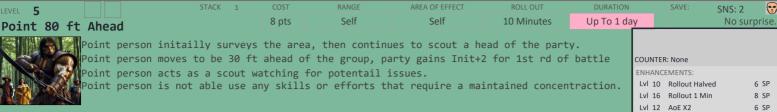
## -Hunter Battle Actions/Prep LEVEL 5 STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DU Point 80 ft Ahead 8 pts Self Self 10 Minutes Up T



Battle Offense								
LEVEL 4	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: N	No Save
Accurate Ranged	Shots	4 pts	Char Sheet	1 Target	Initiative	1 Round		
Shoote Shoote Shoote	s on accuracy rather that r focus' on a single tar r gains +2 ToHIT and +2 r loses 1 attack (Minimu s to all ranged shots du	get for Damage p m 1). T	the round. er Tier. Plus his skill requ				COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 Lvl 5 Initiative +4	8 SP 4 4 SP

LEVEL 4	+	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Hunters	Charge		4 pts	Move x2	1 Creature	Initiative	1 Round			
	Charge must b Hunter gains Detriments to	es up to an enemy ope a straight path bonuses to ToHIT on Movement (minimum acks (including 'Ex	to the t (+8), Dam m 4 squar	arget and not nage (+8), and res), Number o	end with a pivot Movement (X2). f attacks (Max 1)	), and AC (-4).		COUNTER:Set FO ENHANCEMENT: Lvl 9 Range Lvl 5 Initiati Lvl 9 Damag	S: +50%	6 SP 4 SP 8 SP

LEVEL 5	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Instant Ranged Shots		8 pts	by the bow	Self	Instant	1 Round / Tier	
· ·	o use each of	their att	tacks as senara	te initiatives d	during the roun	d.	
Hunter is able t	+ :		cacks as separa		the fee each above	и <b>.</b>	<u>.                                    </u>

Hunter is able to use each of their attacks as separate initiatives during the round.

Delivers each shot one at a time in the round using an instant rollout for each shot.

The Hunter must identify a specific bow for this skill and concentrate on this skill.

Multiple bows can get this benefit with separate use of this skill for each bow.

Each attack is instant & will be completed before the next attack from another person.

COUNTER: None

ENHANCEMENTS:

Lvl 9 Range +50%

6 SP

Lvl 14 Duration X2

8 SP

						L		
LEVEL 5	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Long Distance Crossbow S	hots	8 pts	By Weapon	1 Target	Initiative	4 Rounds		
Hunter uses fli								
Damage is reduce	COUNTER: None							
Hunter must use		ith flight	bolts. Bows	cannot use this s	skill. No chang		ENHANCEMENTS:	
Initative and To	oHIT rolls.						Lvl 12 Range X	
							Lvl 5 Initiative	e +4 4 SP

LEVEL 5	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Denetrating Ranged Shots		8 pts	By Weapon	By Weapon	Initiative	2 Rounds	

Teneer dezing ranged block	
Hunter focus' on burying the arrows deep into the targets the cost of accuracy.	
This skill only works with bows and for ranged attacks.	COUNTER: None
This skill requires the use of a bow and the ToHIT has a penalty of 2.	ENHANCEMENTS:
The damage (upon a hit) gains a bonus of +6 Damage. The minimum damage is 8.	Lvl 5 Initiative +4 4 SP
This applies to all of the Hunters bow shots for the duration.	Lvl 9 Damage +50% 8 SP

LEVEL 6		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Shot - Single Target		8 pts	By Weapon	1 Target	Initiative	5 Attacks		
	Hunter keeps the Each attack held	gains +2 ToH	IT & Dmg.	. Up to a max b	oonus of +10 (5		. со	UNTER: None	
	Hunter keeps prey If the target is Each successive a	out of sight	for an e	entire round or	more the count i		L L	HANCEMENTS:  vl 12 Range X2  vl 9 Range +509	



