Target 8 pts By Weapon By Weapon 1 Round Initiative 99 none Hunter is able to target the enemy just beyond or inter-mixed with their own group.

Past known party members. Initiative +2. All ranged attacks in Rd.

Hunter must annouced BEFORE initiative roll to gain the Initiative bonus of +2.

If not annouced, the Hunter still is able to shoot through the group to the target.

ENHANCEMENT(S)

COUNTER(S)

-Hunter 815-1 DURATION (?) SAVING THROW STACK AREA OF EFFECT ROLL OUT 1 Battle SKL 12 nts 1 Horse Initiative 9 Mounted Melee Attack 1 Square Character is able to direct a trained mount into battle. Only 1 attack when moving. Max 2 attacks when stopped. Requires the use of a trained mount. Single handed weapons only. 0 ENHANCEMENT(S) COUNTER(S) Character is only able to use small or buckler shield DURATION 💥 COST AREA OF EFFECT ROLL OUT SAVING THROW 4 Rounds Initiative 10 Blunted Bow Shots (Bow Only) 12 pts By Weapon 1 Target Hunter aims to subdue, not kill. Full damage is applied till end of round, then only 1/4 of the damage remains. Hunter must use a bow with blunted missiles. Crossbowyers cannot use this skill. 1 ENHANCEMENT(S) No changes to Initative and ToHIT rolls. Ω COUNTER(S) Damage is from the critical blunt column. Use 'Blunt' on Criticals chart 772-1 RANGE AREA OF EFFECT SAVING THROW DURATION X ROLL OUT STACK 12 Targeting A Moving Target 12 pts Initiative By Weapon By Weapon none 1 1 Round Hunter tracks the movment and shoots! Init+4 and ToHIT+8 vs Moving targets for 1 Rd. Bonuses of +2 per Tier to Initiative and ToHIT ENHANCEMENT(S) Penalties to Number of attacks reduced to half normal. Minimum is 1 attack. COUNTER(S) Standard 'Moving Target' AC adjustment of AC-4 is accounted for with ToHIT Bonus. COST RANGE AREA OF EFFECT DURATION X SAVING THROW Initiative 14 Ranged Sucker Shot(s) 16 pts By Weapon 1 Target 1 Round none Hunter scopes out a stationary target that is unaware of any danger. The target must have a relaxed sense about them. Not with their guard up. Bonuses: +12 to Init, ToHIT, and Damage. Though, Initiative may not come into play. ENHANCEMENT(S) Detriments: One unaware target, Bow required, & half normal attacks. (Min 1) COUNTER(S) Target may have armor / be in a protected