Battle Actions/Prep

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
5	8 pts	Point 80 ft Ahead	Self: 80ft in front. Grp:No suprize. Init+2 in 1st round.	Self	Self	Up To 1 day	10 Minutes	SNS 2	1

Battle Offense

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
4	4 pts	Accurate Ranged Shots	#Attack -1. 1 Target. ToHit & Dmg +2 per Tier.	Char Sheet	1 Target	1 Round	Initiative	none	99
4	4 pts	Hunters Charge	#Attks=1. Move x2, straight, no pivot. ToHIT & Dmg +8.	Move x2	1 Creature	1 Round	Initiative	none	1
5	8 pts	Instant Ranged Shots	Each attack has a rollout of 'instant' for the duration.	by the bow	Self	1 Round / Tier	Instant	none	99
5	8 pts	Long Distance Crossbow Shots	Crossbows Only. Distance +8 Sqs. Damage -2 pts (Min 1)	By Weapon	1 Target	4 Rounds	Initiative	none	1
5	8 pts	Penetrating Ranged Shots	All bow shots: ToHits -2, Damage+6.	By Weapon	By Weapon	2 Rounds	Initiative	none	1
6	8 pts	Held Shot - Single Target	Concentrate on 1 Target ToHIT/Dmg +2 per held attck, max+10.	By Weapon	1 Target	5 Attacks	Initiative	none	99
6	8 pts	Shoot Thru Party to Target	All Ranged attacks in Duration. Bonus +2 Init, if annouced.	By Weapon	By Weapon	1 Round	Initiative	none	99
8	8 pts	Critical Ranged Shot (Pre-Battle)	Ranged ToHIT are a natural 18, 19, or 20 then use Critical.	By Weapon	By Weapon	4 Hrs or 1 Battl	1 Minute	none	1
9	12 pts	Mounted Melee Attack	1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler	1 Square	1 Horse	1 Battle	Initiative	SKL 2	99
10	12 pts	Blunted Bow Shots (Bow Only)	Bow (only) w/blunts. Dmg= Crit Blunt. After battle 1/4 Dmg.	By Weapon	1 Target	4 Rounds	Initiative	none	1
12	12 pts	Targeting A Moving Target	Attck: 1/2 (Min 1). Init & ToHIT +2 / Tier.	By Weapon	By Weapon	1 Round	Initiative	none	1
14	16 pts	Ranged Sucker Shot(s)	Unaware Target. Bow only. Init/ToHIT/Dmg +12. Attks 1/2(Min 1)	By Weapon	1 Target	1 Round	Initiative	none	1
15	16 pts	Moving And Shooting	1/2 Distance & Attacks (Min 1) Init & ToHit +12.	By Weapon	1 Target	1 Round	Initiative	none	1
16	16 pts	Quick Ranged Shot (Pre-Battle)	Pre-battle. 1 Attack. Init+15, if needed. ToHIT & Dmg +5	Melee	1 Creature	Instant	Instant	none	1

Battle Reaction

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
5	8 pts	Disruptive Factor	Attempt to stop a specific spell or action.	8 Squares	3x3 Squares	2 Rounds	Instant	Observe 2	99
6	4 pts	AoO on Melee Entry	Targets entering melee become open to an attack.	Melee	Self	1 Round	Instant	none	99

Class Specialty

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
1	4 pts	Create Singer's Salve	Affects DOT damage, +2 per cycle, HNT: +4 per cycle.	Touch	1 Salve	End Of Year	4 Hours	none	99
1	4 pts	Create Sunrise Potion	Yeild of 1d3 Potions. Effect: Heal +2/+4 HP @ Sunrise.	Touch	1 Potion	Used / EOY	4 Hours	none	99
1	4 pts	Skinning A Hide	Save needed. Size by Tier. 1st:2x4, 3rd:3x6, 5th:6x6.	Self	Animal	Permanent	12 Hours	SKL 1	99
5	8 pts	Create Revive Salve	KITCHEN: Yeilds 1d3 Salves. Effect: 1d3 HP & Awake 30 Min.	Touch	1 Salve	Used / EOY	4 Hours	SNS 2	99
6	8 pts	Make/Repair Arrows	12 arrows. Tier1=Crude/Blunt, Tier2=Standard, Tier3=Flight.	Touch	Self	Permanent	4 Hours	none	99
7	8 pts	Create Health Poultice	Yield 1d3 items. Effect: Sick/Dis Col -1.	Touch	1 Poultice	Used / EOY	4 Hours	SKL 2	99
7	8 pts	Create Repellent Oil	Yeild 1d3 items. Effect: Repells insects Save col-1.	Touch	1 dose	Used / EOY	4 Hours	SNS 2	99
10	12 pts	Create Clear Mind Inhalent	Yeild of 1d3 items. Effect: Dazed/Stunned/Sleep col-1.	Touch	1 Vial	Used / EOY	4 Hours	SNS 2	99
11	12 pts	Create Calming Tea	Yeild of 1d3 items. Effect: Deep Sleep & morning SP +2/+4.	Touch	1 Jar	Used / EOY	4 Hours	SNS 1	99
11	12 pts	Create Java Meal Spice	Yeild of 1d3 items. Caffeine effect for 48 hrs. Don't repeat.	Touch	1 Meal	Used / EOY	4 Hours	SKL 2	99

