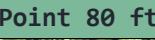


Battle Actions/Prep

LEVEL	5	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Point	80 ft	Ahead				8 pts	Self	16 Squares ahead	10 Minutes	Up To 1 day		

 Point person initailly surveys the area, then continues to scout a head of the party.
Point person moves 80 ft ahead of the group, party gains Init+4 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.

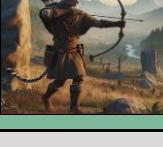
LEVEL	16	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Quick Ranged Shot (PreBattle)												
	Hunter starts a battle with a +15 Init to their bow attack. Hunter creates a zero round by with this quick shot. Only 1 attack is allowed. Bonuses are given to Initiative +15, ToHIT +5, and Damage +5.	COUNTER: None										
		16 pts	Melee	1 Creature	Pre-battle	Instant	ENHANCEMENTS:					
					Lvl 17	Damage +8 / die	16 SP					
					Lvl 9	Damage +50%	8 SP					
					Lvl 14	Attacks +1	8 SP					

Battle Offense

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

LEVEL	4		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Hunters Melee Charge				4 pts		Move x2	1 Creature	Initiative	1 Round		

LEVEL	5	<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Long Distance Crossbow Shots				8 pts	By Weapon	1 Target		Initiative	4 Rounds		
<p>Hunter uses a crossbow with this skill to gain distance. Distance is increased by 8 squares. Number of attacks -1. Hunter must use a crossbow. Bows cannot be used with this skill. No changes to Initiative and ToHIT rolls.</p>											
<p>COUNTER: None ENHANCEMENTS: Lvl 5 Initiative +4 4 SP Lvl 14 Attacks +1 8 SP</p>											

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, Single Target									
	Keeps the target in sight and fires a carefully aimed shot. Pre-battle is possible. Each attack held gains +2 ToHIT & Dmg. Up to a max bonus of +10 (5 attacks missed). 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 +2 ToHit and Damage(Max +10).	COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 5 Initiative +4 4 SP							
LEVEL	8	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	By Weapon	By Weapon	Initiative	4 hours	No Save
Critical Shot At 19 to 20									
	Roll a natural 19 or 20 and treat as a critical Hit. 1 weapon per battle. Critical attacks for a SPECIFIC ranged weapon happen on 19 or 20. The specific weapon must be selected during the Rollout.	COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 8 SP							
LEVEL	10	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				12 pts	By Weapon	As per Weapon	Initiative	4 Rounds	No Save
Blunted Bow Shots (Bow Only)									
	Hunter aims to subdue, not kill. Full damage is applied till end of round, then only 1/2 of the damage remains. Hunter must use a bow with blunted missiles. Crossbowyers cannot use this skill. No changes to Initiative and ToHIT rolls. Damage roll Crit (Blunt column). Initially full then 1/2 (Min 1).	COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 8 SP							
LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				12 pts	1 Square	1 Horse	Initiative	1 Battle	No Save
Mounted Melee Attack									
	Character is able to direct a trained mount into battle. Only 1 attack when moving. Max 2 attacks when stopped. Requires the use of a trained mount. Single handed weapons only. Character is only able to use small or buckler shield.	COUNTER: None							
LEVEL	12	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				12 pts	By Weapon	By Weapon	Initiative	1 Round	No Save
Targeting A Moving Target									
	Hunter tracks and shoots. Only can be done with Bows. Allows Bow shots vs Moving targets with no penalties for 1 Rd. Reduces number of attacks by 1. Minimum of 1. Standard riding adjustment is Rider gets +6 AC. Beast gets -2 AC. Standard flying adjustment is Rider gets +6 AC. Beast gets -2 AC.	COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 12 Range X2 8 SP Lvl 9 Damage +50% 8 SP							
LEVEL	13	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				16 pts	By Weapon	1 Target	Initiative	1 Round	No Save
Ranged Sucker Shot(s)									
	Hunter scopes out a stationary target that is unaware of any danger. The target must not have their guard up. Bonuses: +12 to Init, ToHIT, and Damage. Though, Initiative may not come into play. Detriments: One unaware target, Bow required, & half normal attacks. (Min 1) Target may have armor / be in a protected state. Required unguarded stance of target.	COUNTER: None ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 17 Damage +8/die 16 SP Lvl 12 AoE = 2 Recipients 10 SP							
LEVEL	15	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				16 pts	By Weapon	1 Target	Initiative	1 Round	No Save
Moving And Shooting									
	Hunter uses a ranged weapon while shooting from an unstable position. Instability could be: Ships deck, Horseback, Slipping, Walking backwards, etc. . . Potentially negates some of the downsides of being unstable as your attempt to shoot. A ranged weapon must be used. The weapon will only have half of the normal distance. Number of attacks are halved. Minimum of 1. Full walking movement.	COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 17 Damage +8/die 16 SP							

