

# -Hunter

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Battle Actions/Prep									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
5	8 pts	Point 80 ft Ahead	Scout ahead for the party. Self: 80ft in front. Grp:No suprise. Init+4 in 1st round.	Self	16 Squares ahead	Up To 1 day	10 Minutes	None	1
16	16 pts	Quick Ranged Shot (PreBattle)	Hunter shoots first to start a round zero. 1 Attack. Init+15, if needed. ToHIT & Dmg +5	Melee	1 Creature	Instant	Pre-battle	None	1

Battle Offense									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
4	4 pts	Accurate Ranged Shots	Shoot slower, but more accurately #Attack -1. ToHit & Dmg +2 per Tier.	Char Sheet	1 Target	1 Round	Initiative	None	99
4	4 pts	Hunters Melee Charge	Hunter charges quickly and directly to the target. EXTRAL Min 4 Sqs. 1 Attk. AC-4. ToHIT/Dmg +8. No pivot.	Move x2	1 Creature	1 Round	Initiative	None	1
5	8 pts	Long Distance Crossbow Shots	Requires the Hunter to use a crossbow. Distance +8 Sqs. # of Attacks -1.	By Weapon	1 Target	4 Rounds	Initiative	None	1
5	8 pts	Penetrating Ranged Shots	Shots that do more damage at the cost of accuracy. All bow shots: ToHits -2, Damage+8.	By Weapon	By Weapon	2 Rounds	Initiative	None	1
6	8 pts	Shoot Thru Party to Target	Target enemy on the other side of friends. All Ranged attacks in Duration. Bonus +2 Init, if annouced.	By Weapon	By Weapon	1 Round	Initiative	None	99
7	8 pts	Held Shot, Single Target	Keep aiming longer and longer for a more accurate shot. Conc on 1 Target ToHIT/Dmg +2 per held attck, max+10.	By Weapon	1 Target	5 Attacks	Initiative	None	99
8	8 pts	Critical Shot At 19 to 20	Natural 19-20 ToHITs are critical Hits. 1 Ranged wpn only. 4 hrs.	By Weapon	By Weapon	4 hours	Initiative	None	1
10	12 pts	Blunted Bow Shots (Bow Only)	Damage roll Crit (Blunt col). Full then 1/2 (Min 1) Bow (only) w/blunts.	By Weapon	As per Weapon	4 Rounds	Initiative	None	1
11	12 pts	Mounted Melee Attack	Use a trained mount and run them down. 1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler.	1 Square	1 Horse	1 Battle	Initiative	None	99
12	12 pts	Targeting A Moving Target	Hunter has no negatives when shooting at the target. Number of attacks -1. Minimum of 1. Bow required.	By Weapon	By Weapon	1 Round	Initiative	None	1
13	16 pts	Ranged Sucker Shot(s)	Take aim and shoot an unaware target. Bow only. Init/ToHIT/Dmg +12. Attk 1/2(Min 1). AoE=1.	By Weapon	1 Target	1 Round	Initiative	None	1
15	16 pts	Moving And Shooting	Reduces shot distance 1/2, can walk full. Bow required. Reduces # of atkts 1/2 (Min 1). Init & ToHit +12.	By Weapon	1 Target	1 Round	Initiative	None	1
End									

Battle Reaction									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
5	8 pts	Disrupt Concentration	Attempt to interrupt a target that is concentrating. INTERRUPT: Attempt to stop a specific spell or action.	8 Squares	3x3 Squares	2 Rounds	Instant	Senses	99
6	4 pts	AoO on Melee Entry	Interrupt and attack an enemy that has come to you. INTERRUPT: Targets entering melee become open to an attack.	Melee	Self	1 Round	Instant	None	99

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## Class Specialty

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	0.40 pts	Create A Field Bandage	Create 1d3 Bandages. HNT Kit. 12 SP. 4 hrs. Campfire. Bees Wax, Amaranth Leaves, Sea Water.	Touch	1d3 Wraps	Permanent	4 hours	None	9
1	4 pts	Skinning A Hide	Results in usable hides. Save needed. Size by Tier. 1st:2x4, 3rd:3x6, 5th:6x6.	Self	Animal	Permanent	12 Hours	none	99
2	4 pts	Make Fire with Sticks	Create a fire with sticks only. Dry Kindling needed. Damp kindling +20. Wet environ +20	Touch	Kindling	Permanent	10 Minutes	None	99
3	4 pts	Mental Alarm Clock	Set a wake up time in your head. Wake within next 24 hrs. 1 Rd to clear head.	Self	Self	24 Hours	10 Minutes	None	1

## Communication

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
3	4 pts	<b>Hunter Marks</b>	Hunters leave messages in nature that others miss. If Marks are not obvious then Skill Save is needed to notice.	6 Squares	1 Square	1 Month (30 da	1 Minute	None	99
4	4 pts	<b>Mimic Soft Nature Sounds</b>	Soft low volume natural sounds to discourage attention. Create low natural sounds. Low volume and intensity.	Self	6x6 Squares	20 Minutes	Initiative	None	99

