-Hunter Battle-Offense SAVE: No Save STACK 99 ROLL OUT 4 pts Char Sheet 1 Target Initiative 1 Round 4 Accurate Ranged Shots A focus on accuracy rather than speed. Shooter focus' on a single target for the round. NO FOCUS USE 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. No Save 4 pts Move x2 1 Creature Initiative 1 Round 4 Hunters Charge 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. NO FOCUS USE 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). SET FOR CHARGE - FTR LvI:1 No other attacks (including 'Extra' attacks) can be attempted in the same round. STACK 99 RANGE AREA OF EFFECT ROLL OUT No Save 8 pts 8 Squares 3x3 Squares Instant 2 Rounds **COUNTER:** Disruptive Factor Character draws attention to themselves in attempt to interrupt others. This action might disrupt other actions or break concentration of others. NO FOCUS USE 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. RANGE No Save Self Instant 1 Round / Tier 8 pts by the bow 5 Instant Ranged Shots 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. NO FOCUS USE 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 & will be completed before the next attack from another person. STACK No Save Initiative 4 Rounds 8 pts By Weapon 1 Target 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. NO FOCUS USE Hunter must use a crossbow with flight bolts. Bows cannot use this skill. No changes to Initative and ToHIT rolls. No Save 8 pts By Weapon By Weapon Initiative 2 Rounds **Penetrating Ranged Shots** Hunter focus' on burying the arrows deep into the targets the cost of accuracy. This skill only works with bows and for ranged attacks. NO FOCUS USE 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. ENHANCEMENTS: 2 No Save Melee Self 1 Round 4 pts Instant AoO on Melee Entry Rogue take AAO as target enters the battle Hallows Rogue an Attack of Opportunity when a target enters into melee range. NO FOCUS USE 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. AVOID AN AoO - ROG Lvl:1 STACK 99 RANGE AREA OF EFFECT No Save 8 pts By Weapon 1 Target Initiative 5 Attacks

6 Held Shot - Single Target

Hunter keeps the target in sight and fires a carefully aimed shot.

Each successive attack w/ same target +2 ToHit and Damage(Max +10).

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. If the target is out of sight for an entire round or more the count must start over.

NO FOCUS USE

ENHANCEMENTS: 3

-Hunter STACK ROLL OLIT No Save 8 pts By Weapon By Weapon Initiative 1 Round 6 Shoot Thru Party to Target 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. NO FOCUS USE 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. SKI · 2 1 Battle 12 pts 1 Square 1 Horse Initiative Attack is attempted Mounted Melee Attack Character is able to direct a trained mount into battle. Only 1 attack when moving. Max 2 attacks when stopped. NO FOCUS USE Requires the use of a trained mount. Single handed weapons only. Character is only able to use small or buckler shield. No Save 12 pts By Weapon 1 Target Initiative 4 Rounds 10 Blunted Bow Shots (Bow Only) Hunter aims to subdue, not kill. Full damage is applied till end of round, then only 1/4 of the damage remains. NO FOCUS USE Hunter must use a bow with blunted missiles. Crossbowyers cannot use this skill. No changes to Initative and ToHIT rolls. Damage is from the critical blunt column. Use 'Blunt' on Criticals chart. ENHANCEMENTS: 1 ROLL OUT No Save 12 pts By Weapon By Weapon Initiative 1 Round 12 Targeting A Moving Target Hunter tracks the movment and shoots! Init+4 and ToHIT+8 vs Moving targets for 1 Rd. NO FOCUS USE Bonuses of +2 per Tier to Initiative and ToHIT Penalties to Number of attacks reduced to half normal. Minimum is 1 attack. Standard 'Moving Target' AC adjustment of AC-4 is accounted for with ToHIT Bonus. FNHANCEMENTS: 4 No Save 16 pts By Weapon 1 Target Initiative 1 Round 14 Ranged Sucker Shot(s) 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. NO FOCUS USE Bonuses: +12 to Init, ToHIT, and Damage. Though, Initiative may not come into play. Detriments: One unaware target, Bow required, & half normal attacks. (Min 1) Target may have armor / be in a protected state. Required unguarded stance of target. ENHANCEMENTS: 5 STACK No Save 16 pts By Weapon 1 Target Initiative 1 Round 15 Moving And Shooting Hunter uses a ranged weapon while shooting from an unstable position. Instability could be: Ships deck, Horseback, Slipping, etc. . . NO FOCUS USE Potentially negates some of the downsides of being unstable as your attempt to shoot. A ranged weapon must be used. The weapon will only have half of the normal distance. Number of attacks are halved. Minimum of 1. ENHANCEMENTS: 3 Battle-Prep

Point 80 ft Ahead

8 pts Hunter takes on roll of a Point Person as the group moves forward.

COST

8 pts

If surprised Hunter Saves to overcome group surprise.

