

## Battle Offense

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



A focus on accuracy rather than speed with a bow or crossbow.

Shooter loses 1 attack (Minimum 1).

Shooter gains +2 ToHIT and +2 Damage per Tier.

Plus to damage is NOT per die.

Applies to all bow/crossbow shots during the round.

COUNTER: None

ENHANCEMENTS:

Lvl 12 Range X2

8 SP

Lvl 5 Initiative +4

4 SP

LEVEL 4		STACK 1	COST 4 pts	RANGE Move x2	AREA OF EFFECT 1 Creature	ROLL OUT Initiative	DURATION 1 Round	SAVE: No Save
<b>Hunter's Melee Charge</b>								



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 +4

4 SP

Lvl 9 Damage +50%

8 SP

## Class Specialty

LEVEL 1		STACK 9	COST 0.40 pts	RANGE Touch	AREA OF EFFECT 1d3 Wraps	ROLL OUT 4 hours	DURATION Permanent	SAVE: No Save
<b>Create A Field Bandage</b>								



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.

CREATE:Field Bandage

FOCUS:+2 HP

COUNTER: None



ENHANCEMENTS:

Lvl 20 Rollout Instant

16 SP

LEVEL 1		STACK 99	COST 4 pts	RANGE Self	AREA OF EFFECT Animal	ROLL OUT 12 Hours	DURATION Permanent	SAVE: No Save
<b>Skinning A Hide</b>								



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
<b>Make Fire with Sticks</b>								



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



LEVEL 3		STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 10 Minutes	DURATION 24 Hours	SAVE: No Save
<b>Mental Alarm Clock</b>								



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

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



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	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Mimic Soft Nature Sounds</b>				4 pts		Self	6x6 Squares		Initiative	20 Minutes	

# Creations

LEVEL	1	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	None for creation
<b>Create Singer's Salve</b>			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	

LEVEL	2	<input type="checkbox"/>	<input type="checkbox"/>	STACK	9	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	None for creation
<b>Create Sunrise Potion</b>					12 pts		Touch		1d3 Potions		4 Hours		Used / EOY				

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		

## Fences and Shelters

LEVEL	<b>2</b>	<input type="checkbox"/>	<input type="checkbox"/>	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>Create LeanTo Shelter (2 ppl)</b>				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	 								

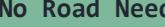
## Natural Environment

LEVEL	1	STACK	99	COST	4 pts	RANGE	Self	AREA OF EFFECT	Self	ROLL OUT	Initiative	DURATION	1 Hour	SAVE: No Save
<b>Find North</b>														

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	May Need Skill Save
<b>Benign Approach</b>		4 pts	10 Squares	10 Squares	5 Minutes	1 Hour				

LEVEL	<b>3</b>	STACK	1	COST		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	May Need Skill Save
<b>Hunt/Fish/Gather</b>				4 pts		Self	20x20 Squares	9 Hours	Rollout		
	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.										<div style="border: 1px solid black; padding: 5px;">         CREATE:Hunt/Fish/Gather Yield          FOCUS:+ 50%          COUNTER: None       </div>

## Traveling (PMP)

LEVEL	1	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Mav Need Skill Sav GM
No Road Needed			4 pts	Self	Traversable Land	10 Minutes	8 Hours	Keep course/speed
	Hunter is able to stay on course when no path or road is available.							FOCUS:Duration = 10 hrs
	Hunter guides up to 10 other people while maintaining the normal WALKING road speed.							COUNTER: None
	Extreme environments require the GM roll a Skill Save to keep the course and speed.							ENHANCEMENTS:
	Hunter can use this skill while using other skills like Point Person, Find North.							Lvl 10 Rollout Halved 6 SP
	Double time is NOT an option while using this skill.							Lvl 16 Rollout 1 Min 8 SP