Battle Reaction

LEVEL 5		STACK 99	COST 8 pts	RANGE 8 Squares	AREA OF EFFECT 3x3 Squares	ROLL OUT Instant	DURATION 2 Rounds	SAVE: Senses Not Disrupted
Disrupt Concentration								



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.
LIST OF SPELL IN FULL DESCRIPTION.

COUNTER: None

ENHANCEMENTS:

Lvl 18 Range X4

10 SP

Lvl 12 Range X2

8 SP

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



Rogue take AAO as target enters the battle
Allows Rogue an Attack of Opportunity when a target enters into melee range.
This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.
Rogue can interrupt the battle, resolve the Extra attack, then the battle continues.

COUNTER: No Counter Available. Lvl:1

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
Create A Field Bandage								



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
Skinning A 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

LEVEL 2		STACK 99	COST 4 pts	RANGE Touch	AREA OF EFFECT Kindling	ROLL OUT 10 Minutes	DURATION Permanent	SAVE: No Save
Make Fire with Sticks								



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
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.

COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved

6 SP

Lvl 14 Duration X2

8 SP

Communication

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
Hunter Marks								



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

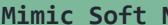
6 SP

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
Mimic 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

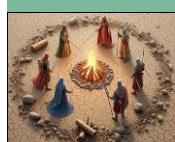
LEVEL	2	<input type="checkbox"/>	<input type="checkbox"/>	STACK	9	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	None for creation
Create Sunrise Potion					12 pts		Touch		1d3 Potions		4 Hours		Used / EOY				

LEVEL	4	<input type="checkbox"/>	<input checked="" type="checkbox"/>	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			

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

LEVEL	8	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	None for creation
Create Fragility Poultice		16 pts	Touch	1d3 Poultices	4 Hours	Used / EOY				

-Hunter

LEVEL	10	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
	Create Maidens Breath (Inhalent)			18 pts	Touch	1d3 Vials	4 Hours	Used / EOY	None for creation
	Hunter creates an inhalent. Qty:1d3 Inhalents. Dazed or stunned become clear headed. Does NOT require a kitchen or lab. Does require basic cooking gear. Ingredients listed as Marigold wine, Hemlock ash, Wild garlic oil.								<small>CREATE:Maidens Breath FOCUS:+1 Bottle COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 10 Rollout Halved 6 SP</small>
LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
	Create Aelenes Tea			16.8 pts	Touch	1 Bag	4 Hours	Used / EOY	None for creation
	Hunter creates a very recognizably tasty tea which helps with Skill Point recovery. Qty:1d3 doses in a pot. Deeper sleep and raises Skill Pts at 6am. Pts + 2. Does NOT require a kitchen or lab. Does require basic cooking gear. Ingredients listed as Amaranth & Anise leaves, and Ethereal Grass. Multiple servings in a small bag.								<small>CREATE:Aelenes Tea FOCUS:+1 Serving COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 10 Rollout Halved 6 SP</small>
LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
	Create Java Meal Spice			24 pts	Touch	1 Meal	4 Hours	Used / EOY	None for creation
	Hunter creates a bit of spice. Qty:1d3 doses created. Recipient will remain alert 48 hrs. (cannot be past 48). Does NOT require a kitchen or lab. Does require basic cooking gear. Ingredients listed as Peppermint Oil, Beetle Shells, Gingerroot. Multiple servings in a small bag. Noticable & distinct taste.								<small>CREATE:Java Meal Spice FOCUS:+2 Meals COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 10 Rollout Halved 6 SP</small>
<h2>Fences and Shelters</h2>									
LEVEL	2	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
	Create LeanTo Shelter (2 ppl)			3 pts	Touch	1 Shelter	1 Minute	12 Hrs	No Save
	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.								<small>CREATE:Lean-To for 2 ppl COUNTER: None</small>
LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
	Perimeter Safety			4 pts	Touch	3x8 Sq Perimeters	30 Minutes	8 Hours	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.								<small>COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Damage X2 12 SP</small>
LEVEL	6	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
	Hunters Hut (10 ppl)			10 pts	Touch	2x1 Squares	20 Minutes	2 Days	No Save
	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 within 2 days. After duration the shelter will no longer keep the weather out.								<small>CREATE:Hut FOCUS:Set AoE to 2x2 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 17 Hidden 4 SP Lvl 9 Duration +50% 6 SP</small>
LEVEL	7	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
	Hunters HIDDEN Shelter (5 ppl)			12 pts	1 Square	3 x 3 Squares	4 Hours	1 day / Tier	No Save
	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)								<small>CREATE:Hidden Shelter FOCUS:Rollout 1/2 COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 16 AoE X2 16 SP</small>

