Battle Actions/Prep

LEVEL 5 | STACK 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: No Save

Point 80 ft Ahead

8 pts	Self	16 Squares ahead	10 Minutes	Up To 1 day

Point person initailly surveys the area, then continues to scout a head of the party.
Point person moves 80 ft ahead of the group, party gains Init+4 for 1st rd of battle
Hunter acts as a scout (Point person) watching for potential issues.
Hunter is not able use any skills or efforts that require a maintained concentration.

COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 16 Rollout 1 Min 8 SP
Lvl 16 AoE X2 16 SP

Battle Offense

LEVEL 4 | STACK 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: No Save

Accurate Ranged Shots

4 pts	Char Sheet	1 Target	Initiative	1 Round

A focus on accuracy rather than speed with a bow or crossbow.
Shooter loses 1 attack (Minimum 1).
Shooter gains +2 ToHIT and +2 Damage per Tier.
Plus to damage is NOT per die.
Applies to all bow/crossbow shots during the round.

COUNTER: None
ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 5 Initiative +4 4 SP

LEVEL 4 | STACK 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: No Save

Hunters Melee Charge

4 pts	Move x2	1 Creature	Initiative	1 Round

Hunter charges up to an enemy for a melee attack.(Extra Attack)
Charge must be a straight path to the non-moving 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.

COUNTER:No Counter Available. Lvl:1
ENHANCEMENTS:
Lvl 9 Range +50% 6 SP
Lvl 5 Initiative +4 4 SP
Lvl 9 Damage +50% 8 SP

LEVEL 5 | STACK 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: No Save

Long Distance Crossbow Shots

8 pts	By Weapon	1 Target	Initiative	4 Rounds

Hunter uses a crossbow with this skill to gain distance.
Distance is increased by 8 squares. Number of attacks -1.
Hunter must use a crossbow.
Bows cannot be used with this skill.
No changes to Initative and ToHIT rolls.

COUNTER: None
ENHANCEMENTS:
Lvl 5 Initiative +4 4 SP
Lvl 14 Attacks +1 8 SP

LEVEL 5 | STACK 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: No Save

Penetrating Ranged Shots

8 pts	By Weapon	By Weapon	Initiative	2 Rounds

Hunter focus' on burying the arrows deep into the targets the cost of accuracy.
This skill only works for ranged bow attacks.
Adds 6 damage for all shots,
Subtracts 2 from the ToHITs.
This applies to all of the Hunters bow shots for the duration.

COUNTER: None
ENHANCEMENTS:
Lvl 5 Initiative +4 4 SP
Lvl 9 Damage +50% 8 SP

LEVEL 6 | STACK 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: No Save

Shoot Thru Party to Target

8 pts	By Weapon	By Weapon	Initiative	1 Round

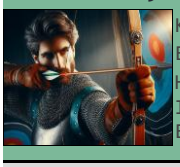
Hunter is able to target the enemy just beyond or inter-mixed with their own group.
Past known party members. Initiative +2. All ranged attacks in Rd.
Hunter must annouced BEFORE initiative roll to gain the Initiative bonus of +2.
If not annouced, the Hunter still is able to shoot through the group to the target.
This will allow the hunter to shoot through up to 3 ranks of friends.

COUNTER: None
ENHANCEMENTS:
Lvl 9 Range +50% 6 SP
Lvl 5 Initiative +4 4 SP

LEVEL 7 | STACK 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: No Save

Held Shot, Single Target

8 pts	By Weapon	1 Target	Initiative	5 Attacks



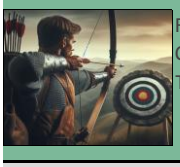
Keeps the target in sight and fires a carefully aimed shot. Pre-battle is possible.
Each attack held gains +2 ToHIT & Dmg. Up to a max bonus of +10 (5 attacks missed).
Hunter keeps prey in sight and fires a carefully aimed shot. Bow or crossbow.
If the target is out of sight for an entire round or more the count must start over.
Each successive attack w/ same target +2 ToHit and Damage(Max +10).

