

Battle Actions/Prep

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Touch	1 Item	2 Minutes	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 80 ft Ahead



Point person initially 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.

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	Char Sheet	1 Target	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 Melee 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	1 Target	Initiative	4 Rounds	No Save

CROSSBOW: Long Distance Shots



Hunter uses a crossbow with this skill to gain distance.
Distance is increased by 8 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	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	By Weapon	By Weapon	Initiative	2 Rounds	No Save

Penetrating Ranged Shots



Hunter focus' on burying the arrows deep into the targets the cost of accuracy.
This skill only works for ranged bow attacks.
Adds 6 damage 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	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	By Weapon	By Weapon	Initiative	1 Round	No Save

Shoot Thru Party to Target



Hunter is able to target the enemy just beyond or inter-mixed with their own group.
Past known party members. Initiative +2. All ranged attacks in Rd.
Hunter must announced BEFORE initiative roll to gain the Initiative bonus of +2.
If not announced, the Hunter still is able to shoot through the group to the target.
This will allow the hunter to shoot through up to 3 ranks of friends.

COUNTER: None

ENHANCEMENTS:

Lvl 9	Range +50%	6 SP
Lvl 5	Initiative +4	4 SP

LEVEL 7		STACK 99	COST 8 pts	RANGE By Weapon	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 5 Attacks	SAVE: No Save
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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 8 pts	RANGE By Weapon	AREA OF EFFECT By Weapon	ROLL OUT Initiative	DURATION 4 hours	SAVE: No Save
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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
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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
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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
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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 2 pts	RANGE Touch	AREA OF EFFECT 1d3 Wraps	ROLL OUT 4 hours	DURATION Permanent	SAVE: No Save
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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
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LEVEL 1		STACK 99	COST 4 pts	RANGE Self	AREA OF EFFECT Animal	ROLL OUT 12 Hours	DURATION Permanent	SAVE: No Save
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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
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LEVEL 2		STACK 99	COST 4 pts	RANGE Touch	AREA OF EFFECT Kindling	ROLL OUT 10 Minutes	DURATION Permanent	SAVE: No Save
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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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Self	Self	10 Minutes	24 Hours		

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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	6 Squares	1 Square	1 Minute	1 Month (30 days)		

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
				4 pts	Self	6x6 Squares	Initiative	20 Minutes		

Mimic Soft Nature Sounds

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
				12 pts	Touch	1d3 Salves	4 Hours	Used / EOY		

Create Singer's Salve

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
				6 pts	Touch	Self	4 Hours	Permanent		

Create/Repair Arrows (24)

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
				12 pts	Touch	1d3 Potions	4 Hours	Used / EOY		

Create Sunrise Potion

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:

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

Create Revive Salve

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

-Hunter

LEVEL	7	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	None for creatio
				12 pts	Touch	1d3 bottles	4 Hours	Used / EOY		
Create Repellent Oil  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
				16 pts	Touch	1d3 Poultices	4 Hours	Used / EOY		
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
<h2>Fences and Shelters</h2>										
LEVEL	2	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				3 pts	Touch	1 Shelter	1 Minute	12 Hrs		
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
LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Touch	3x8 Sq Perimeters	30 Minutes	8 Hours		
Perimeter Safety  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.										
										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
				10 pts	Touch	2x1 Squares	20 Minutes	2 Days		
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 within 2 days. After duration the shelter will no longer keep the weather out.										
										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
LEVEL	7	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				12 pts	1 Square	3 x 3 Squares	4 Hours	1 day / Tier		
Hunters HIDDEN Shelter (5 ppl)  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
<h2>Natural Environment</h2>										
LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Self	Self	Initiative	1 Hour		
Find North  Reviews surrounding area. GM indicates direction of North. Reviews surrounding area.										
										COUNTER:None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP

-Hunter

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	May Need Skill S
	Benign Approach			4 pts	10 Squares	10 Squares	5 Minutes	1 Hour		
	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
LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	May Need Skill S
	Calm Animal			4 pts	2 Squares	1 Animal	20 Minutes	2 Hours		
	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 Lvl 12 Range X2 Lvl 14 Duration X2	6 SP 8 SP 8 SP
LEVEL	3	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	May Need Skill S
	Hunt/Fish/Gather			4 pts	Self	20x20 Squares	9 Hours	Rollout		
	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.								CREATE:Hunt/Fish/Gather Yield FOCUS:+ 50% COUNTER: None	
LEVEL	8	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Coastal Net Fishing			8 pts	Self	Ocean	16 Hours	Permanent		
	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								CREATE: COUNTER: None	
	Traveling (PMP)									
LEVEL	1	STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	May Need Skill S
	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 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.								FOCUS:Duration = 10 hrs COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved Lvl 16 Rollout 1 Min	6 SP 8 SP