-Hunter

Battle-Offe	nse								
LEVEL		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION 1 Dougl	SAVE:	No Save
4 Accurate	Ranged Shots		4 pts	Char Sheet	1 Target	Initiative	1 Round		
	A focus on accuracy Shooter focus' on a			e round					
<u>4</u> .((3))-	Shooter gains +2 ToH		<u> </u>		to damage is NO	T per die.	NC	FOCUS USE	
	Shooter loses 1 atta Applies to all range				uires the use of	a bow / crossbo	OW.		
4	Applies to all range	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	ENHANCEMENTS: 2
LEVEL 4 Hunters C	harge	JIACK I	4 pts	Move x2	1 Creature	Initiative	1 Round	SAVE.	No Save
e a	Hunter charges up to	an enemv	for a fron	tal melee at	tack.				
	Charge must be a str					ot.	NC	FOCUS USE	
	Hunter gains bonuses Detriments to Moveme) and AC (-4)			
	No other attacks (in						•	SET FOR	R CHARGE - FTR Lvl:1
Creations-									
LEVEL		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1 Create Si	nger's Salve		4 pts	Touch	3 Salves	4 Hours	End Of Year		
	Hunter creates a Sin					ill corked jars		EATE:	5
	Qty:3 Helps with da	U	` ` `		•	Mahan		nter's Kit	<u> </u>
	1 bunch-Bittercress Requires a Campfire			110 011, 1 9	SHOT-ROCKO'S HOT	water.		Required	
	Salve works against	DOT. +2 (+4 if by H	unter) heale	ed at each cycle	of the DOT.			ENHANCEMENTS: 1
LEVEL		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1 Create Su	nrise Potion		4 pts	Touch	1 Potion	4 Hours	Used / EOY	EATE:	<u> </u>
	Hunter creates a Sun Qty:3 To be used at				uith Hunton) if S	avo nassos			***
	1 Bunch of Anises le							nter's Kit Required	
4 2	Potion used at sunri			nter applies	it then 4 HP.				
	Requires a campfire	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	ENHANCEMENTS: 1
LEVEL 2 Annly A F	ield Bandage	5ci. 33	1 pt	Touch	1 Creature	Initiative	Permanent	SAVE.	No Save
Z Appry A .	Once per battle per	target.	Always bi	nds. HP+1	L				
	Use of Hunter Kit (0	ut of batt					Hu	nter's Kit	in the second se
	Hunter slaps on a hu If applied after a h					IP.		none	<u>,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,</u>
	Requires a campfire.		tchen NOT						ENHANCEMENTS: 1
Flora-Fauna	a-Nature								
LEVEL		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1
1 Skinning	A Hide		4 pts	Self	Animal	12 Hours	Permanent	EATE:	1 hide
	Hunter settles in to						Cit	LATE.	*
	Pass Save to complet Hide finished at end			` '		Cleaning Dryi		nter's Kit	<u> </u>
JENNY .	Tier of Hunter indic				0,	0,	0	Required	
	1st= Small(2x4 ft/60		· · · · · · · · · · · · · · · · · · ·		, ,,,		,		ENHANCEMENTS: 1
LEVEL		STACK 99	COST 4 pts	RANGE 10 Squares	AREA OF EFFECT 10 Squares	ROLL OUT 5 Minutes	DURATION 1 Hour	SAVE:	No Save
2 Benign Ap						3 Williates	111001		
	Use of 'Calm Animal' Approaching animals				No attacks.				
	How close depends on	the anima	l, situati	on, and the	level of the hun		NC) FOCUS USE	
31	If started outside o Using this within ra								
LEVEL				RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
LEVEL		STACK 99	COST	RANGE	AREA OF EFFECT		DUNATION		
3 Calm Anim	al	STACK 99	4 pts	2 Squares	1 Animal	20 Minutes	2 Hours		Animal is calmed
3 Calm Anim	al The hunter calms a w		4 pts	2 Squares					
3 Calm Anim	The hunter calms a w Some animals flee be	ild animal fore effec	4 pts in their t happens.	2 Squares own way. Skill:2	1 Animal	20 Minutes	2 Hours) FOCUS USE	
3 Calm Anim	The hunter calms a w	ild animal fore effec be more di	4 pts in their t happens. fficult wi	2 Squares own way. Skill:2 th some crea	1 Animal	20 Minutes	2 Hours		

-Hunter Food-Water STACK ROLL OUT DURATION 9 SKL: 2 20x20 Squares 9 Hours Aguired food. 4 pts Self 9 Hours 3 Hunt/Fish/Gather CREATE: Able to hunt, fish, or gather once per day Skill Save: 2 to be rolled, but adjusted for region. Hunter's Kit Spring/Summer: Pass=35 meals. Fail=3d8 meals. Required Pass=12 meals. Fail=2d4 meals. Fall/Winter: Personal-Connections AREA OF EFFECT ROLL OUT DURATION No Save 4 pts 6 Squares 1 Square 1 Minute 1 Month (30 days) 4 Hunter Marks CREATE: Hunter can leave marks that look like naturally dispersed and meaningless arrangements. 冶 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. Shelter-Rest-Protection STACK 9 ROLL OUT SKL: 2 Touch 2x1 Squares 20 Minutes 8 Hours 4 pts Created 2 Hunters Hut (10 ppl) CREATE: The hunter creates a shelter out of avialable materials Creates temporary shelter for 8 persons. 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 4 pts Touch 3x8 Sa Perimeters 30 Minutes 8 Hours 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. ENHANCEMENTS: No Save 2 Days 4 pts Touch 1 Shelter 10 Minutes 3 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). Tracking-RANGE AREA OF EFFECT ROLL OUT DURATION No Save 4 pts Self Self Initiative 1 Hour 1 Find North Reviews surrounding area.

NO FOCUS USE

Hunter's Kit

COL-1

DURATION

Permanent

ROLL OUT

10 Minutes

ENHANCEMENTS: 1

SKL: 1

9

8

start fire

GM indicates direction of North.

Make Fire with Sticks. 3 attempts.

Hunters Kit helps (-1 col).

STACK 99

Hunter rubs two sticks together to create a small fire.

Dry Kindling needed. Damp kindling +1 Col. Wet environ +1 Col

Hunters base Save is SKL:1. NON Hunters base Save is NON:3

4 pts

Touch

Kindling

Reviews surrounding area.

Utility-

2 Make Fire with Sticks

-Hunter

AREA OF EFFECT

6x6 Squares

Initiative

STACK 1 RANGE AREA OF EFFECT DURATION SAVE: No Save ROLL OUT Self Self 10 Minutes 18 Hours 4 pts

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.

RANGE

Self

Fighter must not be exhausted or forced to sleep.

STACK 99

Does not guarrantee restful sleep.

When waking it takes 1 full round before Fighter is able to be clear headed.

SNS: 2

Success

4 Mimic Soft Nature Sounds

Hunter creates low sounds that can be mistaken for natural sounds.

4 pts

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.

NO FOCUS USE

NO FOCUS USE

20 Minutes