-Hunter 9/21/2024 7:50:01 AM

5 8 Battle Offense LvI	Cost Title Point 80 ft Ahead Cost Title Point 80 ft Ahead Cost Title A pts Accurate Ranged Shots A pts Hunters Charge B pts Instant Ranged Shots Comparison of Comparison of Comparison of Comparison of Comparison of Control of Comparison of Control of Comparison of Control	Description Self: 80ft in front. Grp:No suprize. Init+2 in 1st round. Description #Attack -1. 1 Target. ToHit & Dmg +2 per Tier. #Attks=1. Move x2, straight, no pivot. ToHIT & Dmg +8. Each attack has a rollout of 'instant' for the duration. Crossbows Only. Distance +8 Sqs. Damage -2 pts (Min 1) All bow shots: ToHits -2, Damage+6. Concentrate on 1 Target ToHIT/Dmg +2 per held attck, max+10. All Ranged attacks in Duration. Bonus +2 Init, if annouced. Ranged ToHIT are a natural 18, 19, or 20 then use Critical. 1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler Bow (only) w/blunts. Dmg= Crit Blunt. After battle 1/4 Dmg. Attck: 1/2 (Min 1). Init & ToHIT +2 / Tier. Unaware Target. Bow only. Init/ToHIT/Dmg +12. Attks 1/2(Min 1) 1/2 Distance & Attacks (Min 1) Init & ToHIT & Dmg +5	Range Self Range Char Sheet Move x2 by the bow By Weapon By Weapon By Weapon By Weapon 1 Square By Weapon By Weapon By Weapon 1 Square By Weapon	AoE Self AoE 1 Target 1 Creature Self 1 Target By Weapon 1 Target By Weapon By Weapon 1 Horse 1 Target By Weapon 1 Target 1 Target 1 Target	Duration Up To 1 day Duration 1 Round 1 Round 1 Round / Tier 4 Rounds 2 Rounds 5 Attacks 1 Round 4 Hrs or 1 Battl 1 Battle 4 Rounds 1 Round 1 Round 1 Round	Initiative Initiative Initiative	Save Col SNS 2 Save Col none none none none none sone none none	Stack 1 Stack 99 1 99 1 199 99 1 199
5 8 Battle Offense LvI	Point 80 ft Ahead Cost Title A pts Accurate Ranged Shots A pts Hunters Charge B pts Instant Ranged Shots B pts Long Distance Crossbow Shots B pts Penetrating Ranged Shots B pts Shoot Thru Party to Target B pts Critical Ranged Shot (Pre-Battle) 2 pts Mounted Melee Attack 2 pts Blunted Bow Shots (Bow Only) 2 pts Ranged Sucker Shot(s) 6 pts Moving And Shooting 6 pts Quick Ranged Shot (Pre-Battle)	Description #Attack -1. 1 Target. ToHit & Dmg +2 per Tier. #Attks=1. Move x2, straight, no pivot. ToHIT & Dmg +8. Each attack has a rollout of 'instant' for the duration. Crossbows Only. Distance +8 Sqs. Damage -2 pts (Min 1) All bow shots: ToHits -2, Damage+6. Concentrate on 1 Target ToHIT/Dmg +2 per held attck, max+10. All Ranged attacks in Duration. Bonus +2 Init, if annouced. Ranged ToHIT are a natural 18, 19, or 20 then use Critical. 1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler Bow (only) w/blunts. Dmg= Crit Blunt. After battle 1/4 Dmg. Attck: 1/2 (Min 1). Init & ToHIT +2 / Tier. Unaware Target. Bow only. Init/ToHIT/Dmg +12. Attks 1/2(Min 1) 1/2 Distance & Attacks (Min 1) Init & ToHit +12.	Range Char Sheet Move x2 by the bow By Weapon By Weapon By Weapon By Weapon 1 Square By Weapon By Weapon By Weapon 1 Square By Weapon	AoE 1 Target 1 Creature Self 1 Target By Weapon 1 Target By Weapon By Weapon 1 Horse 1 Target By Weapon 1 Target 1 Target	Duration 1 Round 1 Round 1 Round/ Tier 4 Rounds 2 Rounds 5 Attacks 1 Round 4 Hrs or 1 Battl 1 Battle 4 Rounds 1 Round 1 Round 1 Round	RollOut Initiative Initiative Instant Initiative	SNS 2 Save Col none none none none none none sone none n	1 Stack 99 1 99 1 1 99 99 1 99
