

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

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

-Hunter

| | | | | | | | | | | | | |
|--------------------------|---|--|--|-------|----|-------|-------|----------------|------------|------------|-------|---------|
| LEVEL | 4 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| Mimic Soft Nature Sounds | | | | | | 4 pts | Self | 6x6 Squares | Initiative | 20 Minutes | | |




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

Creations


| | | | | | | | | | | | | |
|-----------------------|---|--|--|-------|---|--------|-------|----------------|----------|------------|-------|-------------------|
| LEVEL | 1 | | | STACK | 9 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | None for creation |
| Create Singer's Salve | | | | | | 12 pts | Touch | 1d3 Salves | 4 Hours | Used / EOY | | |



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 Halved 6 SP


| | | | | | | | | | | | | |
|---------------------------|---|--|--|-------|----|-------|-------|----------------|----------|-----------|-------|---------|
| LEVEL | 1 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| Create/Repair Arrows (24) | | | | | | 6 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:Arrows
FOCUS:Fletching
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP


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|-----------------------|---|--|--|-------|---|--------|-------|----------------|----------|------------|-------|-------------------|
| LEVEL | 2 | | | STACK | 9 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | None for creation |
| Create Sunrise Potion | | | | | | 12 pts | Touch | 1d3 Potions | 4 Hours | Used / EOY | | |



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: | None for creation |
| Create Revive Salve | | | | | | 12 pts | Touch | 1d3 Salves | 4 Hours | Used / EOY | | |




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

Fences and Shelters


| | | | | | | | | | | | | |
|-------------------------------|---|--|--|-------|---|-------|-------|----------------|----------|----------|-------|---------|
| LEVEL | 2 | | | STACK | 7 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| Create LeanTo Shelter (2 ppl) | | | | | | 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 |
| Perimeter Safety | | | | | | 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

Natural Environment

LEVEL1

STACK99

COST4 pts

RANGESelf

AREA OF EFFECTSelf

ROLL OUTInitiative

DURATION1 Hour

SAVE: No Save



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

COUNTER: None

ENHANCEMENTS:
Lvl 20 Rollout Instant16 SP

LEVEL2

STACK99

COST4 pts


RANGE10 Squares

AREA OF EFFECT10 Squares

ROLL OUT5 Minutes

DURATION1 Hour

SAVE: May Need Skill Save



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 X28 SP

LEVEL3

STACK99

COST4 pts


RANGE2 Squares

AREA OF EFFECT1 Animal

ROLL OUT20 Minutes

DURATION2 Hours

SAVE: May Need Skill Save
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 Halved6 SP
Lvl 12 Range X28 SP
Lvl 14 Duration X28 SP

LEVEL3

STACK1

COST4 pts


RANGESelf

AREA OF EFFECT20x20 Squares

ROLL OUT9 Hours

DURATIONRollout

SAVE: May Need Skill Save



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

Traveling (PMP)

LEVEL1

STACK

COST4 pts


RANGESelf

AREA OF EFFECTTraversable Land

ROLL OUT10 Minutes

DURATION8 Hours

SAVE: May Need Skill Save
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 Halved6 SP
Lvl 16 Rollout 1 Min8 SP