state. Required unguarded stance of target AREA OF FEFECT DURATION X ROLL OUT SAVING THROW STACK 16 pts By Weapon 1 Target Initiative 15 Moving And Shooting 1 Round none Hunter uses a ranged weapon while shooting from an unstable position. Instability could be: Ships deck, Horseback, Slipping, etc. . . Potentially negates some of the downsides of being unstable as your attempt to shoot. ENHANCEMENT(S) A ranged weapon must be used. The weapon will only have half of the normal distance. COUNTER(S) Number of attacks are halved. Minimum of 1. Battle-Prep DURATION (*) ROLL OUT SAVING THROW STACK AREA OF EFFECT Self Self 4 Hours 10 Minutes SNS Point 80 ft Ahead 8 pts Hunter takes on roll of a Point Person as the group moves forward. If surprised Hunter Saves to overcome group surprise. Hunter must be about 80 feet ahead of the group and alone in that point position. ENHANCEMENT(S) Hunter maintains concentration to gain the benefits. Sns:2 to avoid Surprize, Dazed, & Stun. COUNTER(S) No convo, 1000 yard stare DURATION (X RANGE AREA OF EFFECT ROLL OUT SAVING THROW STACK 4 Hrs or 1 Battle 1 Minute Critical Ranged Shot (Pre-Battle) 8 pts By Weapon By Weapon none Specific ranged weapon for entire battle. 1 weapon per battle. Critical attacks for a SPECIFIC ranged weapon happen on 18, 19, and 20. Can be enhanced for 12 pts (13th lvl) to rollout this skill during initiative. ENHANCEMENT(S) This skill cannot be stacked upon itself. COUNTER(S) RANGE AREA OF EFFECT DURATION NOW ROLL OUT SAVING THROW 16 Quick Ranged Shot (Pre-Battle) 16 nts Melee 1 Creature Instant Instant none Hunter starts a battle with a +15 Init to their bow attacks. Hunter creates a zero round by with this quick shot. Only 1 attack is allowed. ENHANCEMENT(S) Bonuses are given to Initiative +15, ToHIT +5, and Damage +5. Creation-Meta DURATION 🗀 AREA OF EFFECT ROLL OUT SAVING THROW STACE Make/Repair Arrows 8 pts Touch Self Permanent 4 Hours none 99 Hunter uses a sharp blade, skill, time and materials to create arrows. Hunter's Kit Kit required for all except blunt & crude arrows. Tier 1: 12 crude or blunt arrows. ENHANCEMENT(S) Tier 2: 12 standard arrows, require and arrow heads and sinew COUNTER(S) 12 flight arrows require, light weight shafts and sinew

