











# -Hunter

## Battle-Offense

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4	Accurate	Ranged Shots	4 pts	Char Sheet	1 Target	Initiative	1 Round		
 <p>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. Applies to all ranged shots during the round.</p> <div>NO FOCUS USE</div> <div>ENHANCEMENTS: 2</div>									
LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4	Hunters	Charge	4 pts	Move x2	1 Creature	Initiative	1 Round		
 <p>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). Detriments to Movement (minimum 4 squares), Number of attacks (Max 1), and AC (-4). No other attacks (including 'Extra' attacks) can be attempted in the same round.</p> <div>NO FOCUS USE</div> <div>SET FOR CHARGE - FTR Lvl:1 </div>									
LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
5	COUNTER:	Disruptive Factor	8 pts	8 Squares	3x3 Squares	Instant	2 Rounds		
 <p>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. Enhancements are able to increase the range. This is a Counter Action and can only be used once in a round.</p> <div>NO FOCUS USE</div> <div>ENHANCEMENTS: 2</div>									
LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
5	Instant	Ranged Shots	8 pts	by the bow	Self	Instant	1 Round / Tier		
 <p>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. Multiple bows can get this benefit with separate use of this skill for each bow. Each attack is instant &amp; will be completed before the next attack from another person.</p> <div>NO FOCUS USE</div> <div>ENHANCEMENTS: 2</div>									
LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
5	Long Distance	Crossbow Shots	8 pts	By Weapon	1 Target	Initiative	4 Rounds		
 <p>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 Initiative and ToHIT rolls.</p> <div>NO FOCUS USE</div> <div>ENHANCEMENTS: 2</div>									
LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
5	Penetrating	Ranged Shots	8 pts	By Weapon	By Weapon	Initiative	2 Rounds		
 <p>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. The damage (upon a hit) gains a bonus of +6 Damage. The minimum damage is 8. This applies to all of the Hunters bow shots for the duration.</p> <div>NO FOCUS USE</div> <div>ENHANCEMENTS: 2</div>									
LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
6	AoO on	Melee Entry	4 pts	Melee	Self	Instant	1 Round		
 <p>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. Rogue can interrupt the battle, resolve the Extra attack, then the battle continues.</p> <div>NO FOCUS USE</div> <div>AVOID AN AoO - ROG Lvl:1 </div>									
LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
6	Held Shot	- Single Target	8 pts	By Weapon	1 Target	Initiative	5 Attacks		
 <p>Hunter keeps the target in sight and fires a carefully aimed shot. Each attack held gains +2 ToHIT &amp; 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. If the target is out of sight for an entire round or more the count must start over. Each successive attack w/ same target +2 ToHit and Damage(Max +10).</p> <div>NO FOCUS USE</div> <div>ENHANCEMENTS: 3</div>									

## -Hunter

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
9	Mounted Melee Attack		12 pts	1 Square	1 Horse	Initiative	1 Battle		Attack is attempted	

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
10 Blunted Bow Shots (Bow Only)			12 pts	By Weapon	1 Target	Initiative	4 Rounds		

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
12 Targeting A Moving Target			12 pts	By Weapon	By Weapon	Initiative	1 Round		

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
14 Ranged Sucker Shot(s)			16 pts	By Weapon	1 Target	Initiative	1 Round		

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
15 Moving And Shooting			16 pts	By Weapon	1 Target	Initiative	1 Round		

## Battle-Prep

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
5	Point	80 ft Ahead	8 pts	Self	Self	10 Minutes	4 Hours		No surprise.


LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
8	Critical Ranged Shot (Pre-Battle)		8 pts	By Weapon	By Weapon	1 Minute	4 Hrs or 1 Battle		

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## -Hunter


[illegible]

## Creation-Meta

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
<b>6 Make/Repair Arrows</b>		8 pts	Touch	Self	4 Hours	Permanent	No Save
	Hunter uses a sharp blade, skill, time and materials to create arrows.						
	Kit required for all except blunt & crude arrows.						
	Tier 1: 12 crude or blunt arrows.						
	Tier 2: 12 standard arrows, require arrow heads and sinew						
	Tier 3: 12 flight arrows require, light weight shafts and sinew						
							ENHANCEMENTS: 2

## Creations-

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1	Create Singer's Salve		4 pts	Touch	3 Salves	4 Hours	End Of Year		







Hunter creates a Singer's Salve in their own way, resulting in 3 small corked jars.  
 Qty:3 Helps with damage over time (DOT) if Save is passed.  
 1 bunch-Bittercress leaf, 1 jar-Wild garlic oil, 1 shot-Rocko's Hot Water.  
 Requires a Campfire and Hunters KIT.  
 Salve works against DOT. +2 (+4 if by Hunter) healed at each cycle of the DOT.