## -Hunter Class Specialty RANGE SAVE: No Save ROLL OUT **End Of Year** 4 nts Touch 1 Salve 4 Hours Create Singer's Salve CREATE:Singers Salve Hunter creates a Singer's Salve FOCUS:+2 Salves Affects DOT damage, +2 per cycle, HNT: +4 per cycle. COUNTER: None Need: Campfire, 12 SP, 4 Hours, and ENHANCEMENTS: 6 SP Bittercress leaf, Wild garlic oil, Rocko's. Lvl 10 Rollout Halved STACK 99 RANGE AREA OF EFFECT No Save LEVEL 1 Touch 1 Potion 4 Hours Used / EOY 4 pts **Create Sunrise Potion** CREATE: Hunter creates a Sunrise Potion in their own way. FOCUS:+2 Potions Qty:3 To be used at 6 AM to gain 2 extra HP (5 HP with Hunter) if Save passes. COUNTER: None 1 Bunch of Anises leaf, 1 Jar of Ginger Oil, 1/4 cup of honey, Campfire, & KIT. ENHANCEMENTS Potion used at sunrise heals 2 HP. If hunter applies it then 4 HP. Lvl 10 Rollout Halved Requires a campfire and Hunters Kit. STACK 99 SKL: 1 Self Animal 12 Hours 4 pts Permanent Skinning A Hide CREATE: A Hide from Skinning Hunter settles in to clean, trim, skin, and cure an animal hide. FOCUS:2 Hides Pass Save to complete 1 hide in the 12 hours. (1 per day) COUNTER: None Hide finished at end of duration. Includes Skinning, Trimming, Cleaning, Drying. ENHANCEMENTS: Hunters Tier indicates the size of finished hide regardless of size of creature. Lvl 10 Rollout Halved 6 SP 1st:Small(2x4 ft/60x120 cm) 3rd:Med(3x6 ft/90x180 cm) 5th:Lrg(6x6 ft/180x180 cm) STACK 99 DURATION SNS: 2 5 Revive to wakeness 8 pts Touch 1 Salve 4 Hours Used / EOY Create Revive Salve CREATE: Workshop/kitchen IS required. FOCUS:+2 Salves Qty:1-3. Heals Unconscious creature 1d3 HP and revives for 30 min if Save passes COUNTER: None 1 bunch of Bittercress leaves, 1 jar of Pine sap, 1 jar of Oak sap, ENHANCEMENTS Hunters Kit and KITCHEN required. LvI 0 No Enhancements 0 SP AREA OF EFFECT DURATION No Save Permanent 8 pts Touch 4 Hours Make/Repair Arrows CREATE: Hunter uses a sharp blade, skill, time and materials to create arrows. FOCUS:Required Kit required for all except blunt & crude arrows. COUNTER: None Tier 1: 12 crude or blunt arrows. ENHANCEMENTS: Tier 2: 12 standard arrows, require and arrow heads and sinew Tier 3: 12 flight arrows require, light weight shafts and sinew Lvl 10 Rollout Halved 6 SP Lvl 1 Create Crude Arrows 0 SP AREA OF EFFECT DURATION STACK 99 SKL: 2 8 pts Touch 1 Poultice 4 Hours Used / EOY Help Sick/Disease Create Health Poultice CREATE: Hunter creates a Poultice.



Oty:1-3. Helps recover from Sickness/Disease by making the Save column one better (-1). Sickness/Disease rolls are done in the morning using the Health:2 Save.

Touch

1 dose

Requires a campfire and a Hunters Kit.

FOCUS:+2 Poultices COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP Lvl 10 Rollout Halved 6 SP

SNS: 2

Attacked

0 SP

DURATION

Used / EOY

CREATE:

FOCUS:+2 Doses.

COUNTER: None

ENHANCEMENTS: Lvl 0 No Enhancements

ROLL OUT

4 Hours

Create Repellent Oil

End result: 3 Small corked jars of repellent.

STACK 99

Oty:1-3. Repels Insects. Save column one better (col -1).

8 pts

Ingredients are Honeysuckle, Palm, Marshdaisy.

Requires a campfire and a Hunters Kit.

## Hunter

1 Vial

1 lar

1 Meal

1 Square

6x6 Squares

2x1 Squares

AREA OF FEFE

3x8 Sq Perimeters

LEVEL 10

Create Clear Mind Inhalent

This helps Save column. (Col-1). Requires a campfire and a Hunters KIT.

Hunter creates an inhalent. Ingredients are Garlic, Ginger, Hemlock.

12 pts

12 pts

12 pts

Used / EOY CREATE:

DURATION

DURATION

Used / EOY

4 Hours

4 Hours

ROLL OU

4 Hours

1 Minute

Initiative

**ROLL OUT** 

20 Minutes

30 Minutes

SNS: 2 Clears Daze/Stun

8 SP

6 SP

Hunter creates an inhalent.

