-Hunter Battle Actions/Prep ROLL OUT SAVE: No Save STACK 99 Initiative 0 pts Touch 1 Creature Permanent Apply A Field Bandage Once per battle per target. Always binds. FOCUS:none Use of Hunter Kit (Out of battle) gives an additional +2 HP. COUNTER: None Hunter slaps on a hurried bandage that binds the wound and heals 1 HP. ENHANCEMENTS: If applied after a healing spell this skill has no effect. Lvl 20 Rollout Instant 16 SP Requires a campfire. (Kit/Kitchen NOT required) STACK 1 RANGE AREA OF EFFECT ROLL OUT SAVE: SNS: 2 5 8 pts Self Self 10 Minutes Up To 1 day No surprise. Point 80 ft Ahead Point person initailly surveys the area, then continues to scout a head of the party. Point person moves to be 30 ft ahead of the group, party gains Init+2 for 1st rd of battle COUNTER: None Point person acts as a scout watching for potentail issues. ENHANCEMENTS: Point person is not able use any skills or efforts that require a maintained concentraction. Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP Lvl 12 AoF X2 6 SP STACK 99 RANGE SAVE: No Save By Weapon 1 Target Initiative 5 Attacks 8 pts Held Shot - Single Target Keeps the target in sight and fires a carefully aimed shot. Pre-battle is possible. Each attack held gains +2 ToHIT & Dmg. Up to a max bonus of +10 (5 attacks missed). COUNTER: None Hunter keeps prey in sight and fires a carefully aimed shot. Bow or crossbow. ENHANCEMENTS: Lvl 12 Range X2 8 SP If the target is out of sight for an entire round or more the count must start over. Each successive attack w/ same target +2 ToHit and Damage(Max +10). Lvl 9 Range +50% 6 SP Lvl 5 Initiative +4 4 SP STACK 1 COST RANGE AREA OF EFFECT DURATION SAVE: No Save LEVEL 16 Pre-battle Melee 1 Creature Instant Hunter starts a battle with a +15 Init to their bow attacks. Hunter creates a zero round by with this quick shot. COUNTER: None ENHANCEMENTS:

Ouick Ranged Shot (Pre-Battle) Only 1 attack is allowed. Lvl 17 Damage +8 / die Bonuses are given to Initiative +15, ToHIT +5, and Damage +5. 16 SP

8 SP Lvl 9 Damage +50% Lvl 14 Attacks +1 8 SP

Battle Offense	CTACK 00		24405	4054 05 55550	2011 0117	SUBJETION.		SAVE	
LEVEL 4	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: No Save	
Accurate Ranged Shots		4 pts	Char Sheet	1 Target	Initiative	1 Round			
A focus on accuracy rather than speed. Shooter focus' on a single target for the round. Shooter gains +2 ToHIT and +2 Damage per Tier. Plus to damage is NOT per die. Shooter loses 1 attack (Minimum 1). This skill requires the use of a bow / crossbow. COUNTER: None ENHANCEMENTS: LVI 12 Range X2 8									8 SP 4 SP
LEVEL 4	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION		SAVE: No Save	

LI	EVEL 4	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Н	lunters Charge		4 pts	Move x2	1 Creature	Initiative	1 Round		
	Charge must be		to the	non-moving targ	get and not end w			OUNTER:Set For C	
	Hunter gains be Detriments to No other attach		Lvl 9 Range +5 Lvl 5 Initiative						
								Lvl 9 Damage -	+50% 8 SP

LEVEL 5	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Long Distance Crossbow Sho	ts	8 pts	By Weapon	1 Target	Initiative	4 Rounds		
Hunter uses flight Damage is reduced	by 2 points	(Min 1).	Distance is :	increased by 8 s			COUNTER: None	
Hunter must use a Initative and ToHI		th flight	bolts. Bows	cannot use this	skill. No chang		ENHANCEMENTS: Lvl 12 Range X2 Lvl 5 Initiative	

