

Battle Actions/Prep

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Touch	1 Item	1 Minute	End of Battle or 24 hr	No Save

Ranged Weapon Expertise

Hunter selects one of their current weapons to focus on with attacks.
After the rollout the Hunter is able to use that weapon more efficiently.
The Hunter will gain a +1 for each of their Hunter Tiers for the duration.
The selected weapon must be a Ranged weapon.

COUNTER: None

LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	Self	16 Squares ahead	10 Minutes	Up To 1 day	No Save

Point Position

Point person initially surveys the area, then continues to scout a head of the party.
Party gains Init+2 for 1st rd of battle
Hunter acts as a scout (Point person) watching for potential issues.
Hunter is not able use any skills or efforts that require a maintained concentration.
Hunter must move to 16sq ahead of group

COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 16 Rollout 1 Min 8 SP
Lvl 16 AoE X2 16 SP

Battle Offense

LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Per weapon	within Range	Initiative	1 Round	No Save

Accurate Ranged Shots

A focus on accuracy rather than speed with a bow or crossbow.
Applies to all bow/crossbow shots during the round.
Shooter gains +2 ToHIT and +2 Damage per Tier.
Plus to damage is NOT per die.

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:
				4 pts	Move x2	1 Creature	Initiative	1 Round	No Save

Hunters Charge

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

LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	By Weapon	By Weapon	Initiative	2 Rounds	No Save

Penetrating Shots

Hunter focus' on burying the arrows deep into the targets the cost of accuracy.
This skill only works for ranged bow attacks.
Adds 4 damage per Tier for all shots,
Subtracts 2 from the ToHITs.
This applies to all of the Hunters bow shots for the duration.

COUNTER: None
ENHANCEMENTS:
Lvl 5 Initiative +4 4 SP
Lvl 9 Damage +50% 8 SP

LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	By Weapon	1 Target	Initiative	4 Rounds	No Save

XBOW:Long Dist Shots

Hunter uses a crossbow with this skill to gain distance.
Distance is increased by 16 squares..
Hunter must use a crossbow.
Bows cannot be used with this skill.
No changes to Initiative and ToHIT rolls.

COUNTER: None
ENHANCEMENTS:
Lvl 5 Initiative +4 4 SP
Lvl 14 Attacks +1 8 SP

LEVEL	7	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	By Weapon	1 Target	Initiative	5 Attacks	No Save

Held Shot, 1 Target

Keeps the target in sight and fires a carefully aimed shot. Pre-battle is possible.
Each attack held gains +6 ToHIT & Dmg. Up to a max bonus of +24
Hunter keeps prey in sight and fires a carefully aimed shot. Bow or crossbow.
If the target is out of sight for an entire round or more the count must start over.
Each successive attack w/ same target +6 ToHit and Damage(Max +240).

COUNTER: None
ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 9 Range +50% 6 SP
Lvl 5 Initiative +4 4 SP

-Hunter

Battle Reaction

LEVEL	5		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Senses Comparis	
Disrupt Concentration			8 pts	8 Squares	1 Target	Instant	2 Rounds					
	<p>Counters current issues that a target is concentrating to maintain. This action is meant to disrupt and break concentration of another. All the Targets in the AoE must pass the Save to not be affected/interrupted. This is a Counter Action and can only be used once in a round.</p> <p>LIST OF SPELL IN FULL DESCRIPTION.</p>											

LEVEL	6		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
AoO on Melee Entry			4 pts	Melee Wpn Range	Self		Instant	1 Round			

Class Specialty

LEVEL	1	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Create A Field Bandage				12 pts	Touch	1d3 Wraps	4 hours	Permanent		
	<p>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.</p>	CREATE:Field Bandage FOCUS:+2 HP COUNTER:None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP								

LEVEL	1	STACK	99	COST		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Skinning A Hide		4 pts	Self	Animal	12 Hours	Permanent					
	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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Make Fire with Sticks				4 pts	Touch	Kindling	10 Minutes	Permanent			

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

Communication

LEVEL	3	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:



COUNTER: None

ENHANCEMENTS:

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

LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Soft Nature Sounds				4 pts	Self	6x6 Squares	Initiative	20 Minutes		

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

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



FOCUS:+1 Salves

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
--------	----------------	------

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Create/Repair Arrows				6 pts	Touch	Self	4 Hours	Permanent		

Hunter uses a sharp blade, skill, time and materials to create arrows.

Kit required for all except blunt & crude arrows.

Tier 1: 12 crude or blunt arrows.

Tier 2: 12 standard arrows, require and arrow heads and sinew

Tier 3: 12 flight arrows require, light weight shafts and sinew

CREATE:Arrows



FOCUS:Fletching

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
--------	----------------	------

LEVEL	2	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	None for creation
Create Sunrise Potion				12 pts	Touch	1d3 Potions	4 Hours	Used / EOY		

Hunter creates a Sunrise Potion.

Qty:1d3 potions created. To be used at 6 AM to gain 2 extra HP (5 HP with Hunter).

Does NOT require a kitchen or lab. Does require basic cooking gear.

Ingredients listed as Anise Leaf, Ginger Oil, and Honey.