Battle Offense	Cost Title 4 pts Accurate Ranged Shots 4 pts Hunters Charge 8 pts Instant Ranged Shots 8 pts Long Distance Crossbow Shots 8 pts Penetrating Ranged Shots 8 pts Held Shot - Single Target 8 pts Shoot Thru Party to Target Critical Ranged Shot (Pre-Battle) 2 pts Mounted Melee Attack 2 pts Blunted Bow Shots (Bow Only) Targeting A Moving Target 6 pts Ranged Sucker Shot(s) 6 pts Moving And Shooting 6 pts Quick Ranged Shot (Pre-Battle)	Pescription #Attack -1. 1 Target. ToHit & Dmg +2 per Tier. #Attks=1. Move x2, straight, no pivot. ToHIT & Dmg +8. Each attack has a rollout of 'instant' for the duration. Crossbows Only. Distance +8 Sqs. Damage -2 pts (Min 1) All bow shots: ToHits -2, Damage+6. Concentrate on 1 Target ToHIT/Dmg +2 per held attck, max+10. All Ranged attacks in Duration. Bonus +2 Init, if annouced. Ranged ToHIT are a natural 18, 19, or 20 then use Critical. 1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler Bow (only) w/blunts. Dmg= Crit Blunt. After battle 1/4 Dmg. Attck: 1/2 (Min 1). Init & ToHIT +2 / Tier. Unaware Target. Bow only. Init/ToHIT/Dmg +12. Attks 1/2(Min 1) 1/2 Distance & Attacks (Min 1) Init & ToHit +12.	Range Char Sheet Move x2 by the bow By Weapon By Weapon By Weapon By Weapon 1 Square By Weapon	AoE 1 Target 1 Creature Self 1 Target By Weapon 1 Target By Weapon By Weapon 1 Horse 1 Target By Weapon 1 Target 1 Target	Duration 1 Round 1 Round / Tier 4 Rounds 2 Rounds 5 Attacks 1 Round 4 Hrs or 1 Battl 1 Battle 4 Rounds 1 Round 1 Round	RollOut Initiative Instant Initiative	Save Col none none none none none none sKL 2 none none	99 1 99 1 1 99 99 1 99 1
LvI	A pts Accurate Ranged Shots Hunters Charge Instant Ranged Shots Instant	#Attack -1. 1 Target. ToHit & Dmg +2 per Tier. #Attks=1. Move x2, straight, no pivot. ToHIT & Dmg +8. Each attack has a rollout of 'instant' for the duration. Crossbows Only. Distance +8 Sqs. Damage -2 pts (Min 1) All bow shots: ToHits -2, Damage+6. Concentrate on 1 Target ToHIT/Dmg +2 per held attck, max+10. All Ranged attacks in Duration. Bonus +2 Init, if annouced. Ranged ToHIT are a natural 18, 19, or 20 then use Critical. 1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler Bow (only) w/blunts. Dmg= Crit Blunt. After battle 1/4 Dmg. Attck: 1/2 (Min 1). Init & ToHIT +2 / Tier. Unaware Target. Bow only. Init/ToHIT/Dmg +12. Attks 1/2(Min 1) 1/2 Distance & Attacks (Min 1) Init & ToHit +12.	Char Sheet Move x2 by the bow By Weapon By Weapon By Weapon By Weapon The Square By Weapon By Weapon Sy Weapon By Weapon	1 Target 1 Creature Self 1 Target By Weapon 1 Target By Weapon By Weapon 1 Horse 1 Target By Weapon 1 Target 1 Target 1 Target 1 Target 1 Target	1 Round 1 Round / Tier 4 Rounds 2 Rounds 5 Attacks 1 Round 4 Hrs or 1 Battl 1 Battle 4 Rounds 1 Round 1 Round	Initiative Instant Initiative	none none none none none none none sKL 2 none none	99 1 99 1 1 99 99 1 99 1
