

## Battle Actions/Prep

LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Point 80 ft Ahead				8 pts	Self	16 Squares ahead	10 Minutes	Up To 1 day	No Save



Point person initially 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:
Accurate Ranged Shots				4 pts	Char Sheet	1 Target	Initiative	1 Round	No Save



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:
Hunters Melee Charge				4 pts	Move x2	1 Creature	Initiative	1 Round	No Save



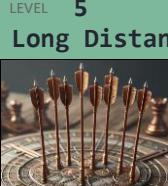
Hunter charges up to an enemy for a melee attack.(Extra Attack)  
Charge must be a straight path to the non-moving target and not end with a pivot.  
Hunter gains bonuses to ToHIT (+8), Damage (+8), and Movement (X2).  
Detriments to Movement (minimum 4 squares), Number of attacks (Max 1), and AC (-4).  
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:
Long Distance Crossbow Shots				8 pts	By Weapon	1 Target	Initiative	4 Rounds	No Save



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 Initiative 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:
Penetrating Ranged Shots				8 pts	By Weapon	By Weapon	Initiative	2 Rounds	No Save



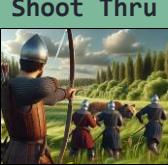
Hunter focus' on burying the arrows deep into the targets the cost of accuracy.  
This skill only works for ranged bow attacks.  
Adds 6 damage for all shots,  
Subtracts 2 from the ToHITs.  
This applies to all of the Hunters bow shots for the duration.

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:
Shoot Thru Party to Target				8 pts	By Weapon	By Weapon	Initiative	1 Round	No Save



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 announced BEFORE initiative roll to gain the Initiative bonus of +2.  
If not announced, 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:
Held Shot, Single Target				8 pts	By Weapon	1 Target	Initiative	5 Attacks	No Save



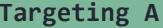
Keeps the target in sight and fires a carefully aimed shot. Pre-battle is possible.  
Each attack held gains +2 ToHIT & Dmg. Up to a max bonus of +10 (5 attacks missed).  
Hunter keeps prey in sight and fires a carefully aimed shot. Bow or crossbow.  
If the target is out of sight for an entire round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

COUNTER: None

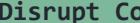
ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP
Lvl 5	Initiative +4	4 SP

-Hunter

LEVEL	12	STACK	1	COST	12 pts	RANGE	By Weapon	AREA OF EFFECT	By Weapon	ROLL OUT	Initiative	DURATION	1 Round	SAVE:	No Save
<b>Targeting A Moving Target</b>															
	Hunter tracks and shoots. Only can be done with Bows. Allows Bow shots vs Moving targets with no penalties for 1 Rd. Reduces number of attacks by 1. Minimum of 1. Standard riding adjustment is Rider gets +6 AC. Beast gets -2 AC. Standard flying adjustment is Rider gets +6 AC. Beast gets -2 AC.	COUNTER: None  ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 12 Range X2 8 SP Lvl 9 Damage +50% 8 SP													

## Battle Reaction

LEVEL	5	JUST 1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Senses
					8 pts	8 Squares	3x3 Squares		Instant	2 Rounds
<b>Disrupt Concentration</b>										
	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. <b>LIST OF SPELL IN FULL DESCRIPTION.</b>									
									COUNTER: None	
									ENHANCEMENTS:	
									Lvl 18 Range X4	10 SP
									Lvl 12 Range X2	8 SP

## Class Specialty

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
		4 pts	Self	Animal	12 Hours	Permanent			No Save
<b>Skinning A Hide</b>									

 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)

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
		4 pts	Touch	Kindling	10 Minutes	Permanent			No Save
<b>Make Fire with Sticks</b>									

 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

LEVEL	3	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
		4 pts	Self	Self	10 Minutes	24 Hours			No Save
<b>Mental Alarm Clock</b>									

 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 guarantee 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.

LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
		4 pts	6 Squares	1 Square	1 Minute	1 Month (30 days)			No Save
<b>Hunter Marks</b>									

 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.

LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
		4 pts	Self	6x6 Squares	Initiative	20 Minutes			No Save
<b>Mimic Soft Nature Sounds</b>									

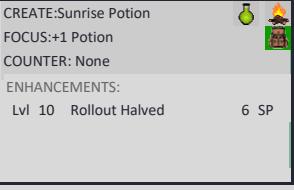
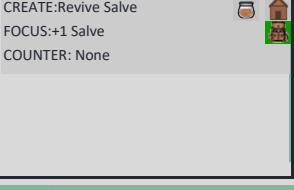
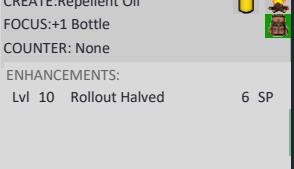
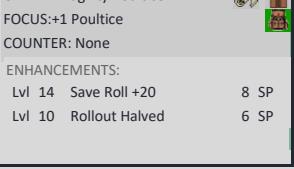
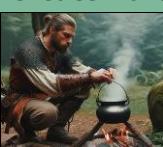
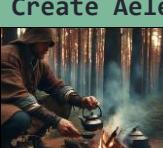
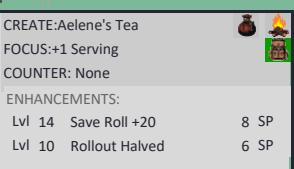
 Hunter creates low sounds that can be mistaken for natural sounds.  
Indistinct natural outdoor sounds. Low volume and intensity.  
Hunter can create soft low sounds with no penalty,  
As the volume of a sound rises the GM may adjust the Save.  
As the sounds become more distinct the GM may adjust the Save.

LEVEL	1	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
		12 pts	Touch	1d3 Salves	4 Hours	Used / EOY			None for creation
<b>Create Singer's Salve</b>									

 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"

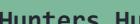
LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
		6 pts	Touch	Self	4 Hours	Permanent			No Save
<b>Create/Repair Arrows (24)</b>									

 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

LEVEL	2	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				12 pts	Touch	1d3 Potions	4 Hours	Used / EOY	
<b>Create Sunrise Potion</b>  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.									
 <p><b>CREATE:Sunrise Potion</b>  <b>FOCUS:+1 Potion</b>  <b>COUNTER:None</b>  <b>ENHANCEMENTS:</b>          Lvl 10 Rollout Halved      6 SP</p>									
LEVEL	4	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				12 pts	Touch	1d3 Salves	4 Hours	Used / EOY	
<b>Create Revive Salve</b>  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.									
 <p><b>CREATE:Revive Salve</b>  <b>FOCUS:+1 Salve</b>  <b>COUNTER:None</b></p>									
LEVEL	7	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				12 pts	Touch	1d3 bottles	4 Hours	Used / EOY	
<b>Create Repellent Oil</b>  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.									
 <p><b>CREATE:Repellent Oil</b>  <b>FOCUS:+1 Bottle</b>  <b>COUNTER:None</b>  <b>ENHANCEMENTS:</b>          Lvl 10 Rollout Halved      6 SP</p>									
LEVEL	8	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				16 pts	Touch	1d3 Poultices	4 Hours	Used / EOY	
<b>Create Fragility Poultice</b>  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.									
 <p><b>CREATE:Fragility Poultice</b>  <b>FOCUS:+1 Poultice</b>  <b>COUNTER:None</b>  <b>ENHANCEMENTS:</b>          Lvl 14 Save Roll +20      8 SP          Lvl 10 Rollout Halved      6 SP</p>									
LEVEL	10	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				18 pts	Touch	1d3 Vials	4 Hours	Used / EOY	
<b>Create Maidens Breath (Inhalent)</b>  Hunter creates an inhalent. Qty:1d3 Inhalents. Dazed or stunned become clear headed. Does NOT require a kitchen or lab. Does require basic cooking gear. Ingredients listed as Marigold wine, Hemlock ash, Wild garlic oil.									
 <p><b>CREATE:Maidens Breath</b>  <b>FOCUS:+1 Bottle</b>  <b>COUNTER:None</b>  <b>ENHANCEMENTS:</b>          Lvl 14 Save Roll +20      8 SP          Lvl 10 Rollout Halved      6 SP</p>									
LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				16.8 pts	Touch	1 Bag	4 Hours	Used / EOY	
<b>Create Aelenes Tea</b>  Hunter creates a very recognizably tasty tea which helps with Skill Point recovery. Qty:1d3 doses in a pot. Deeper sleep and raises Skill Pts at 6am. Pts + 2. Does NOT require a kitchen or lab. Does require basic cooking gear. Ingredients listed as Amaranth & Anise leaves, and Ethereal Grass. Multiple servings in a small bag.									
 <p><b>CREATE:Aelene's Tea</b>  <b>FOCUS:+1 Serving</b>  <b>COUNTER:None</b>  <b>ENHANCEMENTS:</b>          Lvl 14 Save Roll +20      8 SP          Lvl 10 Rollout Halved      6 SP</p>									
LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				24 pts	Touch	1 Meal	4 Hours	Used / EOY	
<b>Create Java Meal Spice</b>  Hunter creates a bit of spice. Qty:1d3 doses created. Recipeint will remain alert 48 hrs. (cannot be past 48). Does NOT require a kitchen or lab. Does require basic cooking gear. Ingredients listed as Peppermint Oil, Beetle Shells, Gingerroot. Multiple servings in a small bag. Noticable & distinct taste.									
 <p><b>CREATE:Java Meal Spice</b>  <b>FOCUS:+2 Meals</b>  <b>COUNTER:None</b>  <b>ENHANCEMENTS:</b>          Lvl 14 Save Roll +20      8 SP          Lvl 10 Rollout Halved      6 SP</p>									

