

-Hunter

Battle Actions/Prep

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Apply A Field Bandage						0 pts	Touch	1 Creature	Initiative	Permanent		

[illegible]

Once per battle per target. Always binds. HP+1
Use of Hunter Kit (Out of battle) gives an additional +2 HP.
Hunter slaps on a hurried bandage that binds the wound and heals 1 HP.
If applied after a healing spell this skill has no effect.
Requires a campfire. (Kit/Kitchen NOT required)

FOCUS:none
COUNTER: None
ENHANCEMENTS:
Lvl 20 Rollout Instant 16 SP

Battle Offense

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

Accurate Range	Shots	Score	Time	Notes
0-100	10	10	10	
100-200	10	10	10	
200-300	10	10	10	
300-400	10	10	10	
400-500	10	10	10	
500-600	10	10	10	
600-700	10	10	10	
700-800	10	10	10	
800-900	10	10	10	
900-1000	10	10	10	



A focus on accuracy rather than speed.
Shooter focus' on a single target for the round.
Shooter gains +2 ToHit and +2 Damage per Tier. Plus to damage is NOT per die.
Shooter loses 1 attack (Minimum 1). This skill requires the use of a bow / crossbow.
Applies to all ranged shots during the round.

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:	No Save
Hunters' Charge				4 pts	Move x2	1 Creature	Initiative	1 Round		

[illegible]


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:Set For Charge Lvl:1

ENHANCEMENTS:

Lvl 9	Range +50%	6 SP
Lvl 5	Initiative +4	4 SP

Class Specialty


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	
Skinning A Hide						4 pts	Self	Animal	12 Hours	Permanent			1 hide

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, 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 Skimming
FOCUS: 2 Hides
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	
Make Fire with Sticks						4 pts	Touch	Kindling	10 Minutes	Permanent			start fire

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

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Mental Alarm Clock					4 pts	Self	Self	10 Minutes	18 Hours		

Mental Alarm Clock



- Able to set a time and wake up at that time.
- Fighter reviews the surroundings to understand normal sounds are 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.

COUNTER: None

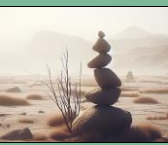
ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP






-Hunter

Communication

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Hunter Marks						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: - No creations. Usable only     

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP
Lvl 14	Duration X2	8 SP






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



Hunter creates a Singer's Salve
Affects DOT damage, +2 per cycle, HNT: +4 per cycle.
Need: Campfire, 12 SP, 4 Hours, and
Bittercress leaf, Wild garlic oil, Rocko's.

CREATE:Singers Salve  
FOCUS:+2 Salves 
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP





Hunter creates a Sunrise Potion in their own way.
Qty:3 To be used at 6 AM to gain 2 extra HP (5 HP with Hunter) if Save passes.
1 Bunch of Anises leaf, 1 Jar of Ginger Oil, 1/4 cup of honey, Campfire, & KIT.
Potion used at sunrise heals 2 HP. If hunter applies it then 4 HP.
Requires a campfire and Hunters Kit.

CREATE:
FOCUS:+2 Potions
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP

Fences and Shelters



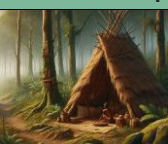
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The hunter creates a shelter out of avialable materials
Creates temporary shelter for 10 persons.
The hunter creates a shelter out of avialable materials.
If left up the shelter will fall within 2 days.
After duration the shelter will no longer keep the weather out.
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CREATE: 
 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




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



- Quickly built (1 min) & lasts 2 days, unless rough weather.
- Very heavy rains and/or heavy winds will destroy this.
- Shelter fits up to 3 people.
- Any rolls to help the sick or diseased gains five (+5).

CREATE: 
COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

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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 20Rollout Instant16 SP

LEVEL2

STACK99

COST4 pts


RANGE10 Squares

AREA OF EFFECT10 Squares

ROLL OUT5 Minutes

DURATION1 Hour

SAVE:No 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 12Range X28 SP

LEVEL3

STACK99

COST4 pts


RANGE2 Squares

AREA OF EFFECT1 Animal

ROLL OUT20 Minutes

DURATION2 Hours

SAVE:SKL: 2
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 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:No Save



Able to hunt, fish, or gather once per day
Skill Save:2 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

ENHANCEMENTS:
Lvl 0No Enhancements0 SP

Traveling (PMP)

LEVEL1

STACK

COST4 pts


RANGESelf

AREA OF EFFECTTraversable Land

ROLL OUT10 Minutes

DURATION8 Hours

SAVE:No Save



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 SKL:2 Save to keep the course and speed.
The Hunter can use this skill while using some 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