4 4 4 5 8 6 8 6 8 8 9 12 12 12 12 12 15 16 16 16 16 16	A pts Accurate Ranged Shots Hunters Charge Instant Ranged Shots Instant	#Attack -1. 1 Target. ToHit & Dmg +2 per Tier. #Attks=1. Move x2, straight, no pivot. ToHIT & Dmg +8. Each attack has a rollout of 'instant' for the duration. Crossbows Only. Distance +8 Sqs. Damage -2 pts (Min 1) All bow shots: ToHits -2, Damage+6. Concentrate on 1 Target ToHIT/Dmg +2 per held attck, max+10. All Ranged attacks in Duration. Bonus +2 Init, if annouced. Ranged ToHIT are a natural 18, 19, or 20 then use Critical. 1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler Bow (only) w/blunts. Dmg= Crit Blunt. After battle 1/4 Dmg. Attck: 1/2 (Min 1). Init & ToHIT +2 / Tier. Unaware Target. Bow only. Init/ToHIT/Dmg +12. Attks 1/2(Min 1) 1/2 Distance & Attacks (Min 1) Init & ToHit +12.	Char Sheet Move x2 by the bow By Weapon By Weapon By Weapon By Weapon By Weapon 1 Square By Weapon	1 Target 1 Creature Self 1 Target By Weapon 1 Target By Weapon By Weapon 1 Horse 1 Target By Weapon 1 Target 1 Target 1 Target 1 Target 1 Target	1 Round 1 Round / Tier 4 Rounds 2 Rounds 5 Attacks 1 Round 4 Hrs or 1 Battl 1 Battle 4 Rounds 1 Round 1 Round	Initiative Instant Initiative	none none none none none none none sKL 2 none none	99 1 99 1 1 99 99 1 99 1
5 8 5 8 5 8 6 8 6 8 9 12 12 12 12 12 12 14 16 15 16 16 16 16	Hunters Charge Instant Ranged Shots Long Distance Crossbow Shots Penetrating Ranged Shots Held Shot - Single Target Shots Critical Ranged Shot (Pre-Battle) Critical Ranged Shot (Pre-Battle) Instant Ranged Shots Representation of the presentation	#Attks=1. Move x2, straight, no pivot. ToHIT & Dmg +8. Each attack has a rollout of 'instant' for the duration. Crossbows Only. Distance +8 Sqs. Damage -2 pts (Min 1) All bow shots: ToHits -2, Damage+6. Concentrate on 1 Target ToHIT/Dmg +2 per held attck, max+10. All Ranged attacks in Duration. Bonus +2 Init, if annouced. Ranged ToHIT are a natural 18, 19, or 20 then use Critical. 1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler Bow (only) w/blunts. Dmg= Crit Blunt. After battle 1/4 Dmg. Attck: 1/2 (Min 1). Init & ToHIT +2 / Tier. Unaware Target. Bow only. Init/ToHIT/Dmg +12. Attks 1/2(Min 1) 1/2 Distance & Attacks (Min 1) Init & ToHit +12.	Move x2 by the bow By Weapon By Weapon By Weapon By Weapon 1 Square By Weapon	1 Creature Self 1 Target By Weapon 1 Target By Weapon By Weapon 1 Horse 1 Target By Weapon 1 Target Target By Weapon 1 Target Target 1 Target	1 Round 1 Round / Tier 4 Rounds 2 Rounds 5 Attacks 1 Round 4 Hrs or 1 Battl 1 Battle 4 Rounds 1 Round 1 Round	Initiative Instant Initiative	none none none none none none sKL 2 none none	1 99 1 1 99 99 1 99 1