## Fences and Shelters

LEVEL	2	<input type="checkbox"/>	<input type="checkbox"/>	STACK	7	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
<b>Create LeanTo Shelter (2 ppl)</b>				3 pts		Touch		1 Shelter				1 Minute		12 Hrs			
				<p>Quickly built (1 min) &amp; lasts 12 hrs, unless rough weather. Very heavy rains and/or heavy winds will destroy this. - Shelter fits up to 2 people.</p>												CREATE:Lean-To for 2 ppl	

LEVEL	6	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Hunters Hut (10 ppl)</b>				10 pts	Touch	2x1 Squares	20 Minutes	2 Days		
	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.	<b>CREATE:Hut</b> <b>FOCUS:Set AoE to 2x2</b> <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP Lvl 17 Hidden 4 SP Lvl 9 Duration +50% 6 SP								

LEVEL	7	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Hunters	HIDDEN Shelter (5 ppl)			12 pts	1 Square	3 x 3 Squares	4 Hours	1 day / Tier		
	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)	<b>CREATE:Hidden Shelter</b> <b>FOCUS:Rollout 1/2</b> <b>COUNTER:None</b> <b>ENHANCEMENTS:</b> Lvl 14 Duration X2      8 SP Lvl 16 AoE X2      16 SP							

## Natural Environment

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	May Need Skill Sa
				4 pts	10 Squares	10 Squares		5 Minutes		1 Hour
<b>Benign Approach</b>										

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.



LEVEL	<b>3</b>	STACK	99	COST		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	May Need Skill Save	
				4 pts		2 Squares	1 Animal		20 Minutes		Animal is calmed	
<b>Calm Animal</b>												
	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 column 1 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

# -Hunter

LEVEL 3		STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT 20x20 Squares	ROLL OUT 9 Hours	DURATION Rollout	SAVE: May Need Skill Sa
<b>Hunt/Fish/Gather</b>								
	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.		STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT Ocean	ROLL OUT 16 Hours	DURATION Permanent
<b>Coastal Net Fishing</b>								
	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		STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT Traversable Land	ROLL OUT 10 Minutes	DURATION 8 Hours
<b>Traveling (PMP)</b>								
LEVEL 1		STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT Traversable Land	ROLL OUT 10 Minutes	DURATION 8 Hours	SAVE: May Need Skill Sa GM Keep course/speed
<b>No Road Needed</b>								
	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.		STACK 1	COST 12 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 10 Minutes	DURATION 20 Hours
<b>1000 Yard Stare (1 to 4 days)</b>								
	Hunter zones out as they walk a preset direction Walk X3 in 20 Hrs, Surprise likely, Encounters unlikely, 2 rounds to fully wake. Hunter zones out as they walk a preset direction		STACK 1	COST 12 pts	RANGE Touch	AREA OF EFFECT Trail 1 Mark Long	ROLL OUT 12 Hours	DURATION Permanent
<b>Cover Wilderness Trail</b>								
	Hunter slows down to ensure no trail is left behind. Another Hunter 'might' uncover the trail. Max:1 Mark of travel covered per use. Movement is at 1/2 speed, but 10th lvl enhancement 'Rollout halved' resets move to full.		STACK 99	COST 12 pts	RANGE Touch	AREA OF EFFECT Trail 1 Mark Long	ROLL OUT 12 Hours	DURATION Permanent
<b>Find/Follow Wilderness Trail</b>								
	Hunter becomes the tracker. Succeed=GM rolls Skill Save to find/follow Movement is reduced in half.		STACK 1	COST 12 pts	RANGE Self	AREA OF EFFECT 1 Mark	ROLL OUT 20 Minutes	DURATION 12 Hours