-Hunter Creations-ROLL OUT DURATION 1 AREA OF EFFECT SAVING THROW STACK Touch 3 Salves **End Of Year** 4 Hours none 99 1 Create Singer's Salve 4 pts Hunter creates a Singer's Salve in their own way, resulting in 3 small corked jars. Hunter's Kit Qty:3 Helps with damage over time (DOT) if Save is passed. Required 🚍 1 bunch-Bittercress leaf, 1 jar-Wild garlic oil, 1 shot-Rocko's Hot Water. 1 FNHANCEMENT(S) Requires a Campfire and Hunters KIT. 0 COUNTER(S) Salve works against DOT. $\,$ +2 (+4 if by Hunter) healed at each cycle of the DOT RANGE AREA OF EFFECT DURATION 1 ROLL OUT SAVING THROW STACK 1 Create Sunrise Potion 4 pts Touch 1 Potion Year End 4 Hours none aa Hunter creates a Sunrise Potion in their own way. Hunter's Kit Qty:3 To be used at 6 AM to gain 2 extra HP (5 HP with Hunter) if Save passes. Required 🖥 1 Bunch of Anises leaf, 1 Jar of Ginger Oil, 1/4 cup of honey, Campfire, & KIT. ENHANCEMENT(S) Potion used at sunrise heals 2 HP. If hunter applies it then 4 HP. COUNTER(S) Requires a campfire and Hunters Kit. DURATION 🗀 RANGE AREA OF FEFECT ROLL OUT SAVING THROW STACK 2 Apply A Field Bandage Touch 1 Creature Permanent Initiative none 99 1 nt Once per battle per target. Always binds. HP+1 Hunter's Kit Use of Hunter Kit (Out of battle) gives an additional +2 HP. none Hunter slaps on a hurried bandage that binds the wound and heals 1 HP. If applied after a healing spell this skill has no effect. 1 ENHANCEMENT(S) COUNTER(S) Requires a campfire. (Kit/Kitchen NOT required) AREA OF EFFECT DURATION SAVING THROW O STACK RANGE ROLL OUT Create Revive Salve 8 pts Touch 1 Jar Year 4 Hours SNS Workshop/kitchen IS required. Hunter's Kit Qty:1-3. Heals Unconscious creature 1d3 HP and revives for 30 min if Save passes Kit & Workshop 📑 1 bunch of Bittercress leaves, 1 jar of Pine sap, 1 jar of Oak sap, 0 ENHANCEMENT(S) Hunters Kit and KITCHEN required. 0 COUNTER(S) 754-1 COST AREA OF EFFECT DURATION 1 SAVING THROW RANGE ROLL OUT STACK 1 Cloth SKL 99 8 nts Touch Year End 4 Hours 2 Create Health Poultice Hunter creates a Poultice. Hunter's Kit Oty:1-3. Helps recover from Sickness/Disease by making the Save column one better (-1). 🚍 Sickness/Disease rolls are done in the morning using the Health:2 Save. 2 FNHANCEMENT(S) Requires a campfire and a Hunters Kit. 1 COUNTER(S) RANGE AREA OF EFFECT DURATION 1 ROLL OUT SAVING THROW (O) STACK 8 pts Touch 1 Jar Year End 4 Hours SNS Create Repellent Oil End result: 3 Small corked jars of repellent. Hunter's Kit Qty:1-3. Repels Insects. Save column one better (col -1). Required. Ingredients are Honeysuckle, Palm, Marshdaisy. 0 FNHANCEMENT(S) Requires a campfire and a Hunters Kit. 0 COUNTER(S) DURATION 1 ROLL OUT SAVING THROW O STACK RANGE AREA OF EFFECT SNS 12 nts 1 Vial Year End 4 Hours 99 11 Create Clear Mind Inhalent Touch Hunter creates an inhalent. Hunter's Kit Qty:1-3. Dazed or stunned become clear headed with Save. Required 🖶 This helps Save column. (Col-1). Requires a campfire and a Hunters KIT. ENHANCEMENT(S) Hunter creates an inhalent. Ingredients are Garlic, Ginger, Hemlock. COUNTER(S) 769-1 COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW 11 Create Java Meal Spice 12 pts Touch 1 Meal Year End 4 Hours SKI Hunter creates a bit of spice. Hunter's Kit Qty:1-3. Recipeint will remain alert 48 hrs. (cannot be past 48). Required 📑 Hunter creates a small edible that will keep the person awake for most of the day. 2 ENHANCEMENT(S) 1 does per 24 hours. Ingredients are Anise, Peppermint, Hemlock. 1 COUNTER(S) Requires a campfire and a Hunters KIT. ROLL OUT AREA OF EFFECT DURATION SAVING THROW O STACK RANGE SNS 12 Create Calming Tea 12 pts Touch 1 Jar Year End 4 Hours Hunter creates a very recognizably tasty tea which helps with Skill Point recovery. Hunter's Kit Qty:1-3. Deeper sleep and raises Skill Pts at 6am. Pts + 2. Required 🖶 Hunter creates a very recognizably tasty tea which helps with Skill Point recovery. Cabbage, Ginger, Palm, Oak, KIT ENHANCEMENT(S)

