

Battle Actions/Prep

LEVEL1

STACK1

COST4 pts

RANGETouch


AREA OF EFFECT1 Item

ROLL OUT2 Minutes

DURATIONnd of Battle or 24 h

SAVE: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

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

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. 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 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

CROSSBOW: Long Distance Shots



Hunter uses a crossbow with this skill to gain distance. Distance is increased by 8 squares.. 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 annouced BEFORE initiative roll to gain the Initiative bonus of +2. If not annouced, 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

LEVEL	7	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	By Weapon	1 Target	Initiative	5 Attacks		
<div>  <div> <h3>Held Shot, 1 Target</h3> <p>Keeps the target in sight and fires a carefully aimed shot. Pre-battle is possible.</p> <p>Each attack held gains +6 ToHIT & Dmg. Up to a max bonus of +24</p> <p>Hunter keeps prey in sight and fires a carefully aimed shot. Bow or crossbow.</p> <p>If the target is out of sight for an entire round or more the count must start over.</p> <p>Each successive attack w/ same target +6 ToHit and Damage(Max +240).</p> </div> </div>										
<div> <div>COUNTER: None</div> <div> <div>ENHANCEMENTS:</div> <div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 9 Range +50% 6 SP</div> <div>Lvl 5 Initiative +4 4 SP</div> </div> </div> </div>										


LEVEL	8			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Critical Shot At 19 to 20						8 pts	By Weapon		By Weapon		Initiative		4 hours				
		<p>Roll a natural 19 or 20 and treat as a critical Hit. 1 weapon per battle.</p> <p>Critical attacks for a SPECIFIC ranged weapon happen on 19 or 20.</p> <p>The specific weapon must be selected during the Rollout.</p>															

Battle Reaction

LEVEL	5		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Senses						
					8 pts	8 Squares	3x3 Squares	Instant	2 Rounds		Not Disrupted						
<div><p>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.</p></div>																	
<div><p>COUNTER: None</p><p>ENHANCEMENTS:</p><table><tr><td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr></table></div>												Lvl 18	Range X4	10 SP	Lvl 12	Range X2	8 SP
Lvl 18	Range X4	10 SP															
Lvl 12	Range X2	8 SP															


[illegible]

Class Specialty

LEVEL	1			STACK	9	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Create A Field Bandage						2 pts		Touch		1d3 Wraps		4 hours		Permanent			
 <p>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.</p>				<div>CREATE:Field Bandage</div> <div>FOCUS:+ 2 HP</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 20 Rollout Instant 16 SP</div>													

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		4 pts		Self	Animal	12 Hours	Permanent			

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 Halved 6 SP

LEVEL

2

STACK

99

COST

4 pts

RANGE

Touch

AREA OF EFFECT

Kindling

ROLL OUT

10 Minutes


DURATION

Permanent

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

-Hunter

LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	Self	10 Minutes	24 Hours		




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 Halved 6 SP
Lvl 14 Duration X2 8 SP

Communication


LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	6 Squares	1 Square	1 Minute	1 Month (30 days)		



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 Halved 6 SP
Lvl 16 Rollout 1 Min 8 SP
Lvl 14 Duration X2 8 SP

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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 creatio
						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
						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 creatio
						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 creatio
						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


-Hunter

LEVEL	7	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	None for creatio
	Create Repellent Oil				12 pts	Touch	1d3 bottles	4 Hours	Used / EOY		



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
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LEVEL	8	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	None for creatio
	Create Fragility Poultice				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	<div></div> <div></div>	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	<div></div> <div></div>	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

LEVEL	6	<div></div> <div></div>	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Hunters Hut (10 ppl)				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	<div></div> <div></div>	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Hunters HIDDEN Shelter (5 ppl)				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	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Find North				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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-Hunter

LEVEL2

STACK99

COST4 pts


RANGE10 Squares

AREA OF EFFECT10 Squares

ROLL OUT5 Minutes

DURATION1 Hour

SAVE:May Need Skill S



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 12Range X28 SP

LEVEL3

STACK99

COST4 pts


RANGE2 Squares


AREA OF EFFECT1 Animal

ROLL OUT20 Minutes

DURATION2 Hours

SAVE:May Need Skill S





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 10Rollout Halved6 SP
Lvl 12Range X28 SP
Lvl 14Duration X28 SP

LEVEL3

STACK1

COST4 pts


RANGESelf

AREA OF EFFECT20x20 Squares

ROLL OUT9 Hours

DURATIONRollout

SAVE:May Need Skill S



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



LEVEL8

STACK1

COST8 pts

RANGESelf

AREA OF EFFECTOcean

ROLL OUT16 Hours

DURATIONPermanent

SAVE:No Save



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



LEVEL1

STACK

COST4 pts

RANGESelf


AREA OF EFFECTTraversable Land

ROLL OUT10 Minutes

DURATION8 Hours

SAVE:May Need Skill S

GM



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 10Rollout Halved6 SP
Lvl 16Rollout 1 Min8 SP

