

## Battle Actions/Prep

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Touch	1 Item	1 Minute	End of Battle or 24 hr	No Save

**Ranged Weapon Expertise**

Hunter selects one of their current weapons to focus on with attacks.  
After the rollout the Hunter is able to use that weapon more efficiently.  
The Hunter will gain a +1 for each of their Hunter Tiers for the duration.  
The selected weapon must be a Ranged weapon.

COUNTER: None

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

**Point Position**

Point person initially surveys the area, then continues to scout a head of the party.  
Party gains Init+2 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.  
Hunter must move to 16sq ahead of group

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:
				4 pts	Per weapon	within Range	Initiative	1 Round	No Save

**Accurate Ranged Shots**

A focus on accuracy rather than speed with a bow or crossbow.  
Applies to all bow/crossbow shots during the round.  
Shooter gains +2 ToHIT and +2 Damage per Tier.  
Plus to damage is NOT per die.

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:
				4 pts	Move x2	1 Creature	Initiative	1 Round	No Save

**Hunters 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 +4 4 SP  
Lvl 9 Damage +50% 8 SP

LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	By Weapon	By Weapon	Initiative	2 Rounds	No Save

**Penetrating Shots**

Hunter focus' on burying the arrows deep into the targets the cost of accuracy.  
This skill only works for ranged bow attacks.  
Adds 4 damage per Tier 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	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	By Weapon	1 Target	Initiative	4 Rounds	No Save

**XBOW:Long Dist Shots**

Hunter uses a crossbow with this skill to gain distance.  
Distance is increased by 16 squares..  
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	7	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	By Weapon	1 Target	Initiative	5 Attacks	No Save

**Held Shot, 1 Target**

Keeps the target in sight and fires a carefully aimed shot. Pre-battle is possible.  
Each attack held gains +6 ToHIT & Dmg. Up to a max bonus of +24  
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 +6 ToHit and Damage(Max +240).

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

<b>LEVEL 8</b>		STACK 1	COST 8 pts	RANGE By Weapon	AREA OF EFFECT By Weapon	ROLL OUT Initiative	DURATION 4 hours	SAVE: No Save
<b>Critical Shot 19-20</b>								
	Roll a natural 19 or 20 and treat as a critical Hit. 1 weapon per battle. Critical attacks for a SPECIFIC ranged weapon happen on 19 or 20. The specific weapon must be selected during the Rollout.							
<b>LEVEL 10</b>		STACK 1	COST 12 pts	RANGE By Weapon	AREA OF EFFECT As per Weapon	ROLL OUT Initiative	DURATION 4 Rounds	SAVE: No Save
<b>Blunted Bow Shots</b>								
	Hunter aims to subdue, not kill. Full damage is applied till end of round, then only 1/2 of the damage remains. Hunter must use a bow with blunted missiles. Crossbowyers cannot use this skill. No changes to Initiative and ToHIT rolls. Damage roll Crit (Blunt column). Initially full then 1/2 (Min 1).							
<b>LEVEL 11</b>		STACK 99	COST 12 pts	RANGE 1 Square	AREA OF EFFECT 1 Horse	ROLL OUT Initiative	DURATION 1 Battle	SAVE: No Save
<b>Mounted Melee Attack</b>								
	Character is able to direct a trained mount into battle. Only 1 attack when moving. Max 2 attacks when stopped. Requires the use of a trained mount. Single handed weapons only. Character is only able to use small or buckler shield.							
<b>LEVEL 12</b>		STACK 1	COST 12 pts	RANGE By Weapon	AREA OF EFFECT By Weapon	ROLL OUT Initiative	DURATION 1 Round	SAVE: No Save
<b>Moving Target Shot</b>								
	Hunter tracks and shoots. Only can be done with Bows or crossbow. 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.							
<b>Battle Reaction</b>								
<b>LEVEL 5</b>		STACK 99	COST 8 pts	RANGE 8 Squares	AREA OF EFFECT 1 Target	ROLL OUT Instant	DURATION 2 Rounds	SAVE: Senses Comparison  Not Disrupted
<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. LIST OF SPELL IN FULL DESCRIPTION.							
<b>LEVEL 6</b>		STACK 99	COST 4 pts	RANGE Melee Wpn Range	AREA OF EFFECT Self	ROLL OUT Instant	DURATION 1 Round	SAVE: No Save
<b>AoO on Melee Entry</b>								
	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.							
<b>Class Specialty</b>								
<b>LEVEL 1</b>		STACK 9	COST 12 pts	RANGE Touch	AREA OF EFFECT 1d3 Wraps	ROLL OUT 4 hours	DURATION Permanent	SAVE: No Save
<b>Create A Field Bandage</b>								
	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.							
<b>CREATE:Field Bandage</b>	<b>FOCUS:+2 HP</b>	<b>COUNTER: None</b>	<b>ENHANCEMENTS:</b>	<b>Lvl 20 Rollout Instant</b>	<b>16 SP</b>			