COUNTER(S)

-Hunter Flora-Fauna-Nature DURATION 🐸 ROLL OUT SAVING THROW STACK AREA OF EFFECT Self Animal Permanent 12 Hours SKI 1 Skinning A Hide 4 pts Hunter settles in to clean, trim, skin, and cure an animal hide. Hunter's Kit Pass Save to complete 1 hide in the 12 hours. (1 per day) Required Hide finished at end of duration. This includes Skinning, Trimming, Cleaning, Drying. ENHANCEMENT(S) Tier of Hunter indicates the size of the finished hide regardless of size of creature. 1st= Small(2x4 ft/60x120 cm) COUNTER(S) Ω 3rd = Med(3x6 ft/90x180 cm)5th= Lrg(6x6 ft/180x180 cm) DURATION (*) RANGE AREA OF EFFECT ROLL OUT SAVING THROW STACK 2 Benign Approach 4 pts 10 Squares 10 Squares 1 Hour 5 Minutes none 99 Use of 'Calm Animal' skill will greatly help this effort. Approaching animals and not alarming them (much). No attacks. How close depends on the animal, situation, and the level of the hunter. ENHANCEMENT(S) If started outside of range the animal may leave while not noticing the hunter. COUNTER(S) Using this within range means the animal is aware, and hopefully not scared. DURATION (?) COST RANGE AREA OF FEFECT ROLL OUT SAVING THROW Calm Animal 4 nts 2 Squares 1 Animal 2 Hours 20 Minutes SKL The hunter calms a wild animal in their own way. Some animals flee before effect happens. Skill:2 Calming animals can be more difficult with some creatures that are very skittish. ENHANCEMENT(S) Hunter should use calming mannerisms, slow patient movement, and food to help. COUNTER(S) Must Save using column 2, but can use column 1 if the situation fits (as per GM) Food-Water DURATION (*) SAVING THROW STACK RANGE AREA OF FEFECT ROLL OUT 20x20 Squares SKI Self 9 Hours 3 Hunt/Fish/Gather 4 pts 9 Hours Able to hunt, fish, or gather once per day Hunter's Kit Skill Save:2 to be rolled, but adjusted for region. Required Spring/Summer: Pass=35 meals. Fail=3d8 meals. ENHANCEMENT(S) Fall/Winter· Pass=12 meals. Fail=2d4 meals. COUNTER(S) RANGE AREA OF EFFECT DURATION 😕 ROLL OUT SAVING THROW STACK 12 pts Self Ocean Permanent 16 Hours Coastal Net Fishing none Hunter coordinates a net fishing effort. Hunter coordinates fishing in deep waters. ₹ 3-12 assistants needed. 0 ENHANCEMENT(S) Meals gained: 6d20 + 5/assistant. COUNTER(S) Cook:1 hr per 30 meals Personal-Connections 902-1 DURATION (D) ROLL OUT AREA OF FEFECT SAVING THROW RANGE STACK 1 Minute 99 4 pts 1 Square 1 Month 4 Hunter Marks 6 Squares none Hunter can leave marks that look like naturally dispersed and meaningless arrangements. No Save to find, just need to look 🚍 Hunter can leave marks that look normal to others but are meaningless to others. Others are ENHANCEMENT(S) NOT able to make sense of these arrangements. COUNTER(S) Shelter-Rest-Protection DURATION (SAVING THROW STACK AREA OF EFFECT ROLL OUT Touch 2x1 Squares 8 Hours 20 Minutes SKL 2 Hunters Hut (10 ppl) 4 pts The hunter creates a shelter out of avialable materials Hunter's Kit Creates temporary shelter for 8 persons. required The hunter creates a shelter out of avialable materials. ENHANCEMENT(S) If left up the shelter will fall within 2 days. After duration the shelter will no longer keep the weather out. COLINTER(S) Ω DURATION (RANGE AREA OF EFFECT SAVING THROW **ROLL OUT** STACK 99 3x8 Sq Perimeters 8 Hours 30 Minutes 4 pts Touch none 2 Perimeter Safety Hunter uses materials from the environment to alert the party of intruders. 8x8 perimeter. Snaps/breaks/cracks sounds when crossed. Hunter uses materials from the environment to alert the party of intruders. 2 FNHANCEMENT(S) 0 COUNTER(S)