5 8 5 8 5 8 6 8 6 8 9 12 10 12 12 12 14 16 15 16	B pts	Each attack has a rollout of 'instant' for the duration. Crossbows Only. Distance +8 Sqs. Damage -2 pts (Min 1) All bow shots: ToHits -2, Damage+6. Concentrate on 1 Target ToHIT/Dmg +2 per held attck, max+10. All Ranged attacks in Duration. Bonus +2 Init, if annouced. Ranged ToHIT are a natural 18, 19, or 20 then use Critical. 1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler Bow (only) w/blunts. Dmg= Crit Blunt. After battle 1/4 Dmg. Attck: 1/2 (Min 1). Init & ToHIT +2 / Tier. Unaware Target. Bow only. Init/ToHIT/Dmg +12. Attks 1/2(Min 1) 1/2 Distance & Attacks (Min 1) Init & ToHit +12.	by the bow By Weapon By Weapon By Weapon By Weapon 1 Square By Weapon By Weapon By Weapon By Weapon By Weapon By Weapon	Self 1 Target By Weapon 1 Target By Weapon By Weapon 1 Horse 1 Target By Weapon 1 Target 1 Target 1 Target	1 Round / Tier 4 Rounds 2 Rounds 5 Attacks 1 Round 4 Hrs or 1 Battl 1 Battle 4 Rounds 1 Round 1 Round	Instant Initiative	none none none none none sKL 2 none none	99 1 1 99 99 1 99 1
5 8 5 8 6 8 6 8 9 12 10 12 12 12 14 16 15 16	B pts	Crossbows Only. Distance +8 Sqs. Damage -2 pts (Min 1) All bow shots: ToHits -2, Damage+6. Concentrate on 1 Target ToHIT/Dmg +2 per held attck, max+10. All Ranged attacks in Duration. Bonus +2 Init, if annouced. Ranged ToHIT are a natural 18, 19, or 20 then use Critical. 1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler Bow (only) w/blunts. Dmg= Crit Blunt. After battle 1/4 Dmg. Attck: 1/2 (Min 1). Init & ToHIT +2 / Tier. Unaware Target. Bow only. Init/ToHIT/Dmg +12. Attks 1/2(Min 1) 1/2 Distance & Attacks (Min 1) Init & ToHit +12.	By Weapon By Weapon By Weapon By Weapon 1 Square By Weapon By Weapon By Weapon By Weapon By Weapon By Weapon	1 Target By Weapon 1 Target By Weapon By Weapon 1 Horse 1 Target By Weapon 1 Target 1 Target 1 Target	4 Rounds 2 Rounds 5 Attacks 1 Round 4 Hrs or 1 Battl 1 Battle 4 Rounds 1 Round 1 Round	Initiative Initiative Initiative Initiative Initiative Initiative Initiative Initiative Initiative	none none none none sKL 2 none none	1 1 99 99 1 99 1
5 8 6 8 6 8 8 8 9 12 10 12 12 12 14 16 15 16	Penetrating Ranged Shots B pts Held Shot - Single Target Shoot Thru Party to Target Critical Ranged Shot (Pre-Battle) 2 pts Mounted Melee Attack B pts Blunted Bow Shots (Bow Only) 2 pts Targeting A Moving Target 6 pts Ranged Sucker Shot(s) 6 pts Moving And Shooting 6 pts Quick Ranged Shot (Pre-Battle)	All bow shots: ToHits -2, Damage+6. Concentrate on 1 Target ToHIT/Dmg +2 per held attck, max+10. All Ranged attacks in Duration. Bonus +2 Init, if annouced. Ranged ToHIT are a natural 18, 19, or 20 then use Critical. 1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler Bow (only) w/blunts. Dmg= Crit Blunt. After battle 1/4 Dmg. Attck: 1/2 (Min 1). Init & ToHIT +2 / Tier. Unaware Target. Bow only. Init/ToHIT/Dmg +12. Attks 1/2(Min 1) 1/2 Distance & Attacks (Min 1) Init & ToHit +12.	