Qty:1-3. Dazed or stunned become clear headed with Save.

STACK 99

STACK 99

FOCUS:+2 Vials COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col Lyl 10 Rollout Halved

LEVEL 11

Create Calming Tea

Hunter creates a very recognizably tasty tea which helps with Skill Point recovery. Qty:1-3. Deeper sleep and raises Skill Pts at 6am. Pts + 2.

Touch

Touch

Touch

Hunter creates a very recognizably tasty tea which helps with Skill Point recovery. Cabbage, Ginger, Palm, Oak, KIT

Stay Awake CREATE: FOCUS:+2 Jars COUNTER: None ENHANCEMENTS 8 SP Lvl 14 Save -1 Col Lvl 10 Rollout Halved 6 SP

SNS: 1

SKI · 2

LEVEL 11

Create Java Meal Spice

Hunter creates a bit of spice.

Qty:1-3. Recipeint will remain alert 48 hrs. (cannot be past 48). Hunter creates a small edible that will keep the person awake for most of the day. 1 does per 24 hours. Ingredients are Anise, Peppermint, Hemlock.

Requires a campfire and a Hunters KIT.

Used / EOY Stay awake 48 hrs CREATE: FOCUS:+2 Meals COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP Lvl 10 Rollout Halved 6 SP

Communication

4

Hunter Marks

4 pts 6 Squares 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.

RANGE

Touch

RANGE

Touch

1 Month (30 days) CREATE: - No creations. Usable only 🐔 a 🚅 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP 8 SP Lvl 16 Rollout 1 Min Lvl 14 Duration X2 8 SP

No Save

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,

4 pts

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.

SNS: 2 9 20 Minutes Success COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP

12 SP

9

Created

SKL: 2

Lvl 12 Rollout Init

8 Hours

8 Hours

Fences and Shelters

Hunters Hut (10 ppl)

The hunter creates a shelter out of avialable materials

4 pts

COST

4 pts

Creates temporary shelter for 10 persons.

STACK

The hunter creates a shelter out of avialable materials.

If left up the shelter will fall within 2 days.

STACK 99

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

CREATE: FOCUS:Set AoE to 2x2 COUNTER: None ENHANCEMENTS: 6 SP Lvl 10 Rollout Halved Lvl 17 Hidden 4 SP Lyl 9 Duration +50% 6 SP

No Save

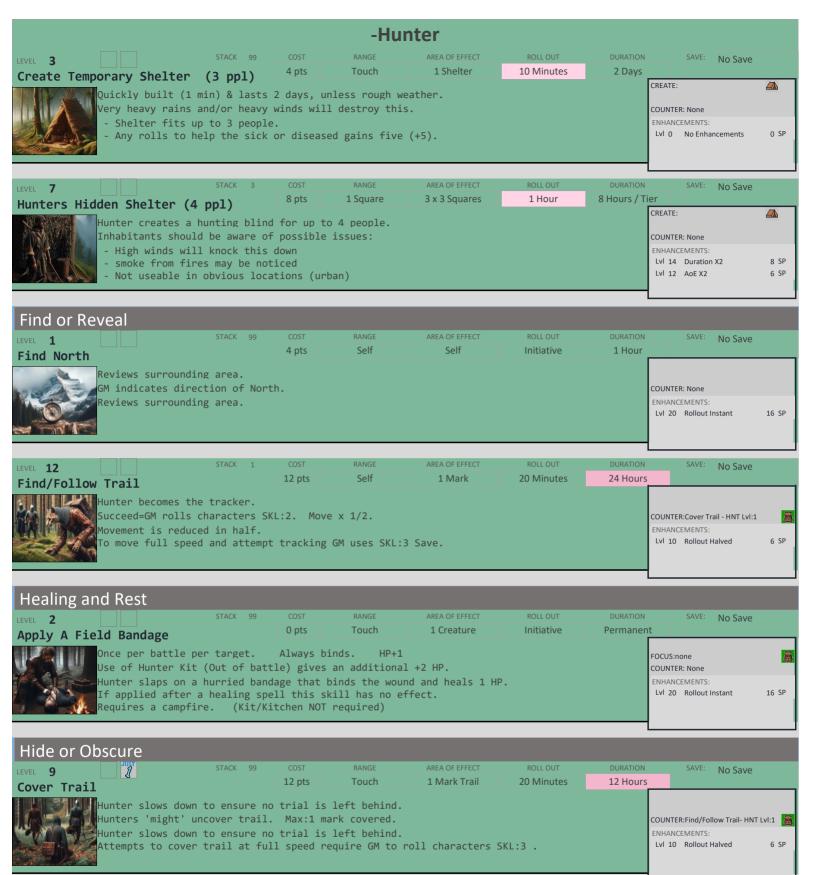
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Perimeter Safety

