



## Battle Offense


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

	<div> <h3>Accurate Ranged Shots</h3> <p>A focus on accuracy rather than speed with a bow or crossbow.</p> <p>Shooter loses 1 attack (Minimum 1).</p> <p>Shooter gains +2 ToHit and +2 Damage per Tier.</p> <p>Plus to damage is NOT per die.</p> <p>Applies to all bow/crossbow shots during the round.</p> </div> <div> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table> <tr> <td>Lvl 12</td> <td>Range X2</td> <td>8 SP</td> </tr> <tr> <td>Lvl 5</td> <td>Initiative +4</td> <td>4 SP</td> </tr> </table> </div>	Lvl 12	Range X2	8 SP	Lvl 5	Initiative +4	4 SP
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 Hunter charges up to an enemy for a melee attack.(Extra Attack)  
Charges must be a straight path to the non-moving target and end with a pivot

**Hunter's 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.

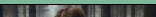


	Hunter charges up to an enemy for a melee attack.(Extra Attack)			COUNTER:No Counter Available. Lvl:1
	Charge must be a straight path to the non-moving target and not end with a pivot.			ENHANCEMENTS:
	Hunter gains bonuses to ToHIT (+8), Damage (+8), and Movement (X2).			Lvl 9    Range +50%    6 SP
	Detriments to Movement (minimum 4 squares), Number of attacks (Max 1), and AC (-4).			Lvl 5    Initiative +4    4 SP
	No other attacks (including 'Extra' attacks) can be attempted in the same round.			Lvl 9    Damage +50%    8 SP

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## Class Specialty

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	9	0.40 pts	Touch	1d3 Wraps	4 hours	Permanent	No Save

	<h3>Create A Field Bandage</h3> <p>Creates 1d3 bandages</p> <p>Bandage will stop bleeding.</p> <p>When applied by a Hunter it will also heal 2 HP.</p> <p>Components are fairly easy to find.</p> <p>Requires a Hunters Kit and a campfire.</p>	<div> <div>CREATE:Field Bandage</div> <div>FOCUS:+ 2 HP</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div> <div>Lvl 20</div> <div>Rollout Instant</div> <div>16 SP</div> </div> </div>
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 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 Instant 16 SP

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 Hunter settles in to clean, trim, skin, and cure an animal hide.

Pass Save to completely 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)



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	<p>Hunter rubs two sticks together to create a small fire.          Make Fire with Sticks - 2 attempts</p>	<p>FOCUS:COL-1</p> 
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 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




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	Able to set a time and wake up at that time. Fifteen minutes surrounding to understand the normal sounds during the night	
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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>Able to set a time and wake up at that time.</p> <p>Fighter reviews surroundings to understand the normal sounds during the rollout.</p> <p>Fighter must not be exhausted or forced to sleep. Does not guarantee restful sleep.</p> <p>When waking it takes 1 full round before Fighter is able to be clear headed.</p> <p>If used when awake the 'Alarm' still alerts the character.</p>	<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table> <tr> <td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr> <tr> <td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr> </table>	Lvl 10	Rollout Halved	6 SP	Lvl 14	Duration X2	8 SP
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## Communication

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.




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# -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


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