

-Hunter

Battle Actions/Prep

LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	
						8 pts	Self	Self	10 Minutes	Up To 1 day			No surprise.



Point person initailly surveys the area, then continues to scout a head of the party.
Point person moves to be 30 ft ahead of the group, party gains Init+2 for 1st rd of battle
Point person acts as a scout watching for potentail issues.
Point person 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 12	AoE X2	6 SP

Battle Offense

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Char Sheet	1 Target	Initiative	1 Round		




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.

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
						4 pts	Move x2	1 Creature	Initiative	1 Round		



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.

COUNTER:Set For Charge Lvl:1	
ENHANCEMENTS:	
Lvl 9 Range +50%	6 SP
Lvl 5 Initiative +4	4 SP
Lvl 9 Damage +50%	8 SP

LEVEL	5		+	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	by the bow	Self	Instant	1 Round / Tier		



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.

COUNTER: None		
ENHANCEMENTS:		
Lvl 9	Range +50%	6 SP
Lvl 14	Duration X2	8 SP

LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	By Weapon	1 Target	Initiative	4 Rounds		



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 Initiative and ToHIT rolls.

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

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

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
						8 pts	By Weapon	1 Target	Initiative	5 Attacks		




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).

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

-Hunter

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

COUNTER: None

ENHANCEMENTS:

Lvl 9	Range +50%	6 SP
Lvl 5	Initiative +4	4 SP

LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	By Weapon	By Weapon	1 Minute	4 Hrs or 1 Battle		



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.


COUNTER: None

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
--------	--------------	-------

Battle Reaction

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




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.

COUNTER: None

ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP

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



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: Avoid An AoO - ROG Lvl: 1

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
-------	-----------------	------

Class Specialty

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	1 Salve	4 Hours	End Of Year		



Hunter creates a Singer's Salve Affects DOT damage, +2 per cycle, HNT: +4 per cycle. Need: Campfire, 12 SP, 4 Hours, and Bittercress leaf, Wild garlic oil, Rocko's.

CREATE: Singers Salve


FOCUS: +2 Salves

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
--------	----------------	------

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	1 Potion	4 Hours	Used / EOY		



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.

CREATE:


FOCUS: +2 Potions

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
--------	----------------	------

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1 1 hide
						4 pts	Self	Animal	12 Hours	Permanent		



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
--------	----------------	------

-Hunter

LEVEL	5			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	
						8 pts	Touch	1 Salve	4 Hours	Used / EOY	Revive to wakeness		



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.

CREATE:


FOCUS:+2 Salves

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
-------	-----------------	------

LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	Touch	Self	4 Hours	Permanent			



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:


FOCUS:Required

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 1	Create Crude Arrows	0 SP

LEVEL	7			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						8 pts	Touch	1 Poultice	4 Hours	Used / EOY	Help Sick/Disease		



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.

CREATE:


FOCUS:+2 Poultices

COUNTER: None

ENHANCEMENTS:

Lvl 14	Save -1 Col	8 SP
Lvl 10	Rollout Halved	6 SP

LEVEL	7			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	
						8 pts	Touch	1 dose	4 Hours	Used / EOY	Attacked		



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.

CREATE:

FOCUS:+2 Doses.


COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
-------	-----------------	------

Communication

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	6 Squares	1 Square	1 Minute	1 Month (30 days)			



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: - No creations. Usable only

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	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	
						4 pts	Self	6x6 Squares	Initiative	20 Minutes	Success		



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

Fences and Shelters

LEVEL	2			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						4 pts	Touch	2x1 Squares	20 Minutes	8 Hours	Created		



The hunter creates a shelter out of avialable materials
Creates temporary shelter for 10 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.

CREATE:

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

-Hunter

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




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	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	1 Shelter	10 Minutes	2 Days		



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).

CREATE:




COUNTER: None

ENHANCEMENTS:


Lvl 0	No Enhancements	0 SP
-------	-----------------	------

LEVEL	7			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	1 Square	3 x 3 Squares	1 Hour	8 Hours / Tier		



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)

CREATE:



COUNTER: None

ENHANCEMENTS:

Lvl 14	Duration X2	8 SP
Lvl 12	AoE X2	6 SP

Find or Reveal

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



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


COUNTER: None

ENHANCEMENTS:

Lvl 20	Rollout Instant	16 SP
--------	-----------------	-------

Healing and Rest

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						0 pts	Touch	1 Creature	Initiative	Permanent		




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)

FOCUS:none

COUNTER: None


ENHANCEMENTS:

Lvl 20	Rollout Instant	16 SP
--------	-----------------	-------



Natural Environment

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	10 Squares	10 Squares	5 Minutes	1 Hour		




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
--------	----------	------

LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Animal is calmed
						4 pts	2 Squares	1 Animal	20 Minutes	2 Hours		



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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	20x20 Squares	9 Hours	Rollout		

Hunt/Fish/Gather



Able to hunt, fish, or gather once per day
Skill Save:2 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

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
-------	-----------------	------

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

Coastal Net Fishing



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


ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
-------	-----------------	------

Traveling (PMP)

LEVEL	1			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	Traversable Land	10 Minutes	8 Hours		

No Road Needed



Hunter is able to stay on course when no path or road is available.
Hunter is able to guide up to 10 people while maintaining the normal road speed.
Extreme environments require the GM roll a SKL:2 Save to keep the course and speed.
The Hunter can use this skill while also being the point person.
Double time is not an option while using this skill.

FOCUS:Duration = 10 hrs

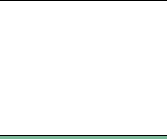
COUNTER: None

ENHANCEMENTS:

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

LEVEL	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
						8 pts	Self	Self + 15 people	5 Minutes	12 Hours	Path found	

Off Road Travel



Hunter must employ game trails to use this skill.
Requires the environment to have clear trails, even game trails will work.
Unlikely to work in Deserts, High mountain areas, or Lava Flats and similar areas.
Trails in such areas will allow use of this skill with a passing Save.


COUNTER: None

ENHANCEMENTS:

Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP
Lvl 12	AoE X2	6 SP

LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
						8 pts	Self	Self	10 Minutes	12 Hours	Able to do this.	

Hunters Stare (1-4 days)



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

COUNTER: None


ENHANCEMENTS:

Lvl 14	Duration X2	8 SP
--------	-------------	------

Utility or Misc

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1
						4 pts	Touch	Kindling	10 Minutes	Permanent	start fire	

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

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
-------	-----------------	------

LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	Self	10 Minutes	18 Hours		

Mental Alarm Clock



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 guarantee restful sleep.
When waking it takes 1 full round before Fighter is able to be clear headed.

COUNTER: None

ENHANCEMENTS:

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