Lv 4 5 5 5 6 6 6 6 6 10 12 6 12 6 6 6 6 6 6 6	Cost 8 pts Cost 4 pts 4 pts 8 pts	Title Point 80 ft Ahead Title Accurate Ranged Shots Hunters Charge Instant Ranged Shots Long Distance Crossbow Shots Penetrating Ranged Shots Held Shot - Single Target	Description Self: 80ft in front. Grp:No suprize. Init+2 in 1st round. Description #Attack -1. 1 Target. ToHit & Dmg +2 per Tier. #Attks=1. Move x2, straight, no pivot. ToHIT & Dmg +8. Each attack has a rollout of 'instant' for the duration. Crossbows Only. Distance +8 Sqs. Damage -2 pts (Min 1)	Range Self Range Char Sheet Move x2 by the bow	AoE Self AoE 1 Target 1 Creature	Duration Up To 1 day Duration 1 Round 1 Round	RollOut 10 Minutes RollOut Initiative Initiative	Save Col SNS 2	Stack 1 Stack 99
5	Cost 4 pts 4 pts 8 pts	Point 80 ft Ahead Title Accurate Ranged Shots Hunters Charge Instant Ranged Shots Long Distance Crossbow Shots Penetrating Ranged Shots	Self: 80ft in front. Grp:No suprize. Init+2 in 1st round. Description #Attack -1. 1 Target. ToHit & Dmg +2 per Tier. #Attks=1. Move x2, straight, no pivot. ToHIT & Dmg +8. Each attack has a rollout of 'instant' for the duration. Crossbows Only. Distance +8 Sqs. Damage -2 pts (Min 1)	Range Char Sheet Move x2	AoE 1 Target 1 Creature	Up To 1 day Duration 1 Round	10 Minutes RollOut Initiative	SNS 2 Save Col	1 Stack
Battle Offense LvI	Cost 4 pts 4 pts 8 pts	Title Accurate Ranged Shots Hunters Charge Instant Ranged Shots Long Distance Crossbow Shots Penetrating Ranged Shots	Description #Attack -1. 1 Target. ToHit & Dmg +2 per Tier. #Attks=1. Move x2, straight, no pivot. ToHIT & Dmg +8. Each attack has a rollout of 'instant' for the duration. Crossbows Only. Distance +8 Sqs. Damage -2 pts (Min 1)	Range Char Sheet Move x2	AoE 1 Target 1 Creature	Duration 1 Round	RollOut Initiative	Save Col none	
Lvi 4	Cost 4 pts 4 pts 8 pts	Accurate Ranged Shots Hunters Charge Instant Ranged Shots Long Distance Crossbow Shots Penetrating Ranged Shots	#Attack -1. 1 Target. ToHit & Dmg +2 per Tier. #Attks=1. Move x2, straight, no pivot. ToHIT & Dmg +8. Each attack has a rollout of 'instant' for the duration. Crossbows Only. Distance +8 Sqs. Damage -2 pts (Min 1)	Char Sheet Move x2	1 Target 1 Creature	1 Round	Initiative	none	
4	4 pts 4 pts 8 pts	Accurate Ranged Shots Hunters Charge Instant Ranged Shots Long Distance Crossbow Shots Penetrating Ranged Shots	#Attack -1. 1 Target. ToHit & Dmg +2 per Tier. #Attks=1. Move x2, straight, no pivot. ToHIT & Dmg +8. Each attack has a rollout of 'instant' for the duration. Crossbows Only. Distance +8 Sqs. Damage -2 pts (Min 1)	Char Sheet Move x2	1 Target 1 Creature	1 Round	Initiative	none	
5 5 5 6 6 6 6 8 9 7 10 7 12 7 12	4 pts 8 pts 8 pts 8 pts 8 pts 8 pts 8 pts 8 pts 8 pts	Hunters Charge Instant Ranged Shots Long Distance Crossbow Shots Penetrating Ranged Shots	#Attks=1. Move x2, straight, no pivot. ToHIT & Dmg +8. Each attack has a rollout of 'instant' for the duration. Crossbows Only. Distance +8 Sqs. Damage -2 pts (Min 1)	Move x2	1 Creature				99
5 5 5 6 6 6 8 9 10 12	8 pts 8 pts 8 pts 8 pts 8 pts 8 pts 8 pts	Instant Ranged Shots Long Distance Crossbow Shots Penetrating Ranged Shots	Each attack has a rollout of 'instant' for the duration. Crossbows Only. Distance +8 Sqs. Damage -2 pts (Min 1)			1 Round	Initiative	none	
5 5 5 6 6 6 6 6 9 7 10 7 12 7 12	8 pts 8 pts 8 pts 8 pts 8 pts 8 pts	Long Distance Crossbow Shots Penetrating Ranged Shots	Crossbows Only. Distance +8 Sqs. Damage -2 pts (Min 1)	by the bow			madavo	none	1
