

Battle Actions/Prep									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
5	8 pts	Point 80 ft Ahead	Scout ahead for the party. Self: 80ft in front. Grp:No suprise. Init+4 in 1st round.	Self	16 Squares ahead	Up To 1 day	10 Minutes	None	1
8	8 pts	Critical Shot At 18 to 20	Natural 18-20 ToHITs are critical Hits. 1 Ranged wpn only. Dur: 1 battle or 4 hrs. Enhancement: Rollout Init useful.	By Weapon	By Weapon	4 Hrs or 1 Battl	1 Minute	None	1
16	16 pts	Quick Ranged Shot (PreBattle)	Hunter shoots first to start a round zero. 1 Attack. Init+15, if needed. ToHIT & Dmg +5	Melee	1 Creature	Instant	Pre-battle	None	1

Battle Offense									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
4	4 pts	Accurate Ranged Shots	Shoot slower, but more accurately #Attack -1 per Tier. ToHit & Dmg +2 per Tier.	Char Sheet	1 Target	1 Round	Initiative	None	99
4	4 pts	Hunters Melee Charge	Hunter charges quickly and directly to the target. EXTRAL Min 4 Sqs. 1 Attk. AC-4. ToHIT/Dmg +8. No pivot.	Move x2	1 Creature	1 Round	Initiative	None	1
5	8 pts	Long Distance Crossbow Shots	Requires the Hunter to use a crossbow. Distance +8 Sqs. # of Attacks -1.	By Weapon	1 Target	4 Rounds	Initiative	None	1
5	8 pts	Penetrating Ranged Shots	Shots that do more damage at the cost of accuracy. All bow shots: ToHits -2, Damage+6.	By Weapon	By Weapon	2 Rounds	Initiative	None	1
6	8 pts	Shoot Thru Party to Target	Target enemy on the other side of friends. All Ranged attacks in Duration. Bonus +2 Init, if annouced.	By Weapon	By Weapon	1 Round	Initiative	None	99
7	8 pts	Held Shot, Single Target	Keep aiming longer and longer for a more accurate shot. Conc on 1 Target ToHIT/Dmg +2 per held attck, max+10.	By Weapon	1 Target	5 Attacks	Initiative	None	99
10	12 pts	Blunted Bow Shots (Bow Only)	Damage roll Crit (Blunt col). Full then 1/2 (Min 1) Bow (only) w/blunts.	By Weapon	As per Weapon	4 Rounds	Initiative	None	1
11	12 pts	Mounted Melee Attack	Use a trained mount and run them down. 1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler.	1 Square	1 Horse	1 Battle	Initiative	None	99
12	12 pts	Targeting A Moving Target	Hunter has no negatives when shooting at the target. Number of attacks -1. Minimum of 1. Bow required.	By Weapon	By Weapon	1 Round	Initiative	None	1
13	16 pts	Ranged Sucker Shot(s)	Take aim and shoot an unaware target. Bow only. Init/ToHit/Dmg +12. Attks 1/2(Min 1). AoE=1.	By Weapon	1 Target	1 Round	Initiative	None	1
15	16 pts	Moving And Shooting	Reduces shot distance 1/2, can walk full. Bow required. Reduces # of attks 1/2 (Min 1). Init & ToHit +12.	By Weapon	1 Target	1 Round	Initiative	None	1

Red

Battle Reaction									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
5	8 pts	Disrupt Concentration	Attempt to interrupt a target that is concentrating. INTERRUPT: Attempt to stop a specific spell or action.	8 Squares	3x3 Squares	2 Rounds	Instant	Senses	99
6	4 pts	AoO on Melee Entry	Interrupt and attack an enemy that has come to you. INTERRUPT: Targets entering melee become open to an attack.	Melee	Self	1 Round	Instant	None	99

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	0.40 pts	Create A Field Bandage	Create 1d3 Bandages. HNT Kit. 12 SP. 4 hrs. Campfire. Bees Wax, Amaranth Leaves, Sea Water.	Touch	1d3 Wraps	Permanent	4 hours	None	9
1	4 pts	Skinning A Hide	Results in usable hides. Save needed. Size by Tier. 1st:2x4, 3rd:3x6, 5th:6x6.	Self	Animal	Permanent	12 Hours	none	99
2	4 pts	Make Fire with Sticks	Create a fire with sticks only. Dry Kindling needed. Damp kindling +20. Wet environ +20	Touch	Kindling	Permanent	10 Minutes	None	99
3	4 pts	Mental Alarm Clock	Set a wake up time in your head. Wake within next 24 hrs. 1 Rd to clear head.	Self	Self	24 Hours	10 Minutes	None	1

Communication

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
3	4 pts	Hunter Marks	Hunters leave messages in nature that others miss. If Marks are not obvious then Skill Save is needed to notice.	6 Squares	1 Square	1 Month (30 da	1 Minute	None	99
4	4 pts	Mimic Soft Nature Sounds	Soft low volume natural sounds to discourage attention. Create low natural sounds. Low volume and intensity.	Self	6x6 Squares	20 Minutes	Initiative	None	99

