



-Hunter


Battle-Offense


<


-Hunter

LEVEL	815-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
9 Mounted Melee Attack		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
10 Blunted Bow Shots (Bow Only)		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
12 Targeting A Moving Target		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)


LEVEL	770-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
14 Ranged Sucker Shot(s)		16 pts	By Weapon	1 Target	1 Round	Initiative	none	1
	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. 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.							5 ENHANCEMENT(S) 0 COUNTER(S)

LEVEL	775-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
15 Moving And Shooting		16 pts	By Weapon	1 Target	1 Round	Initiative	none	1
	Hunter uses a ranged weapon while shooting from an unstable position. Instability could be: Ships deck, Horseback, Slipping, etc. . . 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.							3 ENHANCEMENT(S) 0 COUNTER(S)


Battle-Prep

LEVEL	729-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
5 Point 80 ft Ahead		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
8 Critical Ranged Shot (Pre-Battle)		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)

LEVEL	777-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
16 Quick Ranged Shot (Pre-Battle)		16 pts	Melee	1 Creature	Instant	Instant	none	1
	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.							3 ENHANCEMENT(S) 0 COUNTER(S)

Creation-Meta

LEVEL	722-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
6 Make/Repair Arrows		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. Hunter's Kit Required 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							2 ENHANCEMENT(S) 0 COUNTER(S)



-Hunter


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
	<p>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.</p>								 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
	<p>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.</p>								 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
	<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>								 Hunter's Kit none 1 ENHANCEMENT(S) 0 COUNTER(S)
LEVEL		727-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
5	Create Revive Salve		8 pts	Touch	1 Jar	Year	4 Hours	SNS	99
	<p>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.</p>								 Hunter's Kit Kit & Workshop 0 ENHANCEMENT(S) 0 COUNTER(S)
LEVEL		734-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
7	Create Health Poultice		8 pts	Touch	1 Cloth	Year End	4 Hours	SKL	99
	<p>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.</p>								 Hunter's Kit Required 2 ENHANCEMENT(S) 1 COUNTER(S)
LEVEL		734-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
7	Create Repellent Oil		8 pts	Touch	1 Jar	Year End	4 Hours	SNS	99
	<p>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.</p>								 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	99
	<p>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.</p>								 Hunter's Kit Required 2 ENHANCEMENT(S) 1 COUNTER(S)
LEVEL		769-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
11	Create Java Meal Spice		12 pts	Touch	1 Meal	Year End	4 Hours	SKL	99
	<p>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.</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
12	Create Calming Tea		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. Hunter creates a very recognizably tasty tea which helps with Skill Point recovery. Cabbage, Ginger, Palm, Oak, KIT</p>								 Hunter's Kit Required 2 ENHANCEMENT(S) 1 COUNTER(S)

-Hunter



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
	<p>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)</p> <p>Hide finished at end of duration. This includes Skinning, Trimming, Cleaning, Drying.</p> <p>Tier of Hunter indicates the size of the finished hide regardless of size of creature.</p> <p>1st= Small(2x4 ft/60x120 cm) 3rd= Med(3x6 ft/90x180 cm) 5th= Lrg(6x6 ft/180x180 cm).</p>						<div> Hunter's Kit Required</div> <div>1 ENHANCEMENT(S)</div> <div>0 COUNTER(S)</div>	

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 2	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)	

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
	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
9 Coastal Net Fishing		12 pts	Self	Ocean	Permanent	16 Hours	none	1
	<p>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</p>						<p>0 ENHANCEMENT(S) 0 COUNTER(S)</p>	

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.</p> <p>No Save to find, just need to look</p> <p> 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
	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
2 Perimeter Safety		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)	


-Hunter


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
	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
7 Hunters Hidden Shelter (4 ppl)		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
1 Find North		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)

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
10 Find/Follow Trail		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)

LEVEL	773-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
13 Faster Path		16 pts	Self	Non-Urban	1 Day	10 Minutes	none	1
	Hunter estimates fastest path through known environments. Solo=150%. Group=120% w/Hunter @ point. Not all environs. 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.							0 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	99
	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 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
	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.							2 ENHANCEMENT(S) 0 COUNTER(S)

LEVEL

726-1

COST

4 pts

RANGE

Self

AREA OF EFFECT

6x6 Squares

DURATION

20 Minutes

ROLL OUT

Initiative

SAVING THROW


SNS

STACK

2

99

4 Mimic Soft Nature Sounds



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)

-Hunter

