-Hunter

Battle-Offense

LEVEL		COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
4 Accurate Ranged Shots	724-1	4 pts	Char Sheet	1 Target	1 Round	Initiative	none		99

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.

2 ENHANCEMENT(S)
0 COUNTER(S)

LEVEL		COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
4 Hunters Charge	723-1	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).
No other attacks (including 'Extra' attacks) can be attempted in the same round.

0 ENHANCEMENT(S)
1 COUNTER(S)

LEVEL		COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
5 COUNTER: Disruptive Factor	801-1	8 pts	8 Squares	3x3 Squares	2 Rounds	Instant	none		99

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.

2 ENHANCEMENT(S)
0 COUNTER(S)

LEVEL		COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
5 Instant Ranged Shots	718-1	8 pts	by the bow	Self	1 Rd / Tier	Instant	none		99

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 & will be completed before the next attack from another person.

2 ENHANCEMENT(S)
0 COUNTER(S)

LEVEL		COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
5 Long Distance Crossbow Shots	905-1	8 pts	By Weapon	1 Target	4 Rounds	Initiative	none		1

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 Initative and ToHIT rolls.

2 ENHANCEMENT(S)
0 COUNTER(S)

LEVEL		COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
5 Penetrating Ranged Shots	767-1	8 pts	By Weapon	By Weapon	2 Rounds	Initiative	none		1

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.

2 ENHANCEMENT(S)
0 COUNTER(S)

LEVEL		COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
6 AoO on Melee Entry	665-1	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		COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
6 Held Shot - Single Target	731-1	8 pts	By Weapon	1 Target	5 Attacks	Initiative	none		99

Hunter keeps the target in sight and fires a carefully aimed shot.
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.
Each successive attack w/ same target +2 ToHit and Damage(Max +10).

3 ENHANCEMENT(S)
1 COUNTER(S)

LEVEL		COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
6 Shoot Thru Party to Target	732-1	8 pts	By Weapon	By Weapon	1 Round	Initiative	none		99

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.

5 ENHANCEMENT(S)
0 COUNTER(S)

-Hunter

Battle-Prep

729-1

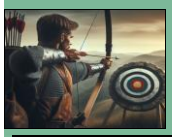
LEVEL		COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
5	Point 80 ft Ahead	8 pts	Self	Self	4 Hours	10 Minutes	SNS	2	1

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 Surprize, Dazed, & Stun. No convo, 1000 yard stare.

5 ENHANCEMENT(S)
0 COUNTER(S)

757-1

LEVEL		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



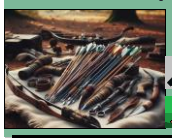
Specific ranged weapon for entire battle. 1 weapon per battle.
Critical attacks for a SPECIFIC ranged weapon happen on 18, 19, and 20.
Can be enhanced for 12 pts (13th lvl) to rollout this skill during initiative.
This skill cannot be stacked upon itself.

1 ENHANCEMENT(S)
0 COUNTER(S)

Creation-Meta

722-1

LEVEL		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.
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-

709-1

LEVEL		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

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)

710-1

LEVEL		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

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)

715-1

LEVEL		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

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)

727-1

LEVEL		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

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)

754-1

LEVEL		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	2	99

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.

Hunter's Kit Required
2 ENHANCEMENT(S)
1 COUNTER(S)

734-1

LEVEL		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	2	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)

-Hunter

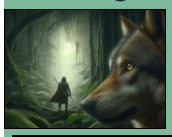
Flora-Fauna-Nature

LEVEL		COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
712-1									
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)

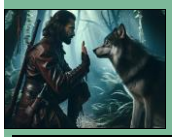
LEVEL		COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
714-1									
2	**Benign Approach**	4 pts	10 Squares	10 Squares	1 Hour	5 Minutes	none		99



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		COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
720-1									
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		COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
725-1									
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)

Personal-Connections

LEVEL		COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
902-1									
4	**Hunter Marks**	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		COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
713-1									
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		COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
717-1									
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)

LEVEL		COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
721-1									
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)

-Hunter

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)

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	1

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

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 guarrantee 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	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	99

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)