


-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 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	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	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

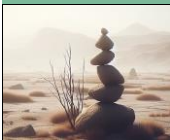
COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
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Communication

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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:- No creations. Usable only

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:	SNS: 2
						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

-Hunter

Fences and Shelters

LEVEL: 2



Hunters Hut (10 ppl)

The hunter creates a shelter out of available materials

Creates temporary shelter for 10 persons.

The hunter creates a shelter out of available materials.

If left up the shelter will fall within 2 days.

After duration the shelter will no longer keep the weather out.

COST: 4 pts	RANGE: Touch	AREA OF EFFECT: 2x1 Squares	ROLL COST: 20 Minutes	DURATION: 8 Hours	SPELL: 2	Created
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CREATE:

FOCUS: Set AoE to 2x2

COUNTER: None


ENHANCEMENTS:

Lvl 10 Rollout Halved6 SP



Lvl 17 Hidden4 SP

Lvl 9 Duration +50%6 SP


LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Perimeter Safety				4 pts	Touch	3x8 Sq Perimeters	30 Minutes	8 Hours		

Perimeter Safety	8x8 perimeter. Snaps/breaks/cracks sounds when crossed.	COUNTER: None
	Hunter uses materials from the environment to alert the party of intruders.	ENHANCEMENTS:
	Hunter uses materials from the environment to alert the party of intruders.	Lvl 10 Rollout Halved 6 SP
		Lvl 14 Damage X2 12 SP

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

	<p>Create Temporary Shelter (3 ppl)</p> <p>Quickly built (1 min) & lasts 2 days, unless rough weather. Very heavy rains and/or heavy winds will destroy this.</p> <ul style="list-style-type: none"> - Shelter fits up to 3 people. - Any rolls to help the sick or diseased gains five (+5). 	<p>CREATE: </p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 0</td><td>No Enhancements</td><td>0 SP</td></tr> </table>	Lvl 0	No Enhancements	0 SP
Lvl 0	No Enhancements	0 SP			

Find or Reveal

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

Healing and Rest

LEVEL

2

STACK

99

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

0 pts


Touch

1 Creature

Initiative

Permanent

Apply A Field Bandage



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



Natural Environment

LEVEL

2

STACK

99

COST

4 pts

RANGE

10 Squares

AREA OF EFFECT

10 Squares

ROLL OUT

5 Minutes


DURATION

1 Hour

SAVE:

No Save

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

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LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Calm Animal						4 pts	2 Squares	1 Animal	20 Minutes	2 Hours		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 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:	No Save	
Hunt/Fish/Gather						4 pts	Self	20x20 Squares	9 Hours	Rollout			




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 0 No Enhancements 0 SP

Traveling (PMP)


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 or Misc


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