CREATE:

Hunter's Kit  
Required

ENHANCEMENTS: 1

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
1 Create Sunrise Potion			4 pts	Touch	1 Potion	4 Hours	Used / EOY			
	Hunter creates a Sunrise Potion in their own way.								CREATE:	
	Qty:3 To be used at 6 AM to gain 2 extra HP (5 HP with Hunter) if Save passes.								Hunter's Kit Required	
	1 Bunch of Anises leaf, 1 Jar of Ginger Oil, 1/4 cup of honey, Campfire, & KIT. Potion used at sunrise heals 2 HP. If hunter applies it then 4 HP. Requires a campfire and Hunters Kit.									
ENHANCEMENTS: 1										

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE	No Save
2	Apply A Field Bandage		1 pt	Touch	1 Creature	Initiative	Permanent		
 <p>Once per battle per target. Always binds. HP+1          Use of Hunter Kit (Out of battle) gives an additional +2 HP.          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.          Requires a campfire. (Kit/Kitchen NOT required)</p>									
<div> <div>Hunter's Kit</div> <div>none</div> </div>									<div> <div>ENHANCEMENTS: 1</div> <div></div> </div>

LEVEL

5 Create Revive Salvage

STACK 99

COST 8 pts

RANGE Touch

AREA OF EFFECT 1 Jar


ROLL OUT 4 Hours

DURATION Used / EOY

SAVE: 

SNS: 2

Revive to awakeness



Workshop/kitchen IS required.

Qty:1-3. Heals Unconscious creature 1d3 HP and revives for 30 min if Save passes




1 bunch of Bittercress leaves, 1 jar of Pine sap, 1 jar of Oak sap,

Hunters Kit and KITCHEN required.

CREATE:

Hunter's Kit

Kit & Workshop

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
7 Create Health Poultice	99	8 pts	Touch	1 Cloth	4 Hours	Used / EOY		Help Sick/Disease
 <p>Hunter creates a Poultice.</p> <p>Qty:1-3. Helps recover from Sickness/Disease by making the Save column one better (-1).</p> <p>Sickness/Disease rolls are done in the morning using the Health:2 Save.</p> <p>Requires a campfire and a Hunters Kit.</p>								CREATE:   Hunter's Kit Required
								ENHANCEMENTS: 2

LEVEL

7 Create Repellent Oil

STACK 99

COST 8 pts

RANGE Touch


AREA OF EFFECT 1 Jar

ROLL OUT 4 Hours

DURATION Used / EOY

SAVE:




SNS: 2 Attacked



End result: 3 Small corked jars of repellent.  
Qty:1-3. Repels Insects. Save column one better (col -1).  
Ingredients are Honeysuckle, Palm, Marshdaisy.  
Requires a campfire and a Hunters Kit.

CREATE:

Hunter's Kit Required.

## -Hunter

LEVEL

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

SNS: 2

11 Create Clear Mind Inhalent

12 pts


Touch

1 Vial

4 Hours


Used / EOY

Clears Daze/Stun




Hunter creates an inhalent.  
 Qty:1-3. Dazed or stunned become clear headed with Save.  
 This helps Save column. (Col-1). Requires a campfire and a Hunters KIT.  
 Hunter creates an inhalent. Ingredients are Garlic, Ginger, Hemlock.

CREATE:



ENHANCEMENTS: 2

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
<b>11 Create Java Meal Spice</b>			12 pts	Touch	1 Meal	4 Hours	Used / EOY		Stay awake 48 hrs



Hunter creates a bit of spice.


Qty:1-3. Recipeint will remain alert 48 hrs. (cannot be past 48).

Hunter creates a small edible that will keep the person awake for most of the day.

1 does per 24 hours. Ingredients are Anise, Peppermint, Hemlock.

Requires a campfire and a Hunters KIT.

CREATE:



Hunter's Kit  
Required


ENHANCEMENTS: 2

[illegible]

## Flora-Fauna-Nature

LEVEL

1 Skinning A Hide



STACK

99

COST

4 pts

RANGE

Self

AREA OF EFFECT

Animal

ROLL OUT

12 Hours


DURATION

Permanent

SAVE:

SKL: 1


1 hide



CREATE:

Hunter's Kit

Required



Hunter settles in to clean, trim, skin, and cure an animal hide.

Pass Save to complete 1 hide in the 12 hours. (1 per day)


Hide finished at end of duration. This includes Skinning, Trimming, Cleaning, Drying.

Tier of Hunter indicates the size of the finished hide regardless of size of creature.


1st= Small(2x4 ft/60x120 cm) 3rd= Med(3x6 ft/90x180 cm) 5th= Lrg(6x6 ft/180x180 cm).

