










## -Hunter

LEVEL	724-1	COST	RANGE	AREA OF EFFECT	DURATION		ROLL OUT		SAVING THROW	STACK
<b>4 Accurate Ranged Shots</b>		4 pts	Char Sheet	1 Target	1 Round		Initiative		none	99
	<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>									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).						0 ENHANCEMENT(S)
		No other attacks (including 'Extra' attacks) can be attempted in the same round.						1 COUNTER(S)




LEVEL	801-1		COST	RANGE	AREA OF EFFECT	DURATION		ROLL OUT	SAVING THROW	STACK
<b>5 COUNTER: Disruptive Factor</b>			8 pts	8 Squares	3x3 Squares	2 Rounds		Instant	none	99
	<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>								2 0	ENHANCEMENT(S) COUNTER(S)






LEVEL	718-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
5	Instant Ranged Shots	8 pts	by the bow	Self	1 Rd / Tier	Instant	none	99
 <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>							2	ENHANCEMENT(S)
							0	COUNTER(S)





LEVEL	905-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
5	Long Distance Crossbow Shots	8 pts	By Weapon	1 Target	4 Rounds	Initiative	none	1
 <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>							2	ENHANCEMENT(S)
							0	COUNTER(S)




LEVEL	767-1	COST	RANGE	AREA OF EFFECT	DURATION	 ROLL OUT 	SAVING THROW	STACK
5	<b>Penetrating Ranged Shots</b>	8 pts	By Weapon	By Weapon	2 Rounds	Initiative	none	1
 <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>						2 ENHANCEMENT(S) 0 COUNTER(S)		




LEVEL	665-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
6 AoO on Melee Entry		4 pts	Melee	Self	1 Attack	Instant	none	99
	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.							0 ENHANCEMENT(S) 1 COUNTER(S)






LEVEL	731-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
6	Held Shot - Single Target	8 pts	By Weapon	1 Target	5 Attacks	Initiative	none	99
 <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>							3	ENHANCEMENT(S)
							1	COUNTER(S)





LEVEL	732-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
6	Shoot Thru Party to Target	8 pts	By Weapon	By Weapon	1 Round	Initiative	none	99
 <p>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.</p>							5 ENHANCEMENT(S) 0 COUNTER(S)	





# -Hunter

LEVEL	815-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
<b>9 Mounted Melee Attack</b>		12 pts	1 Square	1 Horse	1 Battle	Initiative	SKL 2	99
	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. Character is only able to use small or buckler shield.							0 ENHANCEMENT(S) 0 COUNTER(S)
LEVEL	763-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
<b>10 Blunted Bow Shots (Bow Only)</b>		12 pts	By Weapon	1 Target	4 Rounds	Initiative	none	1
	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. No changes to Initiative and ToHit rolls. Damage is from the critical blunt column. Use 'Blunt' on Criticals chart.							1 ENHANCEMENT(S) 0 COUNTER(S)
LEVEL	772-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
<b>12 Targeting A Moving Target</b>		12 pts	By Weapon	By Weapon	1 Round	Initiative	none	1
	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 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.							4 ENHANCEMENT(S) 1 COUNTER(S)







## Battle-Prep

LEVEL	729-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
<b>5 Point 80 ft Ahead</b>		8 pts	Self	Self	4 Hours	10 Minutes	SNS 2	1
	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. Hunter maintains concentration to gain the benefits. Sns:2 to avoid Surprise, Dazed, & Stun. No convo, 1000 yard stare.							5 ENHANCEMENT(S) 0 COUNTER(S)
LEVEL	757-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
<b>8 Critical Ranged Shot (Pre-Battle)</b>		8 pts	By Weapon	By Weapon	4 Hrs or 1 Battle	1 Minute	none	1
	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.							1 ENHANCEMENT(S) 0 COUNTER(S)

## Creation-Meta

LEVEL	722-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
<b>6 Make/Repair Arrows</b>		8 pts	Touch	Self	Permanent	4 Hours	none	99
	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							 Hunter's Kit Required 2 ENHANCEMENT(S) 0 COUNTER(S)

## Creations-

LEVEL	709-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
<b>1 Create Singer's Salve</b>		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
<b>1 Create Sunrise Potion</b>		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
<b>2 Apply A Field Bandage</b>		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)

## -Hunter

LEVEL

727-7

COST

RANGE

AREA OF EFFECT

DURATION

ROLL OUT


SAVING THROW

STACK

5

Create Revive Salve

8 pts	Touch	1 Jar	Year	4 Hours	SNS	2	99
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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.



Hunter's Kit

Kit & Workshop

0 ENHANCEMENT(S)

0 COUNTER(S)

	LEVEL	754-1	COST	RANGE	AREA OF EFFECT	DURATION	<b>Bonus 1</b>		ROLL OUT	SAVING THROW		STACK
	<b>7 Create Health Poultice</b>		8 pts	Touch	1 Cloth	Year End			4 Hours	SKL	2	99
 Qty:1-3. Helps recover from Sickness/Disease by making the Save column one better (-1). Sicknes/Disease rolls are done in the morning using the Health:2 Save. Requires a campfire and a Hunters Kit.									Hunter's Kit Required			
										2 ENHANCEMENT(S)		
										1 COUNTER(S)		

LEVEL

7 Create Repellent Oil

734-1

COST

8 pts

RANGE

Touch

AREA OF EFFECT

1 Jar

DURATION

Year End

ROLL OUT

4 Hours

SAVING THROW

SNS

STACK

2

100%

99

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's Kit Required.

0 ENHANCEMENT(S)

0 COUNTER(S)

LEVEL

768-1

COST

RANGE

AREA OF EFFECT

DURATION

ROLL OUT

SAVING THROW

STACK

11 Create Clear Mind Inhalent

12 pts

Touch

1 Vial


Year End

4 Hours


SNS

2


99



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.







 Hunter's Kit Required



2

ENHANCEMENT(S)

1

COUNTER(S)

LEVEL	769-1	COST	RANGE	AREA OF EFFECT	DURATION	 1	 ROLL OUT	SAVING THROW	STACK	
11 Create Java Meal Spice		12 pts	Touch	1 Meal	Year End		4 Hours	SKL	2	99
	<p>Hunter creates a bit of spice. Qty:1-3.    Recipeint will remain alert 48 hrs. (cannot be past 48).</p> <p> 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 camping and a Hunters KIT</p>								 Hunter's Kit Required	
								2    ENHANCEMENT(S)		
								1    COUNTER(S)		

LEVEL	771-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
<b>12 Create Calming Tea</b>		12 pts	Touch	1 Jar	Year End	4 Hours	SNS	99
 <p>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.</p> <p> Hunter creates a very recognizably tasty tea which helps with Skill Point recovery. Cabbage, Ginger, Palm, Oak, KIT</p>								

# 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

1

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

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	2



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
<b>3 Hunt/Fish/Gather</b>		4 pts	Self	20x20 Squares	9 Hours	9 Hours	SKL 2	1
	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.							 Hunter's Kit Required 1 ENHANCEMENT(S) 0 COUNTER(S)


LEVEL	774-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
<b>9 Coastal Net Fishing</b>		12 pts	Self	Ocean	Permanent	16 Hours	none	1
	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							0 ENHANCEMENT(S) 0 COUNTER(S)


## Personal-Connections


LEVEL	902-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
<b>4 Hunter Marks</b>		4 pts	6 Squares	1 Square	1 Month	1 Minute	none	99
	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.							4 ENHANCEMENT(S) 0 COUNTER(S)

## Shelter-Rest-Protection


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

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

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


LEVEL	755-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
<b>7 Hunters Hidden Shelter (4 ppl)</b>		8 pts	1 Square	3 x 3 Squares	8 Hours / Tier	1 Hour	None	3
	Hunter creates a hunting blind for up to 4 people. Inhabitants should be aware of possible issues: - High winds will knock this down - smoke from fires may be noticed - Not useable in obvious locations (urban)							2 ENHANCEMENT(S) 0 COUNTER(S)


## Tracking-

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




## -Hunter



LEVEL	759-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
9	Cover Trail	12 pts	Touch	1 Mark Trail	12 Hours	20 Minutes	none	99
	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 .						1 ENHANCEMENT(S) 0 COUNTER(S)	

LEVEL	765-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
<b>10 Find/Follow Trail</b>		12 pts	Self	1 Mark	24 Hours	20 Minutes	none	1
	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.							1 ENHANCEMENT(S) 0 COUNTER(S)


# Travel-Planes

LEVEL	756-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
8	Hunters Stare (1-4 days)	8 pts	Self	Self	12 Hours	10 Minutes	SKL	3
	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							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.</p> <p>Make Fire with Sticks. 3 attempts.</p> <p>Dry Kindling needed. Damp kindling +1 Col. Wet environ +1 Col</p> <p>Hunters Kit helps (-1 col).</p> <p>Hunters base Save is SKL:1. NON Hunters base Save is NON:3</p>						<div> Hunters' Kit</div> <div>COL-1</div> <div>0 ENHANCEMENT(S)</div> <div>0 COUNTER(S)</div>		

LEVEL	703-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
<b>2 Mental Alarm Clock</b>		4 pts	Self	Self	18 Hours	10 Minutes	none	1

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
 <p>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.</p>		<div>2 ENHANCEMENT(S)</div> <div>0 COUNTER(S)</div>						