Nae'Ems

LEVEL 14	NAE'EM		STACK 99	COST 48 pts	RANGE 1 Recipient	AREA OF EFFECT 1 Target	ROLL OUT 1 Week	DURATION Permanent	SAVE: No Save
Bestow House Authority									

Character is able to draw followers to their banner.
Character knows if the follower has acted properly according to House ideals.
But, the creator of the House will NOT know the mind of the follower.
This skill allows the character to create a house that they alone own.
Only the character using the "House Authority" cause another to be a non-owner authority.

Natural Environment

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

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

LEVEL 2		STACK 99	COST 4 pts	RANGE 10 Squares	AREA OF EFFECT 10 Squares	ROLL OUT 5 Minutes	DURATION 1 Hour	SAVE: May Need Skill Sa
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.

LEVEL 3		STACK 99	COST 4 pts	RANGE 2 Squares	AREA OF EFFECT 1 Animal	ROLL OUT 20 Minutes	DURATION 2 Hours	SAVE: May Need Skill Sa
Calm Animal								

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).

LEVEL 3		STACK 1	COST 4 pts	RANGE Self	AREA OF EFFECT 20x20 Squares	ROLL OUT 9 Hours	DURATION Rollout	SAVE: May Need Skill Sa
Hunt/Fish/Gather								

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.

LEVEL 8		STACK 1	COST 8 pts	RANGE Self	AREA OF EFFECT Ocean	ROLL OUT 16 Hours	DURATION Permanent	SAVE: No Save
Coastal Net Fishing								

Hunter coordinates a net fishing effort.
Hunter coordinates fishing in deep waters.
3-12 assistants needed.
Meals gained: $6d20 + 5/\text{assistant}$.
Cook: 1 hr per 30 meals

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

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.

LEVEL	9	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				12 pts	Self	Self	10 Minutes	20 Hours		
1000 Yard Stare (1 to 4 days)										
Hunter zones out as they walk a preset direction Walk X3 in 20 Hrs, Surprise likely, Encounters unlikely, 2 rounds to fully wake. Hunter zones out as they walk a preset direction										
<p>COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 8 SP</p>										
LEVEL	9	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				12 pts	Touch	Trail 1 Mark Long	12 Hours	Permanent		
Cover Wilderness Trail										
Hunter slows down to ensure no trail is left behind. Another Hunter 'might' uncover the trail. Max:1 Mark of travel covered per use. Movement is at 1/2 speed, but 10th lvl enhancement 'Rollout halved' resets move to full.										
<p>COUNTER:Find/Follow Trail- HNT Lvl:1 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP</p>										
LEVEL	12	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill
				12 pts	Self	1 Mark	20 Minutes	12 Hours		Find Follow
Find/Follow Wilderness Trail										
Hunter becomes the tracker. Succeed=GM rolls Skill Save to find/follow Movement is reduced in half.										
<p>COUNTER:Cover Trail - HNT Lvl:1 ENHANCEMENTS: Lvl 14 Duration X2 8 SP</p>										