


-Hunter

Battle-Offense

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




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
						4 pts	Move x2	1 Creature	Initiative	1 Round		



Hunter charges up to an enemy for a frontal melee attack.
Charge must be a straight path to the 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 - FTR Lvl:1

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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Creations-

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	1 Salve	4 Hours	End Of Year		



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
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LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	1 Potion	4 Hours	Used / EOY		



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



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
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Flora-Fauna-Nature

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1
						4 pts	Self	Animal	12 Hours	Permanent	1 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
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LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	10 Squares	10 Squares	5 Minutes	1 Hour		



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 12	Range X2	8 SP
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-Hunter

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

Food-Water

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

Other-Counter

LEVEL0

STACK0

COSTpts

RANGE0

AREA OF EFFECT0

ROLL OUT0

DURATION0

SAVE:No Save



Missing from compact report
COUNTER ACTION: Person is unable to continue
XX

COUNTER: None

ENHANCEMENTS:
Lvl 0No Enhancements0 SP

Personal-Connections

LEVEL4

STACK99

COST4 pts


RANGE6 Squares

AREA OF EFFECT1 Square

ROLL OUT1 Minute

DURATION1 Month (30 days)

SAVE:No Save



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 Halved6 SP
Lvl 16 Rollout 1 Min8 SP
Lvl 14 Duration X28 SP

Shelter-Rest-Protection

LEVEL2

STACK3

COST4 pts

RANGETouch


AREA OF EFFECT2x1 Squares

ROLL OUT20 Minutes

DURATION8 Hours

SAVE:SKL: 2

Created



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.

CREATE:

FOCUS:Set AoE to 2x2

COUNTER: None

ENHANCEMENTS:
Lvl 10 Rollout Halved6 SP
Lvl 17 Hidden4 SP
Lvl 9 Duration +50%6 SP

LEVEL2

STACK99

COST4 pts


RANGETouch

AREA OF EFFECT3x8 Sq Perimeters

ROLL OUT30 Minutes

DURATION8 Hours

SAVE:No Save




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 Halved6 SP
Lvl 14 Damage X212 SP


-Hunter

LEVEL	3		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Create Temporary Shelter (3 ppl)					4 pts	Touch	1 Shelter	10 Minutes	2 Days		




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

Tracking-

LEVEL	1		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

Travel-Mundane


LEVEL	1		STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
No Road Needed					4 pts	Self	Traversable Land	10 Minutes	8 Hours		




Hunter is able to stay on course when no path or road is available.
Hunter is able to guide up to 10 people while maintaining the normal 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 also being the point person.
Double time is not an option while using this skill.


FOCUS:Duration = 10 hrs 
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 16 Rollout 1 Min 8 SP

Utility-


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 



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


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		



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

LEVEL	4		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
Mimic Soft Nature Sounds					4 pts	Self	6x6 Squares	Initiative	20 Minutes		Success 



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