

Battle Actions/Prep

LEVEL1

STACK1

COST4 pts

RANGETouch


AREA OF EFFECT1 Item

ROLL OUT1 Minute

DURATIONnd of Battle or 24 hr

SAVE: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

LEVEL5

STACK1

COST8 pts

RANGESelf


AREA OF EFFECT16 Squares ahead

ROLL OUT10 Minutes

DURATIONUp To 1 day

SAVE:No Save

Point Position



Point person initailly 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's ahead of group

COUNTER: None

ENHANCEMENTS:
Lvl 10 Rollout Halved6 SP
Lvl 16 Rollout 1 Min8 SP
Lvl 16 AoE X216 SP

Battle Offense

LEVEL4

STACK99

COST4 pts

RANGEPer weapon


AREA OF EFFECTwithin Range

ROLL OUTInitiative

DURATION1 Round

SAVE: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 X28 SP
Lvl 5 Initiative +44 SP

LEVEL4

+

STACK1

COST4 pts

RANGEMove x2


AREA OF EFFECT1 Creature

ROLL OUTInitiative

DURATION1 Round

SAVE: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 +44 SP
Lvl 9 Damage +50%8 SP

LEVEL5

STACK1

COST8 pts

RANGEBy Weapon


AREA OF EFFECTBy Weapon

ROLL OUTInitiative

DURATION2 Rounds

SAVE: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 +44 SP
Lvl 9 Damage +50%8 SP

LEVEL5

STACK1

COST8 pts

RANGEBy Weapon


AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION4 Rounds

SAVE: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 +44 SP
Lvl 14 Attacks +18 SP

LEVEL7

STACK99

COST8 pts

RANGEBy Weapon


AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION5 Attacks

SAVE: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 X28 SP
Lvl 9 Range +50%6 SP
Lvl 5 Initiative +44 SP

-Hunter


LEVEL	8		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	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	


Battle Reaction


LEVEL	5		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	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	

Communication

LEVEL3

STACK99

COST4 pts

RANGE6 Squares


AREA OF EFFECT1 Square

ROLL OUT1 Minute

DURATION1 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

LEVEL4

STACK99

COST4 pts

RANGESelf


AREA OF EFFECT6x6 Squares

ROLL OUTInitiative

DURATION20 Minutes

SAVE:No Save

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

LEVEL1

STACK9

COST12 pts

RANGETouch


AREA OF EFFECT1d3 Salves

ROLL OUT4 Hours

DURATIONUsed / EOY

SAVE:None for creatio

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
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LEVEL1

STACK99

COST6 pts

RANGETouch


AREA OF EFFECTSelf

ROLL OUT4 Hours

DURATIONPermanent

SAVE:No Save

Create/Repair Arrows




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
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LEVEL2

STACK9

COST12 pts

RANGETouch


AREA OF EFFECT1d3 Potions

ROLL OUT4 Hours

DURATIONUsed / EOY

SAVE:None for creatio

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:

Lvl 10	Rollout Halved	6 SP
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LEVEL4

STACK9

COST12 pts

RANGETouch


AREA OF EFFECT1d3 Salves

ROLL OUT4 Hours

DURATIONUsed / EOY

SAVE:None for creatio

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

LEVEL7

STACK99

COST12 pts

RANGETouch


AREA OF EFFECT1d3 bottles

ROLL OUT4 Hours

DURATIONUsed / EOY

SAVE:None for creatio

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
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-Hunter

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		




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

Fences and Shelters


LEVEL	2			STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						3 pts	Touch	1 Shelter	1 Minute	12 Hrs		



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	5x5 Sq Perimeters	30 Minutes	8 Hours		



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.

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	2x3 Squares	20 Minutes	2 Days		



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.

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

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		




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

Natural Environment


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	May Need Skill S
						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

-Hunter

LEVEL3

STACK3

COST4 pts


RANGE2 Squares

AREA OF EFFECT1 Animal

ROLL OUT20 Minutes

DURATION2 Hours

SAVE: Comparison SKL
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 Halved6 SP
Lvl 12 Range X28 SP
Lvl 14 Duration X28 SP

LEVEL3

STACK1

COST4 pts


RANGESelf

AREA OF EFFECT20x20 Squares

ROLL OUT9 Hours

DURATIONRollout


SAVE: May Need Skill S



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



LEVEL8

STACK1

COST8 pts

RANGESelf

AREA OF EFFECTOcean

ROLL OUT16 Hours

DURATIONPermanent

SAVE: No Save



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



LEVEL1

STACK

COST4 pts


RANGESelf

AREA OF EFFECTTraversable Land

ROLL OUT10 Minutes

DURATION8 Hours

SAVE: May Need Skill S
Keep course/speed



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 Halved6 SP
Lvl 16 Rollout 1 Min8 SP

