-Hunter

	tle-Offer								
LEVEL	COST	FOCUS TITLE	RANGE	AoE By Moanon	DURATION 1 Pound	ROLLOUT	SAVE	STACK	ENH
6	8 pts	Shoot Thru Party to Target	By Weapon	By Weapon	1 Round	Initiative	none	99	5
		All Ranged attacks in Duration. Bonus +2 Init, if				M			ENH
5	8 pts	Instant Ranged Shots	by the bow	Self	1 Rd / Tier	Instant	none	99	2
	+	Each attack has a rollout of 'instant' for the dura	ation.						
4	4 pts	Hunters Charge	Move x2	1 Creature	1 Round	Initiative 🌺	none	1	COUNT 1
	+	#Attks=1. Move x2, straight, no pivot. ToHIT & D)mg +8.						
4	4 pts	Accurate Ranged Shots	Char Sheet	1 Target	1 Round	Initiative 🍂	none	99	ENH 2
		#Attack -1. 1 Target. ToHit & Dmg +2 per Tier.			/ / /				_
6	4 pts	AoO on Melee Entry	Melee	Self	1 Attack	Instant	none	99	COUNT 1
	+	Targets entering melee become open to an atta	ck.						-
6	8 pts	Held Shot - Single Target	By Weapon	1 Target	5 Attacks	Initiative 🌉	none	99	COUNT ENH
	•	Concentrate on 1 Target ToHIT/Dmg +2 per held	l attck, max+10.						1 3
5	8 pts	Long Distance Crossbow Shots	By Weapon	1 Target	4 Rounds	Initiative S	none	1	ENH
		Crossbows Only. Distance +8 Sqs. Damage -2 pr			X				2
10	12 pts	Blunted Bow Shots (Bow Only)	By Weapon	1 Target	4 Rounds	Initiative S	none	1	ENH
10	12 000	Bow (only) w/blunts. Dmg= Crit Blunt. After batt		1 101800	THOUSE SERVICE				1
_	8 pts	-	By Weapon	By Weapon	2 Rounds 🐼	Initiative 🌉	none	1	ENH
5	ο μις	Penetrating Ranged Shots All bow shots: ToHits -2, Damage+6.	by Weapon	ву чтеароп	2 Rounds	IIIIdative	none		2
	46.	_	D 14/	4.7	1.5				ENH
14	16 pts	Ranged Sucker Shot(s)	By Weapon	1 Target	1 Round	Initiative	none	1	5
		Unaware Target. Bow only. Init/ToHIT/Dmg +12			\\				COUNT ENH
12	12 pts	Targeting A Moving Target	By Weapon	By Weapon	1 Round	Initiative S	none	1	1 4
		Attck: 1/2 (Min 1). Init & ToHIT +2 / Tier.							ENIL
5	8 pts	COUNTER: Disruptive Factor	8 Squares	3x3 Squares	2 Rounds	Instant	none	99	ENH 2
		Attempt to stop a specific spell or action.							
15	16 pts	Moving And Shooting	By Weapon	1 Target	1 Round	Initiative 🌺	none	1	ENH 3
		1/2 Distance & Attacks (Min 1) Init & ToHit +12	•						
9	12 pts	Mounted Melee Attack	1 Square	1 Horse	1 Battle	Initiative 🌺	SKL 2	99	
		1 Attk, Max 2 if stopped. Single handed wpn. Sm	shld/buckler				Attack is attemp	oted	

-Hunter 2/12/2024 3:42:00 PM **Battle-Prep** COST FOCUS TITLE RANGE AoE DURATION ROLLOUT SAVE STACK LEVEL ENH 10 Minutes Self 4 Hours SNS 2 1 5 8 pts Point 80 ft Ahead Self 5 No surprise. Sns:2 to avoid Surprise/Dazed/Stun. No convo, 1000 yd stare. ENH 1 Minute 8 pts By Weapon 4 Hrs or 1 Battle 1 8 By Weapon **Critical Ranged Shot (Pre-Battle)** none 1 Ranged ToHIT are a natural 18, 19, or 20 then use Critical. ENH Instant Instant 16 pts **Quick Ranged Shot (Pre-Battle)** Melee 1 Creature 1 16 none 3 Pre-battle. 1 Attack. Init+15, if needed. ToHIT & Dmg +5 **Creation-Meta**

AoE

Self

DURATION

Permanent ()

ROLLOUT

4 Hours

SAVE

none

STACK

99

ENH

2

Make/Repair Arrows Required with Item/Kit. 12 arrows. Tier1=Crude/Blunt, Tier2=Standard, Tier3=Flight.