COUNTER: None
ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 9 Range +50% 6 SP
Lvl 5 Initiative +4 4 SP

-Hunter

LEVEL 8 | STACK 1 | COST 8 pts | RANGE By Weapon | AREA OF EFFECT By Weapon | ROLL OUT Initiative | DURATION 4 hours | SAVE: No Save

Critical Shot At 19 to 20



Roll a natural 19 or 20 and treat as a critical Hit. 1 weapon per battle.
Critical attacks for a SPECIFIC ranged weapon happen on 19 or 20.
The specific weapon must be selected during the Rollout.

COUNTER: None
ENHANCEMENTS:
Lvl 14 Duration X2 8 SP

Battle Reaction

LEVEL 5 | STACK 99 | COST 8 pts | RANGE 8 Squares | AREA OF EFFECT 3x3 Squares | ROLL OUT Instant | DURATION 2 Rounds | SAVE: Senses, Not Disrupted

Disrupt Concentration

Counters current issues that a target is concentrating to maintain.
This action is meant to disrupt and break concentration of another.
All the Targets in the AoE must pass the Save to not be affected/interrupted.
This is a Counter Action and can only be used once in a round.
LIST OF SPELL IN FULL DESCRIPTION.

COUNTER: None
ENHANCEMENTS:
Lvl 18 Range X4 10 SP
Lvl 12 Range X2 8 SP

LEVEL 6 | STACK 99 | COST 4 pts | RANGE Melee | AREA OF EFFECT Self | ROLL OUT Instant | DURATION 1 Round | SAVE: No Save

AoO on Melee Entry

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.

COUNTER:No Counter Available. Lvl:1

Class Specialty

LEVEL 1 | STACK 9 | COST 0.40 pts | RANGE Touch | AREA OF EFFECT 1d3 Wraps | ROLL OUT 4 hours | DURATION Permanent | SAVE: No Save

Create A Field Bandage

Creates 1d3 bandages
Bandage will stop bleeding.
When applied by a Hunter it will also heal 2 HP.
Components are fairly easy to find.
Requires a Hunters Kit and a campfire.

CREATE:Field Bandage
FOCUS:+ 2 HP
COUNTER: None
ENHANCEMENTS:
Lvl 20 Rollout Instant 16 SP

LEVEL 1 | STACK 99 | COST 4 pts | RANGE Self | AREA OF EFFECT Animal | ROLL OUT 12 Hours | DURATION Permanent | SAVE: No Save

Skinning A Hide

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. Includes Skinning, Trimming, Cleaning, Drying.
Hunters Tier indicates the size of 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)

CREATE:A Hide from Skinning
FOCUS:2 Hides
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP

LEVEL 2 | STACK 99 | COST 4 pts | RANGE Touch | AREA OF EFFECT Kindling | ROLL OUT 10 Minutes | DURATION Permanent | SAVE: No Save

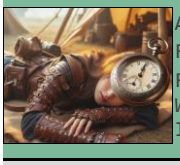
Make Fire with Sticks

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

FOCUS:COL -1
COUNTER: None

LEVEL 3 | STACK 1 | COST 4 pts | RANGE Self | AREA OF EFFECT Self | ROLL OUT 10 Minutes | DURATION 24 Hours | SAVE: No Save

Mental Alarm Clock



Able to set a time and wake up at that time.
Fighter reviews surroundings to understand the normal sounds 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.
If used when awake the 'Alarm' still alerts the character.

COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 14 Duration X2 8 SP

Communication

LEVEL 3 — STACK 99

Hunter Marks

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4 pts	6 Squares	1 Square	1 Minute	1 Month (30 days)	No Save

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.

CREATE:
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 16 Rollout 1 Min 8 SP
Lvl 14 Duration X2 8 SP

LEVEL 4 — STACK 99

Mimic Soft Nature Sounds

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4 pts	Self	6x6 Squares	Initiative	20 Minutes	No Save

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.