By Weapon By Weapon By Weapon 1 Square By Weapon By Weapon By Weapon By Weapon By Weapon By Weapon	By Weapon 1 Target By Weapon By Weapon 1 Horse 1 Target By Weapon 1 Target 1 Target 1 Target	2 Rounds 5 Attacks 1 Round 4 Hrs or 1 Battl 1 Battle 4 Rounds 1 Round 1 Round	Initiative Initiative Initiative 1 Minute Initiative Initiative Initiative Initiative	none none none sKL 2 none none	1 99 99 1 99 1
6 8 6 8 8 8 9 12 10 12 12 12 14 16 15 16	B pts Held Shot - Single Target B pts Shoot Thru Party to Target Critical Ranged Shot (Pre-Battle) 2 pts Mounted Melee Attack 2 pts Blunted Bow Shots (Bow Only) 2 pts Targeting A Moving Target 6 pts Ranged Sucker Shot(s) 6 pts Moving And Shooting 6 pts Quick Ranged Shot (Pre-Battle)	Concentrate on 1 Target ToHIT/Dmg +2 per held attck, max+10. All Ranged attacks in Duration. Bonus +2 Init, if annouced. Ranged ToHIT are a natural 18, 19, or 20 then use Critical. 1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler Bow (only) w/blunts. Dmg= Crit Blunt. After battle 1/4 Dmg. Attck: 1/2 (Min 1). Init & ToHIT +2 / Tier. Unaware Target. Bow only. Init/ToHIT/Dmg +12. Attks 1/2(Min 1) 1/2 Distance & Attacks (Min 1) Init & ToHit +12.	By Weapon By Weapon By Weapon 1 Square By Weapon By Weapon By Weapon By Weapon By Weapon	1 Target By Weapon By Weapon 1 Horse 1 Target By Weapon 1 Target 1 Target 1 Target	5 Attacks 1 Round 4 Hrs or 1 Battl 1 Battle 4 Rounds 1 Round 1 Round	Initiative Initiative 1 Minute Initiative Initiative Initiative Initiative	none none none SKL 2 none none	99 1 99 1 1
6 8 8 9 12 10 12 12 12 14 16 15 16 16 16	Shoot Thru Party to Target Critical Ranged Shot (Pre-Battle) pts Discrete Mounted Melee Attack pts Discrete Blunted Bow Shots (Bow Only) pts Targeting A Moving Target pts Discrete Ranged Sucker Shot(s) Discrete Moving And Shooting Discrete Ranged Shot (Pre-Battle)	All Ranged attacks in Duration. Bonus +2 Init, if annouced. Ranged ToHIT are a natural 18, 19, or 20 then use Critical. 1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler Bow (only) w/blunts. Dmg= Crit Blunt. After battle 1/4 Dmg. Attck: 1/2 (Min 1). Init & ToHIT +2 / Tier. Unaware Target. Bow only. Init/ToHIT/Dmg +12. Attks 1/2(Min 1) 1/2 Distance & Attacks (Min 1) Init & ToHit +12.	By Weapon By Weapon 1 Square By Weapon By Weapon By Weapon By Weapon By Weapon	By Weapon By Weapon 1 Horse 1 Target By Weapon 1 Target 1 Target	1 Round 4 Hrs or 1 Battl 1 Battle 4 Rounds 1 Round 1 Round	Initiative 1 Minute Initiative Initiative Initiative Initiative	none none SKL 2 none none	99 1 99 1 1