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	12 pts	Create Singer's Salve	Campfire Only. Bittercress leaf, Wild garlic oil, Rocko's. DOT damage, heal 2 per cycle, HNT: +4 per daily cycle.	Touch	1d3 Salves	Used / EOY	4 Hours	None for creati	9
1	6 pts	Create/Repair Arrows (24)	24 arrows created. Tier based 1=Crude/Blunt, 2=Standard, 3=Flight.	Touch	Self	Permanent	4 Hours	None	99
2	12 pts	Create Sunrise Potion	Campfire Only. Anise Leaf, Ginger Oil, Honey. Effect: Heal +2 HP @ Sunrise. HNT +4 HP.	Touch	1d3 Potions	Used / EOY	4 Hours	None for creati	9
4	12 pts	Create Revive Salve	Need Kitchen/Lab. Bittercress leaves, Pine Tar, Oak sap. 1d3 Salves. Effect: 1d3 HP & Awake 30 Min.	Touch	1d3 Salves	Used / EOY	4 Hours	None for creati	9
7	12 pts	Create Repellent Oil	Campfire Only: Honeysuckle, Marsh Daisy Leaves, & Root Ash. Yeild 1d3 items. Repells insects. Large= Health Save.	Touch	1d3 bottles	Used / EOY	4 Hours	None for creati	99
8	16 pts	Create Fragility Poultice	Need Kitchen/Lab. Bees Wax, Seaweed, and Anis Leaves. Yield 1d3 items. Effect: Fragility issues -1 level	Touch	1d3 Poultices	Used / EOY	4 Hours	None for creati	99
10	18 pts	Create Maidens Breath (Inhalent)	Campfire Only: Marigold wine, Hemlock ash, Wild garlic oil. Yeild of 1d3 items. Effect: Dazed or stunned made better.	Touch	1d3 Vials	Used / EOY	4 Hours	None for creati	99
11	16.8 pts	Create Aelenes Tea	Campfire Only: Amaranth & Anise leaves, and Ethereal Grass Yeild of 1d3 items. Effect: Sleep and SP 2 (or 4) gain @6am	Touch	1 Bag	Used / EOY	4 Hours	None for creati	99
11	24 pts	Create Java Meal Spice	Campfire Only. Peppermint Oil, Beetle Shells, Gingerroot Yeild= 1d3 servings. Effect: 24 or 48 hrs awake.	Touch	1 Meal	Used / EOY	4 Hours	None for creati	99

Fences and Shelters

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
2	3 pts	Create LeanTo Shelter (2 ppl)	Rough lean-to or tent struction. Quickly built (1 min) & lasts 12 hrs, unless rough weather.	Touch	1 Shelter	12 Hrs	1 Minute	None	7
2	4 pts	Perimeter Safety	Creates noticable sounds when stepped on. To cross first a SNS-20 to find, then can cross.	Touch	3x8 Sq Perimeters	8 Hours	30 Minutes	None	99
6	10 pts	Hunters Hut (10 ppl)	Sturdier version of a Lean-To hut. Stands for 2 days. Holds up to 10 people. Max Fragility Time -1.	Touch	2x1 Squares	2 Days	20 Minutes	None	3
7	12 pts	Hunters HIDDEN Shelter (5 ppl)	Take time to set up a hidden shelter. Watch for: Smoke, noise, or movements that give it away.	1 Square	3 x 3 Squares	1 day / Tier	4 Hours	None	3

Nae'Ems

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
14	48 pts	Bestow House Authority	Keep your House Organized. Can tell if a follower is true. Creates A House for the character.	1 Recipient	1 Target	Permanent	1 Week	None	99

End

Natural Environment

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	Find North	Hunter does a quick look and finds North. GM indicates direction of North.	Self	Self	1 Hour	Initiative	None	99
2	4 pts	Benign Approach	Approach animals in a benign way to get close. No attacks In sight of animal. Blending. Calm. Non-aggressive.	10 Squares	10 Squares	1 Hour	5 Minutes	May Need Skill	99
3	4 pts	Calm Animal	Hunters use mannerisms, food, time, to communicate calmness. Requires a Save for non-domesticated animals.	2 Squares	1 Animal	2 Hours	20 Minutes	May Need Skill	99
3	4 pts	Hunt/Fish/Gather	Hunters can stop for the day and get food. Once per day for 9 hours. 1d6 per Tier +6 meals per day.	Self	20x20 Squares	Rollout	9 Hours	May Need Skill	1
8	8 pts	Coastal Net Fishing	Not a Solo skill. Hunter direct 3+ helpers Yield: 5d20 +5/helper. Cook:1 hr / 30 meals.	Self	Ocean	Permanent	16 Hours	None	1

Traveling (PMP)

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save	Stack
1	4 pts	No Road Needed	Can be much slower or much faster than the road. Stay at normal road speed. No Double time. May need SKL:2	Self	Traversable Land	8 Hours	10 Minutes	May Need Skill	
9	12 pts	1000 Yard Stare (1 to 4 days)	Long constant pace, with no rest. Walk x3 in 20 hours. Max 3 days. Encntr unlikely. Suprise likely. Wake=2 rds.	Self	Self	20 Hours	10 Minutes	None	1
9	12 pts	Cover Wilderness Trail	Hunter masks the trail where poss. Another HNT may find it. JUST 1: 1/2 Move until 10th lvl enhancement resets to full.	Touch	Trail 1 Mark Long	Permanent	12 Hours	none	99
12	12 pts	Find/Follow Wilderness Trail	Attempt to find another Hunters trail. JUST 1: Comparison Skill used, situation may add modifiers.	Self	1 Mark	12 Hours	20 Minutes	Skill	1

End