-Hunter DURATION (D) AREA OF EFFECT SAVING THROW STACE 1 Shelter 2 Days 10 Minutes 99 4 nts Touch none 3 Create Temporary Shelter (3 ppl) Quickly built (1 min) & lasts 2 days, unless rough weather. Very heavy rains and/or heavy winds will destroy this. - Shelter fits up to 3 people. - Any rolls to help the sick or diseased gains five (+5). 0 ENHANCEMENT(S) COUNTER(S) DURATION 💭 COST RANGE AREA OF EFFECT ROLL OUT SAVING THROW 3 x 3 Squares 8 Hours / Tier 1 Hour 7 Hunters Hidden Shelter (4 ppl) 8 pts 1 Square None Hunter creates a hunting blind for up to 4 people. Inhabitants should be aware of possible issues: - High winds will knock this down ENHANCEMENT(S) smoke from fires may be noticed COUNTER(S) Not useable in obvious locations (urban) Tracking-DURATION (*) RANGE AREA OF EFFECT ROLL OUT SAVING THROW STACE 4 nts Self Self 1 Hour Initiative none 99 1 Find North Reviews surrounding area. GM indicates direction of North. Reviews surrounding area. ENHANCEMENT(S) COUNTER(S) DURATION (*) COST RANGE AREA OF EFFECT ROLL OUT SAVING THROW Cover Trail 12 pts Touch 1 Mark Trail 12 Hours 20 Minutes 99 none Hunter slows down to ensure no trial is left behind. Hunters 'might' uncover trail. Max:1 mark covered. Hunter slows down to ensure no trial is left behind. ENHANCEMENT(S) Attempts to cover trail at full speed require GM to roll characters SKL:3. COUNTER(S) 0 DURATION (RANGE AREA OF EFFECT ROLL OUT SAVING THROW STACK Self 20 Minutes 12 nts 1 Mark 24 Hours 1 10 Find/Follow Trail none Hunter becomes the tracker. Succeed=GM rolls characters SKL:2. Move x 1/2. Movement is reduced in half. ENHANCEMENT(S) To move full speed and attempt tracking GM uses SKL:3 Save. COUNTER(S) Travel-Planes DURATION (*) SAVING THROW STACK RANGE AREA OF FEFECT ROLL OUT 10 Minutes SKI 8 pts Self Self 12 Hours 3 8 Hunters Stare (1-4 days) Hunter zones out as they walk a preset direction Walk X3 in 20 Hrs, Surprise likely, Encounters unlikely, 3 rounds to wake Hunter zones out as they walk a preset direction ENHANCEMENT(S) COUNTER(S) Ω DURATION 🔍 RANGE AREA OF EFFECT ROLL OUT SAVING THROW STACK 16 pts Self Non-Urban 1 Day 10 Minutes 1 13 Faster Path none Hunter estimates fastest path through known environments. Solo=150%. Group=120% w/Hunter @ point. Not all environs. The local area does NOT have to be known by hunter, only the type of environment. Hunter can lead the group using a faster pace and a better path. ENHANCEMENT(S) COUNTER(S) 0 **Utility-**DURATION 😕 K SAVING THROW STACK ROLL OUT RANGE AREA OF EFFECT SKI Kindling 10 Minutes 2 Make Fire with Sticks 4 pts Touch Permanent Hunter rubs two sticks together to create a small fire. Hunter's Kit Make Fire with Sticks. 3 attempts. COL-1 Dry Kindling needed. Damp kindling +1 Col. Wet environ +1 Col ENHANCEMENT(S) Hunters Kit helps (-1 col). COUNTER(S) Hunters base Save is SKL:1. NON Hunters base Save is NON:3 DURATION (RANGE AREA OF EFFECT ROLL OUT SAVING THROW STACK 4 pts Self Self 18 Hours 10 Minutes 2 Mental Alarm Clock none Able to set a time and wake up at that time. Fighter reviews the surroundings to understand normal sounds are during the rollout. Fighter must not be exhausted or forced to sleep. ENHANCEMENT(S) Does not guarrantee restful sleep. COUNTER(S) When waking it takes 1 full round before Fighter is able to be clear headed.

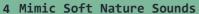
-Hunter

COST RANGE AREA OF EFFECT 4 pts Self 6x6 Squares

DURATION 20 Minutes

ROLL OUT Initiative

SAVING THROW STACK SNS



Hunter creates low sounds that can be mistaken for natural sounds.

Indistinct natural outdoor sounds. Low volume and intensity. Hunter can create soft low sounds with no penalty, As the volume of a sound rises the GM may adjust the Save.

As the sounds become more distinct the GM may adjust the Save.

2 ENHANCEMENT(S) 0 COUNTER(S)