Hunter must be about 80 feet ahead of the group and alone in that point position.

RANGE

By Weapon

Self

Self

By Weapon

10 Minutes

1 Minute

Hunter maintains concentration to gain the benefits.

Sns:2 to avoid Surprize, Dazed, & Stun. No convo, 1000 yard stare.

No Save

SNS: 2

No surprise.

Critical Ranged Shot (Pre-Battle)

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.

This skill cannot be stacked upon itself.

NO FOCUS USE

NO FOCUS USE

4 Hours

4 Hrs or 1 Battle

ENHANCEMENTS: 1

-Hunter

ROLL OLIT DURATION No Save 16 pts Melee 1 Creature Instant Instant 16 Quick Ranged Shot (Pre-Battle)

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.

Bonuses are given to Initiative +15, ToHIT +5, and Damage +5.

NO FOCUS USE

CREATE

CREATE:

CREATE:

Hunter's Kit

Hunter's Kit

none

CREATE:

Hunter's Kit

CREATE:

Required

Required.

SNS: 2

Attacked

Kit & Workshop

Required

Used / EOY

Permanent

4 Hours

Initiative

Required

Hunter's Kit

Required

Creation-Meta

DURATION No Save 8 pts Touch Self 4 Hours Permanent

6 Make/Repair Arrows

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 and arrow heads and sinew

Tier 3: 12 flight arrows require, light weight shafts and sinew

ENHANCEMENTS: 3

Creations-

STACK DURATION No Save 4 pts Touch 3 Salves 4 Hours **End Of Year**

1 Create Singer's Salve

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.

No Save

矗

No Save

1 Potion

1 Creature

Create Sunrise Potion

Hunter creates a Sunrise Potion in their own way. Oty: 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.

1 pt

4 pts

Touch

Touch

Apply A Field Bandage

Once per battle per target. Always binds.

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)

SNS: 2 1 Jar Used / EOY Revive to wakeness 8 pts Touch 4 Hours

Create Revive Salve

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.

ROLL OUT DURATION SKL: 2 9 Touch 1 Cloth 4 Hours Used / EOY Help Sick/Disease 8 pts

Create Health Poultice

Hunter creates a Poultice.

Qty: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.

Requires a campfire and a Hunters Kit.

ENHANCEMENTS:

Used / EOY 8 pts Touch 1 Jar 4 Hours Create Repellent Oil CREATE:

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.

-Hunter STACK DURATION ROLL OUT SNS: 2 12 pts Touch 1 Vial 4 Hours Used / EOY Clears Daze/Stun 11 Create Clear Mind Inhalent CREATE: Hunter creates an inhalent. Qty:1-3. Dazed or stunned become clear headed with Save. Hunter's Kit This helps Save column. (Col-1). Requires a campfire and a Hunters KIT. Required Hunter creates an inhalent. Ingredients are Garlic, Ginger, Hemlock. SKL: 2 Used / EOY 12 pts Touch 1 Meal 4 Hours Stay awake 48 hrs 11 Create Java Meal Spice CREATE: Hunter creates a bit of spice. Oty:1-3. Recipeint will remain alert 48 hrs. (cannot be past 48). Hunter's Kit 靐 Hunter creates a small edible that will keep the person awake for most of the day. Required 1 does per 24 hours. Ingredients are Anise, Peppermint, Hemlock. Requires a campfire and a Hunters KIT. SNIS: 1 12 pts Touch 1 Jar 4 Hours Used / EOY Stay Awake 12 Create Calming Tea CREATE: <u>~</u> Hunter creates a very recognizably tasty tea which helps with Skill Point recovery. Qty:1-3. Deeper sleep and raises Skill Pts at 6am. Pts + 2. Hunter creates a very recognizably tasty tea which helps with Skill Point recovery. Required Cabbage, Ginger, Palm, Oak, KIT Flora-Fauna-Nature ROLL OUT DURATION SKL: 1 9 4 pts Self Animal 12 Hours Permanent 1 hide 1 Skinning A Hide CREATE: 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) Hunter's Kit Hide finished at end of duration. This includes Skinning, Trimming, Cleaning, Drying. Required 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). STACK No Save 4 pts 10 Squares 10 Squares 5 Minutes 1 Hour 2 Benign Approach Use of 'Calm Animal' skill will greatly help this effort. Approaching animals and not alarming them (much). No attacks. NO FOCUS USE 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. STACK RANGE ROLL OUT SKL: 2 4 pts 2 Squares 1 Animal 20 Minutes 2 Hours Animal is calmed Calm Animal The hunter calms a wild animal in their own way. Some animals flee before effect happens. Skill:2 NO FOCUS USE 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). ENHANCEMENTS: 5 Food-Water STACK AREA OF EFFECT ROLL OUT 9 SKL: 2 4 pts Self 20x20 Squares 9 Hours 9 Hours Aguired food.