CREATE:Sunrise Potion



FOCUS:+1 Potion

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
--------	----------------	------

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		

Hunter creates a Revive Salve (Caffiene)

Qty:1d3 salves created. Heals Unconscious creature 1d3 HP and revives for 30 min.

A stocked Kitchen/Lab is required.

Ingredients listed as Bittercress leaves, Pine Tar, and Oak sap.

CREATE:Revive Salve



FOCUS:+1 Salve

COUNTER: None

LEVEL	7	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	None for creation
Create Repellent Oil				12 pts	Touch	1d3 bottles	4 Hours	Used / EOY		

End result: 3 Small corked jars of repellent.

Qty:1d3 vials created. Repels Small Insects. HNT: Repels Large Insects w/ Save

Does NOT require a kitchen or lab. Does require basic cooking gear.

Ingredients listed as Honeysuckle, Marsh Daisy Leaves, & Root Ash.

CREATE:Repellent Oil



FOCUS:+1 Bottle

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
--------	----------------	------

LEVEL	8	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	None for creatio
-------	---	-------	----	------	-------	----------------	----------	----------	-------	------------------

Create Fragility Poultice



Hunter creates a Poultice.
Qty:1d3 poultices created. Helps recover with Fragility Issues. Decreases level by 1.
A stocked Kitchen/Lab is required.
Ingredients listed as Bees Wax, Seaweed, and Anis Leaves.
Sickness/Disease rolls are done in the morning using the Health Save.

CREATE:Fragility Poultice	
FOCUS:+1 Poultice	
COUNTER: None	
ENHANCEMENTS:	
Lvl 14 Save Roll +20	8 SP
Lvl 10 Rollout Halved	6 SP

Fences and Shelters

LEVEL	2	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
-------	---	-------	---	------	-------	----------------	----------	----------	-------	---------

Create LeanTo Shelter (2 ppl)



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	
COUNTER: None	
ENHANCEMENTS:	

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
-------	---	-------	----	------	-------	----------------	----------	----------	-------	---------

Perimeter Safety



Hunter uses materials from the environment to alert the party of intruders.
5x5 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

LEVEL	6	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
-------	---	-------	---	------	-------	----------------	----------	----------	-------	---------

Hunters Hut (10 ppl)



The hunter creates a shelter out of avialable materials
Creates temporary shelter for 10 persons. Inside= Fragility Max time -1.
The hunter creates a shelter out of avialable materials.
If left up the shelter will fall after 2 days.
After duration the shelter will no longer keep the weather out.

CREATE:Hut	
FOCUS:Set AoE to 3x3	
COUNTER: None	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 17 Hidden	4 SP
Lvl 9 Duration +50%	6 SP

LEVEL	7	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
-------	---	-------	---	------	-------	----------------	----------	----------	-------	---------

HIDDEN Shelter



Hunter creates a hidden hut for up to 5 people that has a single entrance/exit.
Casual by-passers will not normally notice the shelter.
- smoke from fires may be noticed
- Not useable in obvious locations (urban, no coverage, or heavily trafficed areas)

CREATE:Hidden Shelter	
FOCUS:Rollout 1/2	
COUNTER: None	
ENHANCEMENTS:	
Lvl 14 Duration X2	8 SP
Lvl 16 AoE X2	16 SP

Natural Environment

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
-------	---	-------	----	------	-------	----------------	----------	----------	-------	---------

Find North



Reviews surrounding area.
GM indicates direction of North.
Reviews surrounding area.

COUNTER: None	
ENHANCEMENTS:	
Lvl 20 Rollout Instant	16 SP

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	May Need Skill S
-------	---	-------	----	------	-------	----------------	----------	----------	-------	------------------

Benign Approach



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

-Hunter

LEVEL	3	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Comparison SKL	GM
				4 pts	2 Squares	1 Animal	20 Minutes	2 Hours		Animal is calmed	
Calm Animal  <p>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).</p>											
									COUNTER:	None	
									ENHANCEMENTS:		
									Lvl 10 Rollout Halved	6 SP	
									Lvl 12 Range X2	8 SP	
									Lvl 14 Duration X2	8 SP	
LEVEL	3	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	May Need Skill S	
				4 pts	Self	20x20 Squares	9 Hours	Rollout			
Hunt/Fish/Gather  <p>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.</p>											
									CREATE:Hunt/Fish/Gather Yield		
									FOCUS:+ 50%		
									COUNTER:	None	
LEVEL	8	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				8 pts	Self	Ocean	16 Hours	Permanent			
Coastal Net Fishing  <p>Hunter coordinates a net fishing effort. Hunter coordinates fishing in deep waters. 3-12 assistants needed. Meals gained: 6d20 + 5/assistant. Cook:1 hr per 30 meals</p>											
									CREATE:		
									COUNTER:	None	
LEVEL	1	STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	May Need Skill S	GM
				4 pts	Self	Traversable Land	10 Minutes	8 Hours		Keep course/speed	
No Road Needed  <p>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 Skill Save to keep the course and speed. Hunter can use this skill while using other skills like Point Person, Find North. Double time is NOT an option while using this skill.</p>											
									FOCUS:Duration = 10 hrs		
									COUNTER:	None	
									ENHANCEMENTS:		
									Lvl 10 Rollout Halved	6 SP	
									Lvl 16 Rollout 1 Min	8 SP	