

Battle Actions/Prep

LEVEL5

STACK1

COST8 pts

RANGESelf


AREA OF EFFECT16 Squares ahead

ROLL OUT10 Minutes

DURATIONUp To 1 day

SAVE:No Save

Point 80 ft Ahead



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 Halved6 SP  
Lvl 16 Rollout 1 Min8 SP  
Lvl 16 AoE X216 SP

LEVEL8

STACK1

COST8 pts

RANGEBy Weapon


AREA OF EFFECTBy Weapon

ROLL OUT1 Minute

DURATION4 Hrs or 1 Battle

SAVE:No Save

Critical Shot At 18 to 20



Roll a natural 18, 19, or 20 and treat as a critical Hit. 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 Init12 SP

Battle Offense

LEVEL4

STACK99

COST4 pts

RANGEChar Sheet


AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION1 Round

SAVE:No Save

Accurate Ranged Shots



A focus on accuracy rather than speed with a bow or crossbow.  
Shooter loses 1 attack (Minimum 1) per Tier.  
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 X28 SP  
Lvl 5 Initiative +44 SP

LEVEL4

+

STACK1

COST4 pts

RANGEMove x2


AREA OF EFFECT1 Creature

ROLL OUTInitiative

DURATION1 Round

SAVE:No Save

Hunters Melee Charge



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 +44 SP  
Lvl 9 Damage +50%8 SP

LEVEL5

STACK1

COST8 pts

RANGEBy Weapon


AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION4 Rounds

SAVE:No Save

Long Distance Crossbow Shots



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 +44 SP  
Lvl 14 Attacks +18 SP

LEVEL5

STACK1

COST8 pts

RANGEBy Weapon


AREA OF EFFECTBy Weapon

ROLL OUTInitiative

DURATION2 Rounds

SAVE:No Save

Penetrating Ranged Shots



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 +44 SP  
Lvl 9 Damage +50%8 SP

LEVEL6

STACK99

COST8 pts

RANGEBy Weapon


AREA OF EFFECTBy Weapon

ROLL OUTInitiative

DURATION1 Round

SAVE:No Save

Shoot Thru Party to Target



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 +44 SP

# -Hunter

LEVEL7

STACK99

COST8 pts

RANGEBy Weapon


AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION5 Attacks

SAVE:No Save

## Held Shot, Single Target




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 X28 SP  
Lvl 9 Range +50%6 SP  
Lvl 5 Initiative +44 SP

## Battle Reaction

LEVEL5



STACK99

COST8 pts


RANGE8 Squares

AREA OF EFFECT3x3 Squares


ROLL OUTInstant

DURATION2 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 X410 SP  
Lvl 12 Range X28 SP

LEVEL6



STACK99

COST4 pts

RANGEMElee


AREA OF EFFECTSelf

ROLL OUTInstant

DURATION1 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

LEVEL1

STACK9

COST0.40 pts

RANGETouch


AREA OF EFFECT1d3 Wraps

ROLL OUT4 hours

DURATIONPermanent

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 Instant16 SP



LEVEL1

STACK99

COST4 pts

RANGESelf


AREA OF EFFECTAnimal

ROLL OUT12 Hours

DURATIONPermanent

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 Halved6 SP



LEVEL2

STACK99

COST4 pts

RANGETouch


AREA OF EFFECTKindling

ROLL OUT10 Minutes

DURATIONPermanent

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



LEVEL3

STACK1

COST4 pts

RANGESelf


AREA OF EFFECTSelf

ROLL OUT10 Minutes

DURATION24 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 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.

COUNTER: None

ENHANCEMENTS:  
Lvl 10 Rollout Halved6 SP  
Lvl 14 Duration X28 SP

Communication

LEVEL3

STACK99

COST4 pts

RANGE6 Squares


AREA OF EFFECT1 Square

ROLL OUT1 Minute

DURATION1 Month (30 days)

SAVE:No Save

Hunter Marks



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 Halved6 SP  
Lvl 16 Rollout 1 Min8 SP  
Lvl 14 Duration X28 SP

LEVEL4

STACK99

COST4 pts

RANGESelf


AREA OF EFFECT6x6 Squares

ROLL OUTInitiative

DURATION20 Minutes

SAVE:No Save

Mimic Soft Nature Sounds



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 Instant16 SP  
Lvl 12 Rollout Init12 SP

Creations

LEVEL1

STACK9

COST12 pts

RANGETouch


AREA OF EFFECT1d3 Salves

ROLL OUT4 Hours

DURATIONUsed / EOY

SAVE:None for creatio

Create Singer's Salve



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 Halved6 SP

LEVEL1

STACK99

COST6 pts

RANGETouch


AREA OF EFFECTSelf

ROLL OUT4 Hours

DURATIONPermanent

SAVE:No Save

Create/Repair Arrows (24)



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 Halved6 SP

LEVEL2

STACK9

COST12 pts

RANGETouch


AREA OF EFFECT1d3 Potions

ROLL OUT4 Hours

DURATIONUsed / EOY

SAVE:None for creatio

Create Sunrise Potion



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 Halved6 SP

LEVEL4

STACK9

COST12 pts

RANGETouch


AREA OF EFFECT1d3 Salves

ROLL OUT4 Hours

DURATIONUsed / EOY

SAVE:None for creatio

Create Revive Salve



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

LEVEL7

STACK99

COST12 pts

RANGETouch


AREA OF EFFECT1d3 bottles

ROLL OUT4 Hours

DURATIONUsed / EOY

SAVE:None for creatio

Create Repellent Oil



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 Halved6 SP

# -Hunter

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



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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						3 pts	Touch	1 Shelter	1 Minute	12 Hrs		




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	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	6			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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.

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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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)

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	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
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LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	May Need Skill S
						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
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# -Hunter

LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	May Need Skill S	
	Calm Animal					4 pts	2 Squares	1 Animal	20 Minutes	2 Hours		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 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

LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	May Need Skill S	
	Hunt/Fish/Gather					4 pts	Self	20x20 Squares	9 Hours	Rollout			




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



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			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	May Need Skill S	GM
	No Road Needed					4 pts	Self	Traversable Land	10 Minutes	8 Hours		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