

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

LEVEL	16	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				16 pts	Melee	1 Creature	Pre-battle	Instant	No Save

Quick Ranged Shot

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
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:
				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							
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 19-20									
	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									
	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
Moving Target Shot									
	Hunter tracks and shoots. Only can be done with Bows or crossbow. 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
Unstable 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. Full walking movement. Cannot move faster than a walk.	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 1 Target	ROLL OUT Instant	DURATION 2 Rounds	SAVE: Senses Comparison 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 Wpn Range	AREA OF EFFECT Self	ROLL OUT Instant	DURATION 1 Round	SAVE: No Save
AoO on Melee Entry								



Rogue take AoO 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 12 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

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

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

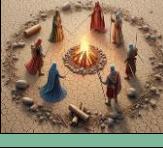
Lvl 14 Duration X2

8 SP

LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save			
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		

LEVEL	10	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				18 pts	Touch	1d3 Vials	4 Hours	Used / EOY	None for creation
Create Midens Inhalent  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.									
<div style="float: right; border: 1px solid black; padding: 5px;"> CREATE:Midens Breath FOCUS:+1 Bottle COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 10 Rollout Halved 6 SP </div>									
LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				16.8 pts	Touch	1 Bag	4 Hours	Used / EOY	None for creation
Create Aelenes Tea  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.									
<div style="float: right; border: 1px solid black; padding: 5px;"> CREATE:Aelene's Tea FOCUS:+1 Serving COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 10 Rollout Halved 6 SP </div>									
LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				24 pts	Touch	1 Meal	4 Hours	Used / EOY	None for creation
Create Java Meal Spice  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.									
<div style="float: right; border: 1px solid black; padding: 5px;"> CREATE:Java Meal Spice FOCUS:+2 Meals COUNTER: None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 10 Rollout Halved 6 SP </div>									
<h2>Fences and Shelters</h2>									
LEVEL	2	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				3 pts	Touch	1 Shelter	1 Minute	12 Hrs	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.									
<div style="float: right; border: 1px solid black; padding: 5px;"> CREATE:Lean-To for 2 ppl COUNTER: None </div>									
LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Touch	5x5 Sq Perimeters	30 Minutes	8 Hours	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.									
<div style="float: right; border: 1px solid black; padding: 5px;"> COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Damage X2 12 SP </div>									
LEVEL	6	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				10 pts	Touch	2x3 Squares	20 Minutes	2 Days	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.									
<div style="float: right; border: 1px solid black; padding: 5px;"> 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 </div>									
LEVEL	7	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				12 pts	1 Square	3 x 3 Squares	4 Hours	1 day / Tier	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)									
<div style="float: right; border: 1px solid black; padding: 5px;"> CREATE:Hidden Shelter FOCUS:Rollout 1/2 COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 8 SP Lvl 16 AoE X2 16 SP </div>									

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 Sav
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 3	COST 4 pts	RANGE 2 Squares	AREA OF EFFECT 1 Animal	ROLL OUT 20 Minutes	DURATION 2 Hours	SAVE: Comparison SKL Animal is calmed
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 Sav
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 Sav GM Keep course/speed
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 3 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	12 Hours	Rollout		Find Follow ✘
Find 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>										