5 6 6 6 6 9 7 10 7 12 7 12 7 12 12 12 12 12 12 12 12 12 12 12 12 12	8 pts 8 pts 8 pts 8 pts	Penetrating Ranged Shots			Self	1 Round / Tier	Instant	none	99
6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6	8 pts 8 pts 8 pts	5 5		By Weapon	1 Target	4 Rounds	Initiative	none	1
6 8 9 7 End 10 7 12 7	8 pts 8 pts	Held Shot - Single Target	All bow shots: ToHits -2, Damage+6.	By Weapon	By Weapon	2 Rounds	Initiative	none	1
9 10 11 12 12 12 13 14 15 15 15 15 15 15 15 15 15 15 15 15 15	8 pts		Concentrate on 1 Target ToHIT/Dmg +2 per held attck, max+10.	By Weapon	1 Target	5 Attacks	Initiative	none	99
9 10 11 12 12 12 13 14 15 15 15 15 15 15 15 15 15 15 15 15 15		Shoot Thru Party to Target	All Ranged attacks in Duration. Bonus +2 Init, if annouced.	By Weapon	By Weapon	1 Round	Initiative	none	99
End 10 12	12 nto	Critical Ranged Shot (Pre-Battle)	Ranged ToHIT are a natural 18, 19, or 20 then use Critical.	By Weapon	By Weapon	4 Hrs or 1 Battl	1 Minute	none	1
End 10 12	12 pts	Mounted Melee Attack	1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler	1 Square	1 Horse	1 Battle	Initiative	SKL 2	99
	12 pts	Blunted Bow Shots (Bow Only)	Bow (only) w/blunts. Dmg= Crit Blunt. After battle 1/4 Dmg.	By Weapon	1 Target	4 Rounds	Initiative	none	1
	12 pts	Targeting A Moving Target	Attck: 1/2 (Min 1). Init & ToHIT +2 / Tier.	By Weapon	By Weapon	1 Round	Initiative	none	1
End 14 '	16 pts	Ranged Sucker Shot(s)	Unaware Target. Bow only. Init/ToHIT/Dmg +12. Attks 1/2(Min 1)	By Weapon	1 Target	1 Round	Initiative	none	1
		Moving And Shooting	1/2 Distance & Attacks (Min 1) Init & ToHit +12.	By Weapon	1 Target	1 Round	Initiative	none	1
		Quick Ranged Shot (Pre-Battle)	Pre-battle. 1 Attack. Init+15, if needed. ToHIT & Dmg +5	Melee	1 Creature	Instant	Instant	none	1
End	. o pto	Quion Hangou ener (i 10 Zuiue)							·
Battle Reaction	on								
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	8 pts	Disruptive Factor	Attempt to stop a specific spell or action.	8 Squares	3x3 Squares	2 Rounds	Instant	Observe 2	99
End 6	4 pts	AoO on Melee Entry	Targets entering melee become open to an attack.	Melee	Self	1 Round	Instant	none	99
Class Specialt	ltv								
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	4 pts	Create Singer's Salve	Affects DOT damage, +2 per cycle, HNT: +4 per cycle.	Touch	1 Salve	End Of Year	4 Hours	none	99
	4 pts	Create Sunrise Potion	Yeild of 1d3 Potions. Effect: Heal +2/+4 HP @ Sunrise.	Touch	1 Potion	Used / EOY	4 Hours	none	99
	4 pts	Skinning A Hide	Save needed. Size by Tier. 1st:2x4, 3rd:3x6, 5th:6x6.	Self	Animal	Permanent	12 Hours	SKL 1	99
	8 pts	Create Revive Salve	KITCHEN: Yeilds 1d3 Salves. Effect: 1d3 HP & Awake 30 Min.	Touch	1 Salve	Used / EOY	4 Hours	SNS 2	99
	8 pts	Make/Repair Arrows	12 arrows. Tier1=Crude/Blunt, Tier2=Standard, Tier3=Flight.	Touch	Self	Permanent	4 Hours	none	99
	8 pts	Create Health Poultice	Yield 1d3 items. Effect: Sick/Dis Col -1	Touch	1 Poultice	Used / EOY	4 Hours	SKL 2	99
	8 pts	Create Repellent Oil	Yeild 1d3 items. Effect: Repells insects Save col-1.	Touch	1 dose	Used / EOY	4 Hours	SNS 2	99
	12 pts	Create Clear Mind Inhalent	Yeild of 1d3 items. Effect: Dazed/Stunned/Sleep col-1.	Touch	1 Vial	Used / EOY	4 Hours	SNS 2	99
	12 pts	Create Calming Tea	Yeild of 1d3 items. Effect: Deep Sleep & morning SP +2/+4.	Touch	1 Jar	Used / EOY	4 Hours	SNS 1	99
	12 pts	Create Java Meal Spice	Yeild of 1d3 items. Caffeine effect for 48 hrs. Don't repeat.	Touch	1 Meal	Used / EOY	4 Hours	SKL 2	99