8 8 9 12 10 12 12 12 14 16 15 16 16 16 16	Shoot Thru Party to Target Critical Ranged Shot (Pre-Battle) pts Discrete Mounted Melee Attack pts Discrete Blunted Bow Shots (Bow Only) pts Targeting A Moving Target pts Discrete Ranged Sucker Shot(s) Discrete Moving And Shooting Discrete Ranged Shot (Pre-Battle)	All Ranged attacks in Duration. Bonus +2 Init, if annouced. Ranged ToHIT are a natural 18, 19, or 20 then use Critical. 1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler Bow (only) w/blunts. Dmg= Crit Blunt. After battle 1/4 Dmg. Attck: 1/2 (Min 1). Init & ToHIT +2 / Tier. Unaware Target. Bow only. Init/ToHIT/Dmg +12. Attks 1/2(Min 1) 1/2 Distance & Attacks (Min 1) Init & ToHit +12.	By Weapon By Weapon 1 Square By Weapon By Weapon By Weapon By Weapon By Weapon	By Weapon By Weapon 1 Horse 1 Target By Weapon 1 Target 1 Target	4 Hrs or 1 Battl 1 Battle 4 Rounds 1 Round 1 Round	1 Minute Initiative Initiative Initiative	none SKL 2 none none	99 1 99 1 1
8 8 9 12 10 12 12 12 14 16 15 16 16 16	B pts Critical Ranged Shot (Pre-Battle) 2 pts Mounted Melee Attack 2 pts Blunted Bow Shots (Bow Only) 2 pts Targeting A Moving Target 6 pts Ranged Sucker Shot(s) 6 pts Moving And Shooting 6 pts Quick Ranged Shot (Pre-Battle)	Ranged ToHIT are a natural 18, 19, or 20 then use Critical. 1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler Bow (only) w/blunts. Dmg= Crit Blunt. After battle 1/4 Dmg. Attck: 1/2 (Min 1). Init & ToHIT +2 / Tier. Unaware Target. Bow only. Init/ToHIT/Dmg +12. Attks 1/2(Min 1) 1/2 Distance & Attacks (Min 1) Init & ToHit +12.	By Weapon 1 Square By Weapon By Weapon By Weapon By Weapon By Weapon	By Weapon 1 Horse 1 Target By Weapon 1 Target 1 Target	4 Hrs or 1 Battl 1 Battle 4 Rounds 1 Round 1 Round	1 Minute Initiative Initiative Initiative	SKL 2 none none	99 1 1
9 12 10 12 12 12 14 16 15 16 16 16	2 pts Mounted Melee Attack 2 pts Blunted Bow Shots (Bow Only) 2 pts Targeting A Moving Target 6 pts Ranged Sucker Shot(s) 6 pts Moving And Shooting 6 pts Quick Ranged Shot (Pre-Battle)	1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler Bow (only) w/blunts. Dmg= Crit Blunt. After battle 1/4 Dmg. Attck: 1/2 (Min 1). Init & ToHIT +2 / Tier. Unaware Target. Bow only. Init/ToHIT/Dmg +12. Attks 1/2(Min 1) 1/2 Distance & Attacks (Min 1) Init & ToHit +12.	1 Square By Weapon By Weapon By Weapon By Weapon	1 Horse 1 Target By Weapon 1 Target 1 Target	1 Battle 4 Rounds 1 Round 1 Round	Initiative Initiative Initiative	SKL 2 none none	1
10 12 12 12 14 16 15 16 16 16	2 pts Blunted Bow Shots (Bow Only) 2 pts Targeting A Moving Target 6 pts Ranged Sucker Shot(s) 6 pts Moving And Shooting 6 pts Quick Ranged Shot (Pre-Battle)	Bow (only) w/blunts. Dmg= Crit Blunt. After battle 1/4 Dmg. Attck: 1/2 (Min 1). Init & ToHIT +2 / Tier. Unaware Target. Bow only. Init/ToHIT/Dmg +12. Attks 1/2(Min 1) 1/2 Distance & Attacks (Min 1) Init & ToHit +12.	By Weapon By Weapon By Weapon By Weapon	1 Target By Weapon 1 Target 1 Target	4 Rounds 1 Round 1 Round	Initiative Initiative Initiative	none none	1