COUNTER: None
ENHANCEMENTS:
Lvl 20 Rollout Instant 16 SP
Lvl 12 Rollout Init 12 SP

Creations

LEVEL 1 — STACK 9

Create Singer's Salve

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
12 pts	Touch	1d3 Salves	4 Hours	Used / EOY	None for creatio

Hunter creates a Singer's Salve
1d3 Salves created. DOT Damage, heal 2 per cycle, HNT: Heal 4 per daily cycle.
Does NOT require a kitchen or lab. Does require basic cooking gear.
Ingredients listed as Bittercress leaf, Wild garlic oil, and Rocko's Hot Water.
Concoction originally created by the character Reginal "Singer"

CREATE:Singers Salve
FOCUS:+1 Salves
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP

LEVEL 1 — STACK 99

Create/Repair Arrows (24)

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
6 pts	Touch	Self	4 Hours	Permanent	No Save

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

CREATE:Arrows
FOCUS:Fletching
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP

LEVEL 2 — STACK 9

Create Sunrise Potion

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
12 pts	Touch	1d3 Potions	4 Hours	Used / EOY	None for creatio

Hunter creates a Sunrise Potion.
Qty:1d3 potions created. To be used at 6 AM to gain 2 extra HP (5 HP with Hunter).
Does NOT require a kitchen or lab. Does require basic cooking gear.
Ingredients listed as Anise Leaf, Ginger Oil, and Honey.

CREATE:Sunrise Potion
FOCUS:+1 Potion
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP

LEVEL 4 — STACK 9

Create Revive Salve

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
12 pts	Touch	1d3 Salves	4 Hours	Used / EOY	None for creatio

Hunter creates a Revive Salve (Caffiene)
Qty:1d3 salves created. Heals Unconscious creature 1d3 HP and revives for 30 min.
A stocked Kitchen/Lab is required.
Ingredients listed as Bittercress leaves, Pine Tar, and Oak sap.

CREATE:Revive Salve
FOCUS:+1 Salve
COUNTER: None

LEVEL 7 — STACK 99

Create Repellent Oil

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
12 pts	Touch	1d3 bottles	4 Hours	Used / EOY	None for creatio

End result: 3 Small corked jars of repellent.
Qty:1d3 vials created. Repels Small Insects. HNT: Repels Large Insects w/ Save
Does NOT require a kitchen or lab. Does require basic cooking gear.
Ingredients listed as Honeysuckle, Marsh Daisy Leaves, & Root Ash.

CREATE:Repellent Oil
FOCUS:+1 Bottle
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP

LEVEL 8 | STACK 99 | COST 16 pts | RANGE Touch | AREA OF EFFECT 1d3 Poultices | ROLL OUT 4 Hours | DURATION Used / EOY | SAVE: None for creatio

Create Fragility Poultice

Hunter creates a Poultice.
Qty:1d3 poultices created. Helps recover with Fragility Issues. Decreases level by 1.
A stocked Kitchen/Lab is required.
Ingredients listed as Bees Wax, Seaweed, and Anis Leaves.
Sickness/Disease rolls are done in the morning using the Health Save.

CREATE:Fragility Poultice
FOCUS:+1 Poultice
COUNTER: None
ENHANCEMENTS:
Lvl 14 Save Roll +20 8 SP
Lvl 10 Rollout Halved 6 SP

Fences and Shelters

LEVEL 2 | STACK 7 | COST 3 pts | RANGE Touch | AREA OF EFFECT 1 Shelter | ROLL OUT 1 Minute | DURATION 12 Hrs | SAVE: No Save

Create LeanTo Shelter (2 ppl)

Quickly built (1 min) & lasts 12 hrs, unless rough weather.
Very heavy rains and/or heavy winds will destroy this.
- Shelter fits up to 2 people.

CREATE:Lean-To for 2 ppl
COUNTER: None

LEVEL 2 | STACK 99 | COST 4 pts | RANGE Touch | AREA OF EFFECT 3x8 Sq Perimeters | ROLL OUT 30 Minutes | DURATION 8 Hours | SAVE: No Save

Perimeter Safety

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.

COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 14 Damage X2 12 SP

LEVEL 6 | STACK 3 | COST 10 pts | RANGE Touch | AREA OF EFFECT 2x1 Squares | ROLL OUT 20 Minutes | DURATION 2 Days | SAVE: No Save

Hunters Hut (10 ppl)

The hunter creates a shelter out of avialable materials
Creates temporary shelter for 10 persons. Inside= Fragility Max time -1.
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.

CREATE:Hut
FOCUS:Set AoE to 2x2
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 17 Hidden 4 SP
Lvl 9 Duration +50% 6 SP

LEVEL 7 | STACK 3 | COST 12 pts | RANGE 1 Square | AREA OF EFFECT 3 x 3 Squares | ROLL OUT 4 Hours | DURATION 1 day / Tier | SAVE: No Save

Hunters HIDDEN Shelter (5 ppl)

Hunter creates a hidden hut for up to 5 people that has a single entrance/exit.
Casual by-passers will not normally notice the shelter.
- smoke from fires may be noticed
- Not useable in obvious locations (urban, no coverage, or heavily trafficed areas)

CREATE:Hidden Shelter
FOCUS:Rollout 1/2
COUNTER: None
ENHANCEMENTS:
Lvl 14 Duration X2 8 SP
Lvl 16 AoE X2 16 SP

Natural Environment

LEVEL 1 | STACK 99 | COST 4 pts | RANGE Self | AREA OF EFFECT Self | ROLL OUT Initiative | DURATION 1 Hour | SAVE: No Save

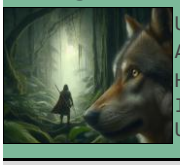
Find North

Reviews surrounding area.
GM indicates direction of North.
Reviews surrounding area.

COUNTER: None
ENHANCEMENTS:
Lvl 20 Rollout Instant 16 SP

LEVEL 2 | STACK 99 | COST 4 pts | RANGE 10 Squares | AREA OF EFFECT 10 Squares | ROLL OUT 5 Minutes | DURATION 1 Hour | SAVE: May Need Skill S

Benign Approach



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.

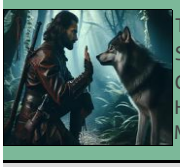
COUNTER: None
ENHANCEMENTS:
Lvl 12 Range X2 8 SP

-Hunter

LEVEL 3

Calm Animal

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
99	4 pts	2 Squares	1 Animal	20 Minutes	2 Hours	May Need Skill S Animal is calmed



The hunter calms a wild animal in their own way.
Some animals flee before effect happens. Hunter and animal use comparison Save.
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 calming if the situation fits (as per GM).

COUNTER: None

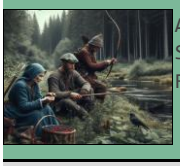
ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP
Lvl 14	Duration X2	8 SP

LEVEL 3

Hunt/Fish/Gather

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	4 pts	Self	20x20 Squares	9 Hours	Rollout	May Need Skill S



Able to hunt, fish, or gather once per day
Skill Save to be rolled, but adjusted for region.
Roll a d6 per Tier for number of meals acquired.

CREATE:Hunt/Fish/Gather Yield
FOCUS:+ 50%
COUNTER: None

LEVEL 8

Coastal Net Fishing

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	8 pts	Self	Ocean	16 Hours	Permanent	No Save

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

CREATE:

COUNTER: None

Traveling (PMP)

LEVEL 1

No Road Needed

STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
	4 pts	Self	Traversable Land	10 Minutes	8 Hours	May Need Skill S Keep course/speed

Hunter is able to stay on course when no path or road is available.
Hunter guides up to 10 other people while maintaining the normal WALKING road speed.
Extreme environments require the GM roll a Skill Save to keep the course and speed.
Hunter can use this skill while using other skills like Point Person, Find North.
Double time is NOT an option while using this skill.

FOCUS:Duration = 10 hrs
COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP