





-Hunter



Battle-Offense



LEVEL	724-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
4 Accurate Ranged Shots		4 pts	Char Sheet	1 Target	1 Round	Initiative	none	99
	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.							2 ENHANCEMENT(S) 0 COUNTER(S)

LEVEL	723-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
4 Hunters Charge		4 pts	Move x2	1 Creature	1 Round	Initiative	none	1
	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.							0 ENHANCEMENT(S) 1 COUNTER(S)



Creations-


LEVEL	709-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
1 Create Singer's Salve		4 pts	Touch	3 Salves	End Of Year	4 Hours	none	99
	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.							 Hunter's Kit Required 1 ENHANCEMENT(S) 0 COUNTER(S)


LEVEL	710-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
1 Create Sunrise Potion		4 pts	Touch	1 Potion	Year End	4 Hours	none	99
	Hunter creates a Sunrise Potion in their own way. Qty:3 To be used at 6 AM to gain 2 extra HP (5 HP with Hunter) if Save passes. 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.							 Hunter's Kit Required 1 ENHANCEMENT(S) 0 COUNTER(S)

LEVEL	715-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
2 Apply A Field Bandage		1 pt	Touch	1 Creature	Permanent	Initiative	none	99
	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)							 Hunter's Kit none 1 ENHANCEMENT(S) 0 COUNTER(S)

Flora-Fauna-Nature



LEVEL	712-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
1 Skinning A Hide		4 pts	Self	Animal	Permanent	12 Hours	SKL	99
	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).							 Hunter's Kit Required 1 ENHANCEMENT(S) 0 COUNTER(S)

LEVEL	714-1	COST	RANGE	AREA OF EFFECT	DURATION	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. If started outside of range the animal may leave while not noticing the hunter. Using this within range means the animal is aware, and hopefully not scared.							1 ENHANCEMENT(S) 0 COUNTER(S)


LEVEL	720-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
3 Calm Animal		4 pts	2 Squares	1 Animal	2 Hours	20 Minutes	SKL	99
	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).							5 ENHANCEMENT(S) 0 COUNTER(S)

-Hunter



Food-Water


LEVEL	725-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
3 Hunt/Fish/Gather		4 pts	Self	20x20 Squares	9 Hours	9 Hours	SKL 2	1
	<p>Able to hunt, fish, or gather once per day Skill Save:2 to be rolled, but adjusted for region. Spring/Summer: Pass=35 meals. Fail=3d8 meals. Fall/Winter: Pass=12 meals. Fail=2d4 meals.</p>							 Hunter's Kit Required 1 ENHANCEMENT(S) 0 COUNTER(S)


Personal-Connections

LEVEL	902-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
4 Hunter Marks		4 pts	6 Squares	1 Square	1 Month	1 Minute	none	99
	<p>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 NOT able to make sense of these arrangements.</p>							4 ENHANCEMENT(S) 0 COUNTER(S)


Shelter-Rest-Protection

LEVEL	713-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
2 Hunters Hut (10 ppl)		4 pts	Touch	2x1 Squares	8 Hours	20 Minutes	SKL 2	3
	<p>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.</p>							 Hunter's Kit required 2 ENHANCEMENT(S) 0 COUNTER(S)



LEVEL	717-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
2 Perimeter Safety		4 pts	Touch	3x8 Sq Perimeters	8 Hours	30 Minutes	none	99
	<p>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.</p>							2 ENHANCEMENT(S) 0 COUNTER(S)


LEVEL	721-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
3 Create Temporary Shelter (3 ppl)		4 pts	Touch	1 Shelter	2 Days	10 Minutes	none	99
	<p>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).</p>							0 ENHANCEMENT(S) 0 COUNTER(S)

Tracking-

LEVEL	711-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
1 Find North		4 pts	Self	Self	1 Hour	Initiative	none	99
	<p>Reviews surrounding area. GM indicates direction of North. Reviews surrounding area.</p>							1 ENHANCEMENT(S) 0 COUNTER(S)

Utility-

LEVEL	716-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
2 Make Fire with Sticks		4 pts	Touch	Kindling	Permanent	10 Minutes	SKL 1	99
	<p>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</p>							 Hunter's Kit COL-1 0 ENHANCEMENT(S) 0 COUNTER(S)

LEVEL	703-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
2 Mental Alarm Clock		4 pts	Self	Self	18 Hours	10 Minutes	none	1
	<p>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. Does not guarantee restful sleep. When waking it takes 1 full round before Fighter is able to be clear headed.</p>							2 ENHANCEMENT(S) 0 COUNTER(S)

LEVEL

726-1

COST

RANGE

AREA OF EFFECT

DURATION

ROLL OUT

SAVING THROW

STACK

4 Mimic Soft Nature Sounds

4 pts

Self

6x6 Squares


20 Minutes

Initiative

SNS

2

99



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)