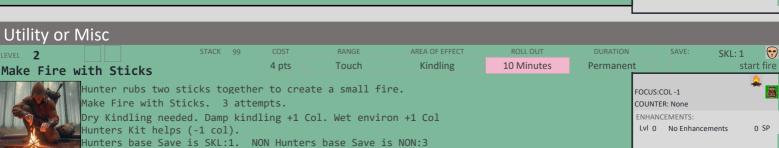
Hunter uses materials from the environment to alert the party of intruders. 8x8 perimeter. Snaps/breaks/cracks sounds when crossed.

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



## -Hunter Natural Environment RANGE SAVE: No Save STACK 99 ROLL OUT 4 nts 10 Squares 10 Squares 5 Minutes 1 Hour Benign Approach Use of 'Calm Animal' skill will greatly help this effort. Approaching animals and not alarming them (much). No attacks. COUNTER: None How close depends on the animal, situation, and the level of the hunter. ENHANCEMENTS: 8 SP If started outside of range the animal may leave while not noticing the hunter. Lvl 12 Range X2 Using this within range means the animal is aware, and hopefully not scared. STACK 99 RANGE AREA OF EFFECT ROLL OUT SAVE: 3 SKL: 2 2 Squares 1 Animal 20 Minutes 2 Hours Animal is calmed 4 pts Calm Animal The hunter calms a wild animal in their own way. Some animals flee before effect happens. Hunter and animal use comparison Save. COUNTER: None Calming animals can be more difficult with some creatures that are very skittish. ENHANCEMENTS Hunter should use calming mannerisms, slow patient movement, and food to help. Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 Must Save using column 2, but can use column 1 if the situation fits (as per GM). 8 SP Lvl 14 Duration X2 8 SP RANGE STACK 1 AREA OF EFFECT No Save 3 Rollout Self 20x20 Squares 9 Hours 4 pts Hunt/Fish/Gather CREATE:Hunt/Fish/Gather Yield Able to hunt, fish, or gather once per day FOCUS:+ 50% Skill Save: 2 to be rolled, but adjusted for region. COUNTER: None Roll a d6 per Tier for number of meals acquired. ENHANCEMENTS: Lvl 0 No Enhancements 0 SP STACK 1 RANGE AREA OF FEFECT ROLL OUT No Save Self Ocean 16 Hours Permanent Coastal Net Fishing CREATE: Hunter coordinates a net fishing effort. Hunter coordinates fishing in deep waters. COUNTER: None 3-12 assistants needed. ENHANCEMENTS LvI 0 No Enhancements Meals gained: 6d20 + 5/assistant. 0 SP Cook: 1 hr per 30 meals Traveling (PMP) AREA OF EFFECT ROLL OUT No Save 4 pts Self Traversable Land 10 Minutes 8 Hours No Road Needed Hunter is able to stay on course when no path or road is available. FOCUS:Duration = 10 hrs Hunter is able to guide up to 10 people while maintaining the normal road speed. COUNTER: None Extreme environments require the GM roll a SKL:2 Save to keep the course and speed. ENHANCEMENTS: The Hunter can use this skill while also being the point person. Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min Double time is not an option while using this skill. STACK 1 • SKI · 3 8 Self 10 Minutes 8 pts 12 Hours Able to do this Hunters Stare (1-4 days) Hunter zones out as they walk a preset direction Walk X3 in 20 Hrs, Surprise likely, Encounters unlikely, 3 rounds to wake COUNTER: None Hunter zones out as they walk a preset direction ENHANCEMENTS: 8 SP Lvl 14 Duration X2



-Hunter

LEVEL 3

STACK 1 4 pts

Self

AREA OF EFFECT Self

ROLL OUT 10 Minutes

DURATION 18 Hours

SAVE: No Save

Mental Alarm Clock

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 guarrantee 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