Self

Ocean

3 Hunt/Fish/Gather

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.

Pass=12 meals. Fail=2d4 meals. Fall/Winter:

12 pts Coastal Net Fishing 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

Required

CREATE

NO FOCUS USE

Permanent

16 Hours

CREATE

No Save





-Hunter

Personal-Connections DURATION STACK 99 ROLL OUT No Save 1 Month (30 days) 4 pts 6 Squares 1 Square 1 Minute 4 Hunter Marks CREATE: Hunter can leave marks that look like naturally dispersed and meaningless arrangements. No Save to find, just need to look NO FOCUS USE Hunter can leave marks that look normal to others but are meaningless to others. Others are NOT able to make sense of these arrangements. ENHANCEMENTS: 4 Shelter-Rest-Protection AREA OF EFFECT ROLL OUT DURATION 9 SKL: 2 8 Hours 4 pts Touch 2x1 Squares 20 Minutes Created 2 Hunters Hut (10 ppl) CREATE: -The hunter creates a shelter out of avialable materials Creates temporary shelter for 8 persons. Hunter's Kit The hunter creates a shelter out of avialable materials. required If left up the shelter will fall within 2 days. After duration the shelter will no longer keep the weather out. No Save 3x8 Sq Perimeters 4 pts Touch 30 Minutes 8 Hours 2 Perimeter Safety Hunter uses materials from the environment to alert the party of intruders. 8x8 perimeter. Snaps/breaks/cracks sounds when crossed. NO FOCUS USE Hunter uses materials from the environment to alert the party of intruders. DURATION STACK 99 No Save 2 Days 1 Shelter 10 Minutes 4 pts Touch Create Temporary Shelter (3 ppl) CREATE: Quickly built (1 min) & lasts 2 days, unless rough weather. Very heavy rains and/or heavy winds will destroy this. NO FOCUS USE - Shelter fits up to 3 people. - Any rolls to help the sick or diseased gains five (+5). No Save 3 x 3 Squares 1 Hour 8 Hours / Tier 8 pts 1 Square 7 Hunters Hidden Shelter (4 ppl) CREATE: Hunter creates a hunting blind for up to 4 people. Inhabitants should be aware of possible issues: NO FOCUS USE - High winds will knock this down - smoke from fires may be noticed - Not useable in obvious locations (urban) ENHANCEMENTS: 2 Tracking-STACK ROLL OUT No Save Self Self Initiative 1 Hour 4 pts 1 Find North Reviews surrounding area. GM indicates direction of North. NO FOCUS USE Reviews surrounding area. ENHANCEMENTS: 1 No Save 12 pts 1 Mark Trail 20 Minutes 12 Hours Touch 9 Cover Trail Hunter slows down to ensure no trial is left behind. Hunters 'might' uncover trail. Max:1 mark covered. NO FOCUS USE Hunter slows down to ensure no trial is left behind. Attempts to cover trail at full speed require GM to roll characters SKL:3. FIND/FOLLOW TRAIL- HNT LvI:12 ENHANCEMENTS: 1 ROLL OUT No Save 12 pts Self 1 Mark 20 Minutes 24 Hours 12 Find/Follow Trail Hunter becomes the tracker. Succeed=GM rolls characters SKL:2. Move x 1/2. NO FOCUS USE

COVER TRAIL - HNT LvI:9

Movement is reduced in half.

To move full speed and attempt tracking GM uses SKL:3 Save.

-Hunter Travel-Planes STACK 1 AREA OF EFFECT ROLL OUT DURATION SAVE: SKL: 3 Self 10 Minutes Able to do this. 8 pts Self 12 Hours 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 NO FOCUS USE Hunter zones out as they walk a preset direction No Save 16 pts Self Non-Urban 10 Minutes 1 Day 13 Faster Path Hunter estimates fastest path through known environments. Solo=150%. Group=120% w/Hunter @ point. Not all environs. NO FOCUS USE 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. Utilitv-STACK ROLL OUT DURATION SAVE: SKL: 1 9 4 pts Touch Kindling 10 Minutes Permanent start fire 2 Make Fire with Sticks Hunter rubs two sticks together to create a small fire. Make Fire with Sticks. 3 attempts. Hunter's Kit 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 RANGE ROLL OUT No Save Self Self 18 Hours 4 pts 10 Minutes 2 Mental Alarm Clock Able to set a time and wake up at that time. Fighter reviews the surroundings to understand normal sounds are during the rollout. NO FOCUS USE Fighter must not be exhausted or forced to sleep. Does not guarrantee restful sleep. When waking it takes 1 full round before Fighter is able to be clear headed. ENHANCEMENTS SNS: 2

Self

4 pts

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.

Mimic Soft Nature Sounds

6x6 Squares

Initiative

20 Minutes

NO FOCUS USE

ENHANCEMENTS: 2