Communication

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
4	4 pts	Hunter Marks	Unworked items arranged to leave a message to another Hunter.	6 Squares	1 Square	1 Month (30 da	1 Minute	none	99
4	4 pts	Mimic Soft Nature Sounds	Create low natural sounds. Low volume and intensity.	Self	6x6 Squares	20 Minutes	Initiative	SNS 2	99

Fences and Shelters

Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
2	4 pts	Hunters Hut (10 ppl)	Stands for 2 days. Holds up to 10 people.	Touch	2x1 Squares	8 Hours	20 Minutes	SKL 2	3
2	4 pts	Perimeter Safety	Creates noticable sounds when stepped on.	Touch	3x8 Sq Perimeters	8 Hours	30 Minutes	none	99
3	4 pts	Create Temporary Shelter (3 ppl)	Quickly built (1 min) & lasts 2 days, unless rough weather.	Touch	1 Shelter	2 Days	10 Minutes	none	99

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
End	7	8 pts	Hunters Hidden Shelter (4 ppl)	Hunting blind for 4 people. Not for urban use.	1 Square	3 x 3 Squares	8 Hours / Tier	1 Hour	None	3

Find or Reveal

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	Find North	GM indicates direction of North.	Self	Self	1 Hour	Initiative	none	99
End	12	12 pts	Find/Follow Trail	Find/Follow. Move @ 1/2=SKL:2. Move @ Full= SKL:4. GM rolls	Self	1 Mark	24 Hours	20 Minutes	none	1

Healing and Rest

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
End	2	0 pts	Apply A Field Bandage	[Cloth/moss, before healing]=1 attempt. Binds. HP+1.	Touch	1 Creature	Permanent	Initiative	none	99

Hide or Obscure

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	9	12 pts	Cover Trail	Cover Trail. Move @ 1/2= No Save. Move @ Full= SKL:3. GM roll	Touch	1 Mark Trail	12 Hours	20 Minutes	none	99

Natural Environment

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	2	4 pts	Benign Approach	Approach animals in a benign way to get close. No attacks	10 Squares	10 Squares	1 Hour	5 Minutes	none	99
End	3	4 pts	Calm Animal	Hunter to Use Save col 2. Situation reduces Save col to 1.	2 Squares	1 Animal	2 Hours	20 Minutes	SKL 2	99
	3	4 pts	Hunt/Fish/Gather	Hunt/fish/gather once per day for 9 hours. D6 per Tier.	Self	20x20 Squares	Rollout	9 Hours	none	1
End	8	8 pts	Coastal Net Fishing	3-12 helpers. Meals:6d20+5 per helper. Cook:1 hr / 30 meals.	Self	Ocean	Permanent	16 Hours	none	1

Traveling (PMP)

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	1	4 pts	No Road Needed	Stay the course & normal road speed. No Double time. May need SK	Self	Traversable Land	8 Hours	10 Minutes	none	
End	8	8 pts	Hunters Stare (1-4 days)	Walk x3 in 20 Hrs. Encntr unlikely. Sprs likely. Wake=3 rds.	Self	Self	12 Hours	10 Minutes	SKL 3	1
	13	16 pts	Faster Path	Solo=150%. Group=120% w/Hunter @ point. Not all environs.	Self	Non-Urban	1 Day	10 Minutes	none	1

Utility or Misc

	Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Stack
	2	4 pts	Make Fire with Sticks	Dry Kindling needed. Damp kindling +1 Col. Wet environ +1 Col	Touch	Kindling	Permanent	10 Minutes	SKL 1	99
End	3	4 pts	Mental Alarm Clock	Set time to wake and wake at that time. 1 Rd to clear head.	Self	Self	18 Hours	10 Minutes	none	1