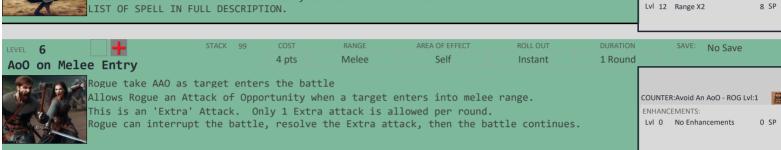
Hunter STACK 1 ROLL OUT SAVE: No Save 8 pts By Weapon By Weapon Initiative 2 Rounds Penetrating Ranged Shots Hunter focus' on burying the arrows deep into the targets the cost of accuracy. This skill only works with bows and for ranged attacks. COUNTER: None This skill requires the use of a bow and the ToHIT has a penalty of 2. ENHANCEMENTS: Lvl 5 Initiative +4 4 SP The damage (upon a hit) gains a bonus of +6 Damage. The minimum damage is 8. Lvl 9 Damage +50% 8 SP This applies to all of the Hunters bow shots for the duration. STACK 99 No Save LEVEL 6 8 pts By Weapon By Weapon Initiative 1 Round 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. COUNTER: None Hunter must annouced BEFORE initiative roll to gain the Initiative bonus of +2. ENHANCEMENTS: Lvl 9 Range +50% 6 SP If not annouced, the Hunter still is able to shoot through the group to the target. Lvl 5 Initiative +4 4 SP STACK 1 **ROLL OUT** No Save 8 pts By Weapon By Weapon 1 Minute 4 Hrs or 1 Battle Critical Ranged Shot (Pre-Battle) Specific ranged weapon for entire battle. 1 weapon per battle. Critical attacks for a SPECIFIC ranged weapon happen on 18, 19, and 20. COUNTER: None Can be enhanced for 12 pts (13th lvl) to rollout this skill during initiative. ENHANCEMENTS: Lyl 12 Rollout Init This skill cannot be stacked upon itself. 12 SP SKI · 2 Initiative 1 Battle Attack is attempted 12 pts 1 Square 1 Horse Mounted Melee Attack Character is able to direct a trained mount into battle. Only 1 attack when moving. Max 2 attacks when stopped. COUNTER: None Requires the use of a trained mount. ENHANCEMENTS: 0 SP Lvl 0 No Enhancements Single handed weapons only. Character is only able to use small or buckler shield. STACK 1 RANGE AREA OF EFFECT ROLL OUT DURATION No Save LEVEL 10 12 pts By Weapon Initiative 4 Rounds 1 Target Blunted Bow Shots (Bow Only) Hunter aims to subdue, not kill. Full damage is applied till end of round, then only 1/4 of the damage remains. COUNTER: None Hunter must use a bow with blunted missiles. Crossbowyers cannot use this skill. ENHANCEMENTS: No changes to Initative and ToHIT rolls. Lvl 14 Duration X2 Damage is from the critical blunt column. Use 'Blunt' on Criticals chart. STACK 1 LEVEL 12 No Save Initiative 12 pts By Weapon By Weapon 1 Round Targeting A Moving Target Hunter tracks the movment and shoots! Init+4 and ToHIT+8 vs Moving targets for 1 Rd. COUNTER: None Bonuses of +2 per Tier to Initiative and ToHIT ENHANCEMENTS: Penalties to Number of attacks reduced to half normal. Minimum is 1 attack. Lvl 20 Rollout Instant 16 SP Lvl 12 Range X2 8 SP 🔁 Standard 'Moving Target' AC adjustment of AC-4 is accounted for with ToHIT Bonus. Lvl 9 Damage +50% 8 SP

STACK 1 AREA OF EFFECT **ROLL OUT** No Save LEVEL 14 16 pts By Weapon 1 Target Initiative 1 Round Ranged Sucker Shot(s)

Hunter scopes out a stationary target that is unaware of any danger. The target must have a relaxed sense about them. Not with 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: 6 SP Lvl 9 Range +50% Lvl 17 Damage +8 / die 16 SP Lvl 18 AoE = 2 Targets 10 SP

-Hunter STACK 1 ROLL OUT SAVE: No Save LEVEL 15 16 pts By Weapon 1 Target Initiative 1 Round Moving And Shooting Hunter uses a ranged weapon while shooting from an unstable position. Instability could be: Ships deck, Horseback, Slipping, etc. . . COUNTER: None Potentially negates some of the downsides of being unstable as your attempt to shoot. ENHANCEMENTS: A ranged weapon must be used. The weapon will only have half of the normal distance. Number of attacks are halved. Minimum of 1. Lvl 12 Range X2 8 SP Lyl 14 Duration X2 8 SP Lvl 17 Damage +8 / die 16 SP **Battle Reaction** STACK 99 RANGE ROLL OUT DURATION 5 1 SAVE: Observe: 2 8 Squares 3x3 Squares Instant 2 Rounds Not Disrupted 8 pts Disruptive Factor (Counter) Counters current issues that attempt to maintain multiple round actions. This action might disrupt other actions or break concentration of others. COUNTER: None All the Targets in the AoE must pass the Save to not be affected/interrupted. ENHANCEMENTS:

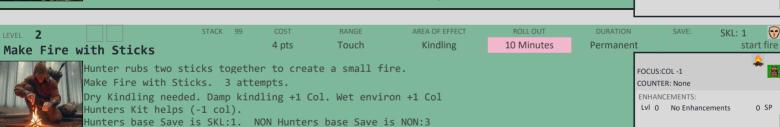


This is a Counter Action and can only be used once in a round.