ENHANCEMENTS: 1

[illegible]

<b>LEVEL</b>	<b>STACK</b>	<b>COST</b>	<b>RANGE</b>	<b>AREA OF EFFECT</b>	<b>ROLL OUT</b>	<b>DURATION</b>	<b>SAVE:</b>	<b>SKL: 2</b>	
<b>3 Calm Animal</b>		4 pts	2 Squares	1 Animal	20 Minutes	2 Hours		Animal is calmed	



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.  
Hunter should use calming mannerisms, slow patient movement, and food to help.

Must Save using column 2, but can use column 1 if the situation fits (as per GM).

NO FOCUS USE


ENHANCEMENTS: 5

## Food-Water

[illegible]

LEVEL

9 Coastal Net Fishing



STACK

1

COST

12 pts

RANGE

Self

AREA OF EFFECT

Ocean

ROLL OUT

16 Hours

DURATION

Permanent

SAVE:

No Save

CREATE:

NO FOCUS USE

NEW

Hunter coordinates a net fishing effort.

Hunter coordinates fishing in deep waters.

3-12 assistants needed.

Meals gained: 6d20 + 5/assistant.

Cook:1 hr per 30 meals



## -Hunter

## Personal-Connections

[illegible]

## Shelter-Rest-Protection

LEVEL

2 Hunters Hut (10 ppl)

STACK 3

COST 4 pts

RANGE Touch

AREA OF EFFECT 2x1 Squares


ROLL OUT 20 Minutes

DURATION 8 Hours

SAVE:

SKL: 2 

Created



CREATE:

Hunter's Kit required

The hunter creates a shelter out of avialable materials


Creates temporary shelter for 8 persons.

The hunter creates a shelter out of avialable materials.

If left up the shelter will fall within 2 days.

After duration the shelter will no longer keep the weather out.

ENHANCEMENTS: 2

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2	Perimeter Safety		4 pts	Touch	3x8 Sq Perimeters	30 Minutes	8 Hours		
		<p>Hunter uses materials from the environment to alert the party of intruders.</p> <p>8x8 perimeter. Snaps/breaks/cracks sounds when crossed.</p> <p>Hunter uses materials from the environment to alert the party of intruders.</p>							
		NO FOCUS USE							
ENHANCEMENTS: 2									

LEVEL

3 Create Temporary Shelter (3 pp1)

STACK 99

COST 4 pts


RANGE Touch

AREA OF EFFECT 1 Shelter

ROLL OUT 10 Minutes

DURATION 2 Days


SAVE: No Save



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).

CREATE: 

NO FOCUS USE

[illegible]

LEVEL

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

1 Find North


4 pts

Self

Self

Initiative

1 Hour



Reviews surrounding area.

GM indicates direction of North.

Reviews surrounding area.

NO FOCUS USE

ENHANCEMENTS: 1

LEVEL

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

9 Cover Trail

12 pts

Touch

1 Mark Trail

20 Minutes

12 Hours

Hunter slows down to ensure no trail is left behind.

Hunters 'might' uncover trail. Max:1 mark covered.

Hunter slows down to ensure no trail is left behind.


Attempts to cover trail at full speed require GM to roll characters SKL:3 .

NO FOCUS USE


FIND/FOLLOW TRAIL- HNT Lvl:12

ENHANCEMENTS: 1

LEVEL	STAKE	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	NO SAVE
<b>12 Find/Follow Trail</b>		12 pts	Self	1 Mark	20 Minutes	24 Hours		


 Hunter becomes the tracker.  
 Succeed=GM rolls characters SKL:2. Move x 1/2.  
 Movement is reduced in half.  
 To move full speed and attempt tracking GM uses SKL:3 Save.

NO FOCUS USE

COVER TRAIL - HNT Lvl:9 

ENHANCEMENTS: 1

## -Hunter

[illegible][illegible]

LEVEL

2

STACK

99

COST

4 pts

RANGE

Touch

AREA OF EFFECT

Kindling

ROLL OUT

10 Minutes


DURATION

Permanent

SAVE:

SKL: 1


start fire



Hunter rubs two sticks together to create a small fire.  
 Make Fire with Sticks. 3 attempts.  
 Dry Kindling needed. Damp kindling +1 Col. Wet environ +1 Col  
 Hunters Kit helps (-1 col).  
 Hunters base Save is SKL:1. NON Hunters base Save is NON:3

Hunter's Kit


COL -1





LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	
2		4 pts	Self	Self	10 Minutes	18 Hours		No Save



LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	ENHANCEMENTS: 2
<b>4 Mimic Soft Nature Sounds</b>			4 pts	Self	6x6 Squares	Initiative	20 Minutes			Success
	<p>Hunter creates low sounds that can be mistaken for natural sounds. Indistinct natural outdoor sounds. Low volume and intensity.</p> <p>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.</p>									
								NO FOCUS USE		ENHANCEMENTS: 2