End	12 pts	Create Java Meal Spice	relia or ras items. Callelle effection 40 fils. Don trepeat.	TOUGH	i ivicai	USEU / EUT	4 110015	SKL Z	33
Communicatio	ion								
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
4	4 pts	Hunter Marks	Unworked items arranged to leave a message to another Hunter.	6 Squares	1 Square	1 Month (30 da	1 Minute	none	99
End 4	4 pts	Mimic Soft Nature Sounds	Create low natural sounds. Low volume and intensity.	Self	6x6 Squares	20 Minutes	Initiative	SNS 2	99
Fences and Sh	helters								
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	4 pts	Hunters Hut (10 ppl)	Stands for 2 days. Holds up to 10 people.	Touch	2x1 Squares	8 Hours	20 Minutes	SKL 2	3
End 2	4 pts	Perimeter Safety	Creates noticable sounds when stepped on.	Touch	3x8 Sq Perimeters	8 Hours	30 Minutes	none	99
	4 pts	Create Temporary Shelter (3 ppl)	Quickly built (1 min) & lasts 2 days, unless rough weather.	Touch	1 Shelter	2 Days	10 Minutes	none	99

			-Hunter					10/15/	2024 6:42:3	31 PM
End -	7	8 pts	Hunters Hidden Shelter (4 ppl)	Hunting blind for 4 people. Not for urban use.	1 Square	3 x 3 Squares	8 Hours / Tier	1 Hour	None	3
Find or F	Reve	al								
L	_vl	Cost	Title	Description OMination to dispation of North	Range	AoE O - If	Duration	RollOut	Save Col	Stack
End 4	10	4 pts	Find North	GM indicates direction of North.	Self	Self	1 Hour	Initiative	none	99
Ellu 1	12	12 pts	Find/Follow Trail	Find/Follow. Move @ 1/2=SKL:2. Move @ Full= SKL:4. GM rolls	Self	1 Mark	24 Hours	20 Minutes	none	1
Healing a	and I	Rest								
	_vl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
End	2	0 pts	Apply A Field Bandage	[Cloth/moss, before healing]=1 attempt. Binds. HP+1.	Touch	1 Creature	Permanent	Initiative	none	99
Hide or C	Obsc	ure								
L	_vl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
Ç	9	12 pts	Cover Trail	Cover Trail. Move @ 1/2= No Save. Move @ Full= SKL:3. GM roll	Touch	1 Mark Trail	12 Hours	20 Minutes	none	99
Natural E	Envir	onment								
L	_vl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
2	2	4 pts	Benign Approach	Approach animals in a benign way to get close. No attacks	10 Squares	10 Squares	1 Hour	5 Minutes	none	99
End (3	4 pts	Calm Animal	Hunter to Use Save col 2. Situation reduces Save col to 1.	2 Squares	1 Animal	2 Hours	20 Minutes	SKL 2	99
(3	4 pts	Hunt/Fish/Gather	Hunt/fish/gather once per day for 9 hours. D6 per Tier.	Self	20x20 Squares	Rollout	9 Hours	none	1
End (8	8 pts	Coastal Net Fishing	3-12 helpers. Meals:6d20+5 per helper. Cook:1 hr / 30 meals.	Self	Ocean	Permanent	16 Hours	none	1
Traveling	g (PN	ИP)								
	_vl	Cost	_ Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	No Road Needed	Stay the course & normal road speed. No Double time. May need SK	Self	Traversable Land	8 Hours	10 Minutes	none	
End (6	8 pts	Off Road Travel		Self	Self + 15 people	12 Hours	5 Minutes	SNS 2	1
8	8	8 pts	Hunters Stare (1-4 days)	Walk x3 in 20 Hrs. Encntr unlikely. Sprs likely. Wake=3 rds.	Self	Self	12 Hours	10 Minutes	SKL 3	1
End 1	13	16 pts	Faster Path	Solo=150%. Group=120% w/Hunter @ point. Not all environs.	Self	Non-Urban	1 Day	10 Minutes	none	1
Utility or	r Misc	c								
•	_vl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
2	2	4 pts	Make Fire with Sticks	Dry Kindling needed. Damp kindling +1 Col. Wet environ +1 Col	Touch	Kindling	Permanent	10 Minutes	SKL 1	99
End /	3	4 pts	Mental Alarm Clock	Set time to wake and wake at that time. 1 Rd to clear head.	Self	Self	18 Hours	10 Minutes	none	1