RANGE

Touch

COST

8 pts

FOCUS

LEVEL

6

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	ations-				0.004	201012			
2	1 pt	Apply A Field Bandage none with Item/Kit. [Cloth/moss, before her	Touch	1 Creature	Permanent	Initiative	none	STACK 99	ENH 1
7	8 pts	Create Repellent Oil	Touch fect: Repells insects	1 Jar	Year End	4 Hours	SNS 2	99	
12	12 pts	Create Calming Tea Required with Item/Kit. Yeild of 1d3 items.	Touch	1 Jar	Year End	4 Hours	SNS 1	99	COUNT ENF
5	8 pts	Create Revive Salve	Touch	1 Jar ct: 1d3 HP & Awake 30	Year 1	4 Hours	SNS 2 Revive to waken	99 ess	
7	8 pts	Create Health Poultice Required with Item/Kit. Yield 1d3 items. Effe	Touch ect: Sick/Dis Col -1	1 Cloth	Year End	4 Hours	SKL 2 Help Sick/Diseas	99 e	COUNT ENH
1	4 pts	Create Sunrise Potion Required with Item/Kit. Yeild of 1d3 Potions	Touch	1 Potion HP @ Sunrise.	Year End	4 Hours	none	99	ENH 1
1	4 pts	Create Singer's Salve Required with Item/Kit. Yeilds 1d3 jars. Effort	Touch	3 Salves	End Of Year	4 Hours	none	99	ENH 1
11	12 pts	Create Clear Mind Inhalent Required with Item/Kit. Yeild of 1d3 items.	Touch	1 Vial	Year End	4 Hours	SNS 2 Clears Daze/Stur	99	COUNT ENH
11	12 pts	Create Java Meal Spice Required with Item/Kit. Yeild of 1d3 items.	Touch	1 Meal	Year End	4 Hours	SKL 2 Stay awake 48 h	99	COUNT ENH
Flor	a-Fauna	n-Nature		o in s. Boil e l'épeut.			Stay awake 1811		
LEVEL 2	cost 4 pts	FOCUS TITLE Benign Approach Approach animals in a benign way to get close.	10 Squares No attacks	AoE 10 Squares	1 Hour	FOLLOUT 5 Minutes	none	STACK 99	ENH 1
1	4 pts	Skinning A Hide Required with Item/Kit. Save & Kit required.	Self . Size by Tier. 1st:2x4	Animal I, 3rd:3x6, 5th:6x6.	Permanent	12 Hours	SKL 1	99	ENH 1
3	4 pts	Calm Animal Hunter to Use Save col 2. Situation reduces Sav	2 Squares re col to 1.	1 Animal	2 Hours	20 Minutes	SKL 2 Animal is calmed	99 I	ENH 5

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Foo	d-Water	•							
LEVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	ENH
3	4 pts	Hunt/Fish/Gather	Self	20x20 Squares	9 Hours	9 Hours	SKL 2	1	1
		Required with Item/Kit. Able to hunt, fish, o	r gather once per da	y for 9 hours.		9	Aquired food.		
9	12 pts	Coastal Net Fishing	Self	Ocean	Permanent 🔀	16 Hours	none	1	
		3-12 helpers. Meals:6d20+5 per helper. Cook:1	hr / 30 meals.						
Pers	sonal-Co	onnections							
LEVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	53111
4	4 pts	Hunter Marks	6 Squares	1 Square	1 Month	1 Minute	none	99	ENH 4
		Unworked items arranged to leave a message to	another Hunter.						
She	Iter-Res	t-Protection							
LEVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
3	4 pts	Create Temporary Shelter (3 ppl)	Touch	1 Shelter	2 Days	10 Minutes	none	99	
		Quickly built (1 min) & lasts 2 days, unless rough	n weather.						
2	4 pts	Perimeter Safety	Touch	3x8 Sq Perimeter	8 Hours	30 Minutes	none	99	ENH 2
		Creates noticable sounds when stepped on.							2
7	8 pts	Hunters Hidden Shelter (4 ppl)	1 Square	3 x 3 Squares	8 Hours / Tier	1 Hour	None	3	ENH
-		Hunting blind for 4 people. Not for urban use.							2
	4 .	5 1 1	- .	2.4.6	0.11	20.14:	6141.2		ENH
2	4 pts	Hunters Hut (10 ppl)	Touch	2x1 Squares	8 Hours	20 Minutes	SKL 2	3	2
		required with Item/Kit. Stands for 2 days. H	olds up to 10 people	e		\\$	Created		
Trac	cking-	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
9	12 pts	Cover Trail	Touch	1 Mark Trail	12 Hours	20 Minutes	none	99	ENH
9	12 pts			I Wark Hall	12 110013	20 Williates	Horic	33	1
		Cover Trail. Move @ 1/2= No Save. Move @ Ful							ENH
1	4 pts	Find North	Self	Self	1 Hour	Initiative 🌺	none	99	1
		GM indicates direction of North.							
10	12 pts	Find/Follow Trail	Self	1 Mark	24 Hours	20 Minutes	none	1	ENH 1
		Find/Follow. Move @ 1/2=SKL:2. Move @ Full-	= SKL:4. GM rolls		The second secon				-

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Trav	vel-Plan	es							
LEVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
8	8 pts	Hunters Stare (1-4 days)	Self	Self	12 Hours	10 Minutes	SKL3	1	ENH 1
		Walk x3 in 20 Hrs. Encntr unlikely. Sprs likely. Wa	ake=3 rds.			·	Able to do this.		
13	16 pts	Faster Path	Self	Non-Urban	1 Day	10 Minutes	none	1	
		Solo=150%. Group=120% w/Hunter @ point. No	t all environs.						
Utili	ity-								
LEVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
2	4 pts	Make Fire with Sticks	Touch	Kindling	Permanent	10 Minutes	SKL1	99	
COL -1 with Item/Kit. Dry Kindling needed. Damp kindling +1 Col. Wet environ +1 Col							start fire		
2	4 pts	Mental Alarm Clock	Self	Self	18 Hours	10 Minutes	none	1	ENH 2
		Set time to wake and wake at that time. 1 Rd to	clear head.						_
4	4 pts	Mimic Soft Nature Sounds	Self	6x6 Squares	20 Minutes	Initiative 🚣	SNS 2	99	ENH 2
		Create low natural sounds. Low volume and int	ensity.			•	Success		2