12 12 14 16 15 16 16 16	2 pts Targeting A Moving Target 6 pts Ranged Sucker Shot(s) 6 pts Moving And Shooting 6 pts Quick Ranged Shot (Pre-Battle)	Attck: 1/2 (Min 1). Init & ToHIT +2 / Tier. Unaware Target. Bow only. Init/ToHIT/Dmg +12. Attks 1/2(Min 1) 1/2 Distance & Attacks (Min 1) Init & ToHit +12.	By Weapon By Weapon By Weapon	By Weapon 1 Target 1 Target	1 Round 1 Round	Initiative Initiative	none	1
14 16 15 16 16 16	6 pts Ranged Sucker Shot(s) 6 pts Moving And Shooting 6 pts Quick Ranged Shot (Pre-Battle)	Unaware Target. Bow only. Init/ToHIT/Dmg +12. Attks 1/2(Min 1) 1/2 Distance & Attacks (Min 1) Init & ToHit +12.	By Weapon By Weapon	1 Target 1 Target	1 Round	Initiative		
15 16 End 16 16 End	6 pts Moving And Shooting 6 pts Quick Ranged Shot (Pre-Battle)	1/2 Distance & Attacks (Min 1) Init & ToHit +12.	By Weapon	1 Target				1
End 16 16 End	6 pts Quick Ranged Shot (Pre-Battle)	` ,		-	i Rouna	Initiativa		1
End		Pre-battle. I Attack. Init+15, if needed. Tohii & Ding +5	ivielee		Instant	Initiative	none	1
Dattle Darette				1 Creature	Instant	Instant	none	1
Battle Reaction								
	Cost Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	B pts Disruptive Factor	Attempt to stop a specific spell or action.	8 Squares	3x3 Squares	2 Rounds	Instant	Observe 2	99
	1 pts AoO on Melee Entry	Targets entering melee become open to an attack.	Melee	Self	1 Round	Instant	none	99
	,	. μ						
Class Specialty	1							
Lvl (Cost Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
1 4	1 pts Create Singer's Salve	Affects DOT damage, +2 per cycle, HNT: +4 per cycle.	Touch	1 Salve	End Of Year	4 Hours	none	99
End 1 4	1 pts Create Sunrise Potion	Yeild of 1d3 Potions. Effect: Heal +2/+4 HP @ Sunrise.	Touch	1 Potion	Used / EOY	4 Hours	none	99
1 4	1 pts Skinning A Hide	Save needed. Size by Tier. 1st:2x4, 3rd:3x6, 5th:6x6.	Self	Animal	Permanent	12 Hours	SKL 1	99
End 5 8	3 pts Create Revive Salve	KITCHEN: Yeilds 1d3 Salves. Effect: 1d3 HP & Awake 30 Min.	Touch	1 Salve	Used / EOY	4 Hours	SNS 2	99
6 8	B pts Make/Repair Arrows	12 arrows. Tier1=Crude/Blunt, Tier2=Standard, Tier3=Flight.	Touch	Self	Permanent	4 Hours	none	99
End 7 8	3 pts Create Health Poultice	Yield 1d3 items. Effect: Sick/Dis Col -1	Touch	1 Poultice	Used / EOY	4 Hours	SKL 2	99
7 8	3 pts Create Repellent Oil	Yeild 1d3 items. Effect: Repells insects Save col-1.	Touch	1 dose	Used / EOY	4 Hours	SNS 2	99
End 10 12	2 pts Create Clear Mind Inhalent	Yeild of 1d3 items. Effect: Dazed/Stunned/Sleep col-1.	Touch	1 Vial	Used / EOY	4 Hours	SNS 2	99
11 12	2 pts Create Calming Tea	Yeild of 1d3 items. Effect: Deep Sleep & morning SP +2/+4.	Touch	1 Jar	Used / EOY	4 Hours	SNS 1	99
	2 pts Create Java Meal Spice	Yeild of 1d3 items. Caffeine effect for 48 hrs. Don't repeat.	Touch	1 Meal	Used / EOY	4 Hours	SKL 2	99
End								
Communication	1							
	Cost Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
4 4	1 pts Hunter Marks	Unworked items arranged to leave a message to another Hunter.	6 Squares	1 Square	1 Month (30 da		none	99
End 4 4	1 pts Mimic Soft Nature Sounds	Create low natural sounds. Low volume and intensity.	Self	6x6 Squares	20 Minutes	Initiative	SNS 2	99
Fences and Shel	elters							
	Cost Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1 pts Hunters Hut (10 ppl)	Stands for 2 days. Holds up to 10 people.	Touch	2x1 Squares	8 Hours	20 Minutes	SKL 2	3
	1 pts Perimeter Safety	Creates noticable sounds when stepped on.	Touch	3x8 Sq Perimeters	8 Hours	30 Minutes	none	99
	4 pts Create Temporary Shelter (3 ppl)	Quickly built (1 min) & lasts 2 days, unless rough weather.	Touch	1 Shelter	2 Days	10 Minutes	none	99

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			-Hunter					9/21/	2024 7.50.0	1 AIVI		
End	7	8 pts	Hunters Hidden Shelter (4 ppl)	Hunting blind for 4 people. Not for urban use.	1 Square	3 x 3 Squares	8 Hours / Tier	1 Hour	None	3		
Find (or Reve	eal										
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack		
	1	4 pts	Find North	GM indicates direction of North.	Self	Self	1 Hour	Initiative	none	99		
	12	12 pts	Find/Follow Trail	Find/Follow. Move @ 1/2=SKL:2. Move @ Full= SKL:4. GM rolls	Self	1 Mark	24 Hours	20 Minutes	none	1		
Healing and Rest												
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack		
	2	0 pts	Apply A Field Bandage	[Cloth/moss, before healing]=1 attempt. Binds. HP+1.	Touch	1 Creature	Permanent	Initiative	none	99		
Hide	or Obs	cure										
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack		
	9	12 pts	Cover Trail	Cover Trail. Move @ 1/2= No Save. Move @ Full= SKL:3. GM roll	Touch	1 Mark Trail	12 Hours	20 Minutes	none	99		
Natural Environment												
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack		
	2	4 pts	Benign Approach	Approach animals in a benign way to get close. No attacks	10 Squares	10 Squares	1 Hour	5 Minutes	none	99		
	3	4 pts	Calm Animal	Hunter to Use Save col 2. Situation reduces Save col to 1.	2 Squares	1 Animal	2 Hours	20 Minutes	SKL 2	99		
	3	4 pts	Hunt/Fish/Gather	Hunt/fish/gather once per day for 9 hours. D6 per Tier.	Self	20x20 Squares	Rollout	9 Hours	none	1		
	8	8 pts	Coastal Net Fishing	3-12 helpers. Meals:6d20+5 per helper. Cook:1 hr / 30 meals.	Self	Ocean	Permanent	16 Hours	none	1		
Trave	ling (P	MP)										
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack		
	1	4 pts	No Road Needed	Stay the course & normal road speed. No Double time. May need SK		Traversable Land	8 Hours	10 Minutes	none			
	8	8 pts	Hunters Stare (1-4 days)	Walk x3 in 20 Hrs. Encntr unlikely. Sprs likely. Wake=3 rds.	Self	Self	12 Hours	10 Minutes	SKL 3	1		
	13	16 pts	Faster Path	Solo=150%. Group=120% w/Hunter @ point. Not all environs.	Self	Non-Urban	1 Day	10 Minutes	none	1		
Utility	or Mis	sc										
	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack		
	2	4 pts	Make Fire with Sticks	Dry Kindling needed. Damp kindling +1 Col. Wet environ +1 Col	Touch	Kindling	Permanent	10 Minutes	SKL 1	99		
	3	4 pts	Mental Alarm Clock	Set time to wake and wake at that time. 1 Rd to clear head.	Self	Self	18 Hours	10 Minutes	none	1		