

**-Hunter**

Battle Actions/Prep					Creations									
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	
1	Ranged Weapon Expertise	4	Touch	1 Item	2 Minutes	End of Battle	1	Create Singer's Salve	12	Touch	1d3 Salves	4 Hours	Used / EOY	
5	Point 80 ft Ahead	8	Self	16 Squares	10 Minutes	Up To 1 day	1	Create/Repair Arrows (24)	6	Touch	Self	4 Hours	Permanent	
16	Quick Ranged Shot (PreBattle)	16	Melee	1 Creature	Pre-battle	Instant	2	Create Sunrise Potion	12	Touch	1d3 Potions	4 Hours	Used / EOY	
Battle Offense					Fences and Shelters									
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	
4	Accurate Ranged Shots	4	Char Sheet	1 Target	Initiative	1 Round	2	Create LeanTo Shelter (2 ppl)	3	Touch	1 Shelter	1 Minute	12 Hrs	
4	Hunters Melee Charge	4	Move x2	1 Creature	Initiative	1 Round	2	Perimeter Safety	4	Touch	3x8 Sq Peri	30 Minutes	8 Hours	
5	CROSSBOW: Long Distance Sho	8	By Weapon	1 Target	Initiative	4 Rounds	6	Hunters Hut (10 ppl)	10	Touch	2x1 Squares	20 Minutes	2 Days	
5	Penetrating Ranged Shots	8	By Weapon	By Weapon	Initiative	2 Rounds	7	Hunters HIDDEN Shelter (5 ppl)	12	1 Square	3 x 3 Square	4 Hours	1 day / Tier	
6	Shoot Thru Party to Target	8	By Weapon	By Weapon	Initiative	1 Round	Nae'Ems							
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	
7	Held Shot, 1 Target	8	By Weapon	1 Target	Initiative	5 Attacks	14	Bestow House Authority	48	1 Recipient	1 Target	1 Week	Permanent	
8	Critical Shot At 19 to 20	8	By Weapon	By Weapon	Initiative	4 hours	Natural Environment							
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	
10	Blunted Bow Shots (Bow Only)	12	By Weapon	As per Weap	Initiative	4 Rounds	1	Find North	4	Self	Self	Initiative	1 Hour	
11	Mounted Melee Attack	12	1 Square	1 Horse	Initiative	1 Battle	2	Benign Approach	4	10 Squares	10 Squares	5 Minutes	1 Hour	
12	Targeting A Moving Target	12	By Weapon	By Weapon	Initiative	1 Round	3	Calm Animal	4	2 Squares	1 Animal	20 Minutes	2 Hours	
13	Ranged Sucker Shot(s)	16	By Weapon	1 Target	Initiative	1 Round	3	Hunt/Fish/Gather	4	Self	20x20 Squar	9 Hours	Rollout	
15	Unstable and Shooting	16	By Weapon	1 Target	Initiative	1 Round	8	Coastal Net Fishing	8	Self	Ocean	16 Hours	Permanent	
Battle Reaction					Traveling (PMP)									
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	
5	Disrupt Concentration	8	8 Squares	3x3 Squares	Instant	2 Rounds	1	No Road Needed	4	Self	Traversable	10 Minutes	8 Hours	
6	AoO on Melee Entry	4	Melee	Self	Instant	1 Round	9	1000 Yard Stare (1 to 4 days)	12	Self	Self	10 Minutes	20 Hours	
Class Specialty					9	Cover Wilderness Trail	12	Touch	Trail 1 Mark	12 Hours	Permanent			
Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	9	Cover Wilderness Trail	12	Self	1 Mark	20 Minutes	12 Hours	
1	Create A Field Bandage	2	Touch	1d3 Wraps	4 hours	Permanent	12	Find/Follow Wilderness Trail	12	Self	1 Mark	20 Minutes	12 Hours	
1	Skinning A Hide	4	Self	Animal	12 Hours	Permanent	Communication							
2	Make Fire with Sticks	4	Touch	Kindling	10 Minutes	Permanent	Lvl	Title	Cos	RANGE	AoE	Rollout	Duration	
3	Mental Alarm Clock	4	Self	Self	10 Minutes	24 Hours	3	Hunter Marks	4	6 Squares	1 Square	1 Minute	1 Month (30	
Communication					4	Mimic Soft Nature Sounds	4	Self	6x6 Squares	Initiative	20 Minutes			