1/30/2025 3:02:18 PM

-Hunter

-1	Hunter												
Ba Lv	ttle Actions/Prep	Cos	RANGE	AoE	Rollout	Duration	Cre	eations Little	Cos	RANGE	AoE	Rollout	Duration
	Apply A Field Bandage		# Touch	1 Creature	Initiative	Permanent	1			Touch	1 Salve	4 Hours	End Of Yea
5	Point 80 ft Ahead	8	Self	Self	10 Minutes	Up To 1 day	1	Create Sunrise Potion	4	Touch	1 Potion	4 Hours	Used / EOY
6	Held Shot - Single Target	8	By Weapon	1 Target	Initiative	5 Attacks	5	Create Revive Salve	8	Touch	1 Salve	4 Hours	Used / EOY
16	Quick Ranged Shot (Pre-Battle)	16	Melee	1 Creature	Pre-battle	Instant	7	Create Health Poultice	8	Touch	1 Poultice	4 Hours	Used / EOY
							7	Create Repellent Oil	8	Touch	1 dose	4 Hours	Used / EOY
	ttle Offense I Title	Cos	RANGE	AoE	Rollout	Duration	10	Create Clear Mind Inhalent	12	Touch	1 Vial	4 Hours	Used / EOY
	Accurate Ranged Shots	4	Char Sheet		Initiative	1 Round	11	Create Calming Tea	12	Touch	1 Jar	4 Hours	Used / EOY
4	Hunters Charge	4	Move x2	1 Creature	Initiative	1 Round	11	Create Java Meal Spice	12	Touch	1 Meal	4 Hours	Used / EOY
5	Long Distance Crossbow Shots	8	By Weapon	1 Target	Initiative	4 Rounds		·					
5	Penetrating Ranged Shots	8	By Weapon	By Weapon	Initiative	2 Rounds	Fe	nces and Shelters	Cos	RANGE	AoE	Rollout	Duration
6	Shoot Thru Party to Target	8	By Weapon	By Weapon	Initiative	1 Round		Hunters Hut (10 ppl)		Touch	2x1 Square		8 Hours
8	Critical Ranged Shot (Pre-Battle)	8	By Weapon	By Weapon	1 Minute	4 Hrs or 1 B	2	Perimeter Safety	4	Touch	3x8 Sq Peri	30 Minutes	8 Hours
9	Mounted Melee Attack	12	1 Square	1 Horse	Initiative	1 Battle	3	Create Temporary Shelter (3 ppl	4	Touch	1 Shelter	10 Minutes	2 Days
10	Blunted Bow Shots (Bow Only)	12	By Weapon	1 Target	Initiative	4 Rounds	7	Hunters Hidden Shelter (4 ppl)	8	1 Square	3 x 3 Squar	1 Hour	8 Hours / Ti
12	Targeting A Moving Target	12	By Weapon	By Weapon	Initiative	1 Round							
14	Ranged Sucker Shot(s)	16	By Weapon	1 Target	Initiative	1 Round	Na	e'Ems I Title	Cos	RANGE	AoE	Rollout	Duration
15	Moving And Shooting	16	By Weapon	1 Target	Initiative	1 Round		Bestow House Authority		1 Recipient		1 Month	Permanent
	•						End						
	ttle Reaction	Cos	RANGE	AoE	Rollout	Duration	Na Lv	tural Environment Title	Cos	RANGE	AoE	Rollout	Duration
	Disruptive Factor (Counter)	8	8 Squares	3x3 Square		2 Rounds	1	Find North	4	Self	Self	Initiative	1 Hour
6	AoO on Melee Entry	4	Melee	Self	Instant	1 Round	2	Benign Approach	4	10 Squares	10 Squares	5 Minutes	1 Hour
							3	Calm Animal	4	2 Squares	1 Animal	20 Minutes	2 Hours
Cla Lv	ass Specialty Title	Cos	RANGE	AoE	Rollout	Duration	3	Hunt/Fish/Gather	4	Self	20x20 Squa	9 Hours	Rollout
1	Skinning A Hide	4	Self	Animal	12 Hours	Permanent	8	Coastal Net Fishing	8	Self	Ocean	16 Hours	Permanent
2	Make Fire with Sticks	4	Touch	Kindling	10 Minutes	Permanent	12	Find/Follow Trail	12	Self	1 Mark	20 Minutes	24 Hours
3	Mental Alarm Clock	4	Self	Self	10 Minutes	18 Hours							
6	Make/Repair Arrows	8	Touch	Self	4 Hours	Permanent	Tra	veling (PMP)	Cos	RANGE	AoE	Rollout	Duration
End							1	No Road Needed	4	Self	Traversable	10 Minutes	8 Hours
Co	mmunication I Title	Cos	RANGE	AoE	Rollout	Duration	8	Hunters Stare (1-4 days)	8	Self	Self	10 Minutes	12 Hours
	Hunter Marks		6 Squares	1 Square	1 Minute	1 Month (30	9	Cover Trail	12	Touch	1 Mark Trail	20 Minutes	12 Hours
4	Mimic Soft Nature Sounds	4	Self	6x6 Square	Initiative	20 Minutes							