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

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

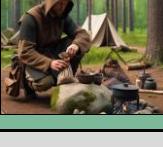
LEVEL	3	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
	Mental Alarm Clock			4 pts	Self	Self	10 Minutes	24 Hours	No Save
 <p>Able to set a time and wake up at that time. Fighter reviews surroundings to understand the normal sounds during the rollout. Fighter must not be exhausted or forced 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.</p>									

Communication	LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
	Hunter Marks				4 pts	6 Squares	1 Square	1 Minute	1 Month (30 days)	No Save
 <p>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.</p>										CREATE:  COUNTER: None  ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP Lvl 14 Duration X2 8 SP

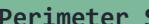
Creations	LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
	Soft Nature Sounds				4 pts	Self	6x6 Squares	Initiative	20 Minutes	No Save
 <p>Hunter creates low sounds that can be mistaken for natural sounds. Indistinct natural outdoor sounds. Low volume and intensity. Hunter can create 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.</p>										COUNTER: None  ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 12 Rollout Init 12 SP

LEVEL	1	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	
	Create Singer's Salve			12 pts	Touch	1d3 Salves	4 Hours	Used / EOY	None for creation	
 <p>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"</p>										CREATE:Singers Salve  FOCUS:+1 Salves COUNTER: None  ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	
	Create/Repair Arrows			6 pts	Touch	Self	4 Hours	Permanent	No Save	
 <p>Hunter uses a sharp blade, skill, time and materials to create arrows. Kit required for all except blunt &amp; 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</p>										CREATE:Arrows  FOCUS:Fletching COUNTER: None  ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP

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.									
									CREATE:Sunrise Potion FOCUS:+1 Potion COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP
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.									
									CREATE:Revive Salve FOCUS:+1 Salve COUNTER: None
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.									
									CREATE:Repellent Oil FOCUS:+1 Bottle COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP
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.									
									CREATE:Fragility Poultice FOCUS:+1 Poultice COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 10 Rollout Halved 6 SP
LEVEL	10	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				18 pts	Touch	1d3 Vials	4 Hours	Used / EOY	
<b>Create Midens 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.									
									CREATE:Maidens Breath FOCUS:+1 Bottle COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 10 Rollout Halved 6 SP
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.									
									CREATE:Aelene's Tea FOCUS:+1 Serving COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 10 Rollout Halved 6 SP
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.									
									CREATE:Java Meal Spice FOCUS:+2 Meals COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 10 Rollout Halved 6 SP

## Fences and Shelters

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Perimeter Safety				4 pts	Touch	5x5 Sq Perimeters	30 Minutes	8 Hours		
	Hunter uses materials from the environment to alert the party of intruders. 5x5 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	<input type="checkbox"/>	<input type="checkbox"/>	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Hunters Hut (10 ppl)</b>				10 pts		Touch	2x3 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 after 2 days. After duration the shelter will no longer keep the weather out.	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 after 2 days. After duration the shelter will no longer keep the weather out.	CREATE:Hut										
		FOCUS:Set AoE to 3x3		COUNTER:None								

## Natural Environment

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

LEVEL	3	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Comparison SKL	 GM
<b>Calm Animal</b>				4 pts	2 Squares	1 Animal	20 Minutes	2 Hours		Animal is calmed	

# -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 Save
<b>Hunt/Fish/Gather</b>								<p>CREATE:Hunt/Fish/Gather Yield FOCUS:+ 50% COUNTER: None</p>
		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.						
LEVEL 8		STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT Ocean	ROLL OUT 16 Hours	DURATION Permanent	SAVE: No Save
<b>Coastal Net Fishing</b>								<p>CREATE: COUNTER: None</p>
		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						
<b>Traveling (PMP)</b>								
LEVEL 1		STACK	COST 4 pts	RANGE Self	AREA OF EFFECT Traversable Land	ROLL OUT 10 Minutes	DURATION 8 Hours	SAVE: May Need Skill Save GM Keep course/speed
<b>No Road Needed</b>								<p>FOCUS:Duration = 10 hrs COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP</p>
		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.						
LEVEL 9		STACK 1	COST 12 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 10 Minutes	DURATION 20 Hours	SAVE: No Save
<b>1000 Yard Stare (1 to 3 days)</b>								<p>COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 8 SP</p>
		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						
LEVEL 9		STACK 99	COST 12 pts	RANGE Touch	AREA OF EFFECT Trail 1 Mark Long	ROLL OUT 12 Hours	DURATION Permanent	SAVE: No Save
<b>Cover Wilderness Trail</b>								<p>COUNTER:Find/Follow Trail- HNT Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP</p>
		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.						
LEVEL 12		STACK 1	COST 12 pts	RANGE Self	AREA OF EFFECT 1 Mark	ROLL OUT 12 Hours	DURATION Rollout	SAVE: Skill Find Follow
<b>Find Wilderness Trail</b>								<p>COUNTER:Cover Trail - HNT Lvl:1 ENHANCEMENTS: Lvl 14 Duration X2 8 SP</p>
		Hunter becomes the tracker. Succeed=GM rolls Skill Save to find/follow Movement is reduced in half.						