## Creations

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	12 pts	Create Singer's Salve	Campfire Only. Bittercress leaf, Wild garlic oil, Rocko's. DOT damage, heal 2 per cycle, HNT: +4 per daily cycle.	Touch	1d3 Salves	Used / EOY	4 Hours	None for creati	9
1	6 pts	Create/Repair Arrows (24)	24 arrows created. Tier based 1=Crude/Blunt, 2=Standard, 3=Flight.	Touch	Self	Permanent	4 Hours	None	99
2	12 pts	Create Sunrise Potion	Campfire Only. Anise Leaf, Ginger Oil, Honey. Effect: Heal +2 HP @ Sunrise. HNT +4 HP.	Touch	1d3 Potions	Used / EOY	4 Hours	None for creati	9
4	12 pts	Create Revive Salve	Need Kitchen/Lab. Bittercress leaves, Pine Tar, Oak sap. 1d3 Salves. Effect: 1d3 HP & Awake 30 Min.	Touch	1d3 Salves	Used / EOY	4 Hours	None for creati	9
7	12 pts	Create Repellent Oil	Campfire Only: Honeysuckle, Marsh Daisy Leaves, & Root Ash. Yeild 1d3 items. Repells insects. Large= Health Save.	Touch	1d3 bottles	Used / EOY	4 Hours	None for creati	99
8	16 pts	Create Fragility Poultice	Need Kitchen/Lab. Bees Wax, Seaweed, and Anis Leaves. Yield 1d3 items. Effect: Fragility issues -1 level	Touch	1d3 Poultices	Used / EOY	4 Hours	None for creati	99
10	18 pts	Create Maidens Breath (Inhalent)	Campfire Only: Marigold wine, Hemlock ash, Wild garlic oil. Yeild of 1d3 items. Effect: Dazed or stunned made better.	Touch	1d3 Vials	Used / EOY	4 Hours	None for creati	99
11	16.8 pts	Create Aelenes Tea	Campfire Only: Amaranth & Anise leaves, and Ethereal Grass Yeild of 1d3 items. Effect: Sleep and SP 2 (or 4) gain @6am	Touch	1 Bag	Used / EOY	4 Hours	None for creati	99
11	24 pts	Create Java Meal Spice	Campfire Only. Peppermint Oil, Beetle Shells, Gingerroot Yeild= 1d3 servings. Effect: 24 or 48 hrs awake.	Touch	1 Meal	Used / EOY	4 Hours	None for creati	99

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## Fences and Shelters

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
2	3 pts	Create LeanTo Shelter (2 ppl)	Rough lean-to or tent struction. Quickly built (1 min) & lasts 12 hrs, unless rough weather.	Touch	1 Shelter	12 Hrs	1 Minute	None	7
2	4 pts	Perimeter Safety	Creates noticable sounds when stepped on. To cross first a SNS-20 to find, then can cross.	Touch	3x8 Sq Perimeters	8 Hours	30 Minutes	None	99
6	10 pts	Hunters Hut (10 ppl)	Sturdier version of a Lean-To hut. Stands for 2 days. Holds up to 10 people. Max Fragility Time -1.	Touch	2x1 Squares	2 Days	20 Minutes	None	3
7	12 pts	Hunters HIDDEN Shelter (5 ppl)	Take time to set up a hidden shelter. Watch for: Smoke, noise, or movements that give it away.	1 Square	3 x 3 Squares	1 day / Tier	4 Hours	None	3

Nae'Ems

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
14	48 pts	<b>Bestow House Authority</b>	Keep your House Organized. Can tell if a follower is true. Creates A House for the character.	1 Recipient	1 Target	Permanent	1 Week	None	99

## Natural Environment

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Find North	Hunter does a quick look and finds North. GM indicates direction of North.	Self	Self	1 Hour	Initiative	None	99
2	4 pts	Benign Approach	Approach animals in a benign way to get close. No attacks In sight of animal. Blending. Calm. Non-aggressive.	10 Squares	10 Squares	1 Hour	5 Minutes	May Need Skill	99
3	4 pts	Calm Animal	Hunters use mannerisms, food, time, to communicate calmness. Requires a Save for non-domesticated animals.	2 Squares	1 Animal	2 Hours	20 Minutes	May Need Skill	99
3	4 pts	Hunt/Fish/Gather	Hunters can stop for the day and get food. Once per day for 9 hours. 1d6 per Tier +6 meals per day.	Self	20x20 Squares	Rollout	9 Hours	May Need Skill	1
8	8 pts	Coastal Net Fishing	Not a Solo skill. Hunter direct 3+ helpers Yield: 5d20 +5/helper. Cook:1 hr / 30 meals.	Self	Ocean	Permanent	16 Hours	None	1

## Traveling (PMP)

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	No Road Needed	Can be much slower or much faster than the road. Stay at normal road speed. No Double time. May need SKL:2	Self	Traversable Land	8 Hours	10 Minutes	May Need Skill	
9	12 pts	1000 Yard Stare (1 to 4 days)	Long constant pace, with no rest. Walk x3 in 20 hours. Max 3 days. Encntr unlikely. Suprise likely. Wake=2 rds.	Self	Self	20 Hours	10 Minutes	None	1
9	12 pts	Cover Wilderness Trail	Hunter masks the trail where poss. Another HNT may find it. JUST 1: 1/2 Move until 10th lvl enhancement resets to full.	Touch	Trail 1 Mark Long	Permanent	12 Hours	none	99
12	12 pts	Find/Follow Wilderness Trail	Attempt to find another Hunters trail. JUST 1: Comparison Skill used, situation may add modifiers.	Self	1 Mark	12 Hours	20 Minutes	Skill	1