## -Hunter

	tle-Offer		P.1105		DUDATION	POLICIT	CAN'5	CT - CV	
6	8 pts	Shoot Thru Party to Target  All Ranged attacks in Duration. Bonus +2 Init, if a	By Weapon annouced.	By Weapon	1 Round $\mathcal{J}_{\text{RDS}}$	Initiative	none	99	ENH <b>5</b>
6	4 pts	AoO on Melee Entry  Targets entering melee become open to an attack	Melee k.	Self	1 Round 🎝 RDS	Instant	none	99	
5	8 pts	Instant Ranged Shots Each attack has a rollout of 'instant' for the durate	by the bow	Self	1 Round / Tier	Instant	none	99	2 2
4	4 pts	Hunters Charge #Attks=1. Move x2, straight, no pivot. ToHIT & Di	Move x2 mg +8.	1 Creature	1 Round 🎝 RDS	Initiative <b>*</b>	none	1	
4	4 pts	Accurate Ranged Shots  #Attack -1. 1 Target. ToHit & Dmg +2 per Tier.	Char Sheet	1 Target	1 Round 🎝 RDS	Initiative	none	99	2 2
6	8 pts	Held Shot - Single Target Concentrate on 1 Target ToHIT/Dmg +2 per held	By Weapon attck, max+10.	1 Target	5 Attacks 5	Initiative <b>*</b>	none	99	ENH 3
5	8 pts	Long Distance Crossbow Shots Crossbows Only. Distance +8 Sqs. Damage -2 pt.	By Weapon s (Min 1)	1 Target	4 Rounds 🚜 Ros	Initiative <b>*</b>	none	1	2 2
10	12 pts	Blunted Bow Shots (Bow Only) Bow (only) w/blunts. Dmg= Crit Blunt. After battle	By Weapon le 1/4 Dmg.	1 Target	4 Rounds 🥰 RDS	Initiative <b>*</b>	none	1	ENH 1
5	8 pts	Penetrating Ranged Shots All bow shots: ToHits -2, Damage+6.	By Weapon	By Weapon	2 Rounds Ros	Initiative <b>*</b>	none	1	ENH 2
14	16 pts	Ranged Sucker Shot(s) Unaware Target. Bow only. Init/ToHIT/Dmg +12.	By Weapon Attks 1/2(Min 1)	1 Target	1 Round $\mathcal{J}_{\scriptscriptstyle{RDS}}$	Initiative <b>*</b>	none	1	ENH 5
12	12 pts	Targeting A Moving Target  Attck: 1/2 (Min 1). Init & ToHIT +2 / Tier.	By Weapon	By Weapon	1 Round $\mathcal{J}_{\scriptscriptstyle{RDS}}$	Initiative <b>*</b>	none	1	ENH 4
5	8 pts	COUNTER: Disruptive Factor  Attempt to stop a specific spell or action.	8 Squares	3x3 Squares	2 Rounds Ros	Instant	none	99	ENH 2
9	12 pts	Mounted Melee Attack  1 Attk, Max 2 if stopped. Single handed wpn. Sm	1 Square shld/buckler	1 Horse	1 Battle	Initiative	SKL 2 Attack is attemp	99 oted	
15	16 pts	Moving And Shooting 1/2 Distance & Attacks (Min 1) Init & ToHit +12.	By Weapon	1 Target	1 Round $\mathcal{J}_{\scriptscriptstyle{RDS}}$	Initiative <b>*</b>	none	1	ENH 3

## -Hunter 3/24/2024 3:20:24 PM **Battle-Prep** COST FOCUS TITLE RANGE AoE DURATION ROLLOUT SAVE STACK LEVEL ENH Self 4 Hours SNS 2 1 5 8 pts Point 80 ft Ahead Self 10 Minutes 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

RANGE

12 arrows. Tier1=Crude/Blunt, Tier2=Standard, Tier3=Flight.

Touch

COST

8 pts

FOCUS

Make/Repair Arrows

Required with Item/Kit.

LEVEL

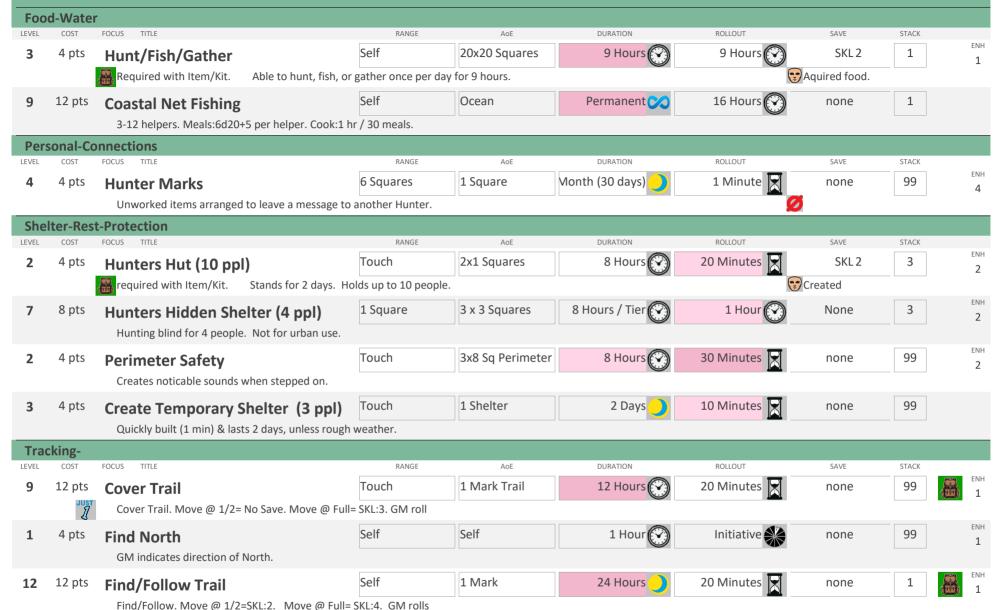
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	ations-								
LEVEL 1	cost 4 pts	FOCUS TITLE	Touch	1 Potion	Used / EOY	4 Hours	none	STACK	ENH
1	4 pt3	Create Sunrise Potion Required with Item/Kit. Yeild of 1d3 Potions			Osed / LOT	4110013	Hone		1
2	1 n+		Touch	1 Creature	Permanent (XX)	Initiative 💒	none	99	ENH
2	1 pt	Apply A Field Bandage  none with Item/Kit. [Cloth/moss, before hea			Permanent	IIIItiative	none	99	1
			-		11 1/50V	411	CNICA	- 00	ENH
12		Create Calming Tea	Touch	1 Jar	Used / EOY	4 Hours	SNS 1	99	2
		Required with Item/Kit. Yeild of 1d3 items.		_			Stay Awake		
7	8 pts	Create Repellent Oil	Touch	1 Jar	Used / EOY 1	4 Hours	SNS 2	99	
		Required. with Item/Kit. Yeild 1d3 items. Eff	fect: Repells insects S	ave col-1.			Attacked		ENIL
7	8 pts	Create Health Poultice	Touch	1 Cloth	Used / EOY	4 Hours	SKL 2	99	ENH 2
		Required with Item/Kit. Yield 1d3 items. Effe	ect: Sick/Dis Col -1				Help Sick/Diseas		
1	4 pts	Create Singer's Salve	Touch	3 Salves	End Of Year	4 Hours	none	99	ENH <b>1</b>
Required with Item/Kit. Yeilds 1d3 jars. Effect on DOT +2/+4 HP at each cycle.									
5	8 pts	Create Revive Salve	Touch	1 Jar	Used / EOY	4 Hours	SNS 2	99	
		Kit & Workshop with Item/Kit. KITCHEN: Yei	ls 1d3 Salves. Effect: 1d3 HP & Awake 30 Min.			<u> </u>	Revive to wakeness		
11	12 pts	Create Clear Mind Inhalent	Touch	1 Vial	Used / EOY	4 Hours	SNS 2	99	ENH 2
		Required with Item/Kit. Yeild of 1d3 items.	Effect: Dazed/Stunne	d/Sleep col-1.			Clears Daze/Stur	1	۷
11	12 pts	Create Java Meal Spice	Touch	1 Meal	Used / EOY	4 Hours	SKL 2	99	ENH 2
		Required with Item/Kit. Yeild of 1d3 items. C	Caffeine effect for 48	hrs. Don't repeat.			Stay awake 48 h	rs	2
Flor	a-Fauna	-Nature							
LEVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	ENH
2	4 pts	Benign Approach	10 Squares	10 Squares	1 Hour	5 Minutes	none	99	1
		Approach animals in a benign way to get close.	No attacks						
1	4 pts	Skinning A Hide	Self	Animal	Permanent	12 Hours	SKL1	99	ENH 1
		Required with Item/Kit. Save & Kit required.	Size by Tier. 1st:2x4,	3rd:3x6, 5th:6x6.		•	1 hide		
3	4 pts	Calm Animal	2 Squares	1 Animal	2 Hours	20 Minutes	SKL 2	99	ENH 5
		Hunter to Use Save col 2. Situation reduces Save	e col to 1.			•	Animal is calmed	I	

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Trav	el-Plan	es							
LEVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
13	16 pts	Faster Path	Self	Non-Urban	1 Day	10 Minutes	none	1	
Solo=150%. Group=120% w/Hunter @ point. Not all environs.									
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. Wake=3 rds.									
Utility-									
LEVEL	COST	FOCUS TITLE	RANGE	AoE	DURATION	ROLLOUT	SAVE	STACK	
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 intensity.							Success		
2	4 pts	Make Fire with Sticks	Touch	Kindling	Permanent	10 Minutes	SKL 1	99	
COL -1 with Item/Kit. Dry Kindling needed. Damp kindling +1 Col. Wet environ +1 Col									
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.