Lvl 18 Range X4

10 SP

Class Spec	alty								
LEVEL 1	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	•
Skinning A	lide	4 pts	Self	Animal	12 Hours	Permanen <u>t</u>			1 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.								lved	6 SP



						<u> </u>		
LEVEL 3 STACK 1 Mental Alarm Clock	cost 4 pts	RANGE Self	AREA OF EFFECT Self	ROLL OUT 10 Minutes	DURATION 18 Hours		^{VE:} No Save	
Able to set a time and wake up Fighter reviews the surrounding	COUNTER: No	ne						
Fighter must not be exhausted of Does not guarrantee restful slew When waking it takes 1 full rou	ENHANCEMEN Lvl 10 Roll Lvl 14 Dura	lout Halved	6 SP 8 SP					

LEVEL 6 STACK	99 CO:	T RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save	
Make/Repair Arrows	8 p	s Touch	Self	4 Hours	Permanent		
Hunter uses a sharp blad Kit required for all exc Tier 1: 12 crude or blu Tier 2: 12 standard arr	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						

-Hunter Communication RANGE ROLL OUT DURATION SAVE: No Save 1 Month (30 days) 4 nts 6 Squares 1 Square 1 Minute **Hunter Marks** CREATE: - No creations. Usable only a Hunter can leave marks that look like naturally dispersed and meaningless arrangements. No Save to find, just need to look COUNTER: None Hunter can leave marks that look normal to others but are meaningless to others. Others are ENHANCEMENTS: NOT able to make sense of these arrangements. Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP Lvl 14 Duration X2 8 SP STACK 99 RANGE ROLL OUT DURATION 9 SNS: 2 Self 6x6 Squares Initiative 20 Minutes Success 4 pts Mimic Soft Nature Sounds Hunter creates low sounds that can be mistaken for natural sounds. Indistinct natural outdoor sounds. Low volume and intensity. COUNTER: None Hunter can create soft low sounds with no penalty, ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP As the volume of a sound rises the GM may adjust the Save. Lvl 12 Rollout Init 12 SP As the sounds become more distinct the GM may adjust the Save. Creations ROLL OUT No Save 4 nts Touch 1 Salve 4 Hours **End Of Year** 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: Lvl 10 Rollout Halved Bittercress leaf, Wild garlic oil, Rocko's. STACK 99 **ROLL OUT** DURATION LEVEL 1 No Save Used / EOY 4 pts Touch 1 Potion 4 Hours **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: Lvl 10 Rollout Halved Potion used at sunrise heals 2 HP. If hunter applies it then 4 HP. 6 SP Requires a campfire and Hunters Kit. STACK 99 AREA OF EFFECT DURATION SNS: 2 Used / EOY 8 pts Touch 1 Salve 4 Hours Revive to wakeness Create Revive Salve CREATE: Workshop/kitchen IS required. FOCUS:+2 Salves Oty:1-3. Heals Unconscious creature 1d3 HP and revives for 30 min if Save passes COLINTER: None 1 bunch of Bittercress leaves, 1 jar of Pine sap, 1 jar of Oak sap, ENHANCEMENTS: Hunters Kit and KITCHEN required. Lvl 0 No Enhancements n SP STACK 99 ROLL OUT SKI · 2 1 Poultice Used / EOY Help Sick/Disease 8 pts Touch 4 Hours Create Health Poultice CREATE: Hunter creates a Poultice. FOCUS:+2 Poultices Qty:1-3. Helps recover from Sickness/Disease by making the Save column one better (-1). COUNTER: None Sickness/Disease rolls are done in the morning using the Health:2 Save. ENHANCEMENTS: 8 SP Lvl 14 Save -1 Col Requires a campfire and a Hunters Kit. Lvl 10 Rollout Halved 6 SP

STACK 99

End result: 3 Small corked jars of repellent.

Ingredients are Honeysuckle, Palm, Marshdaisy.

Requires a campfire and a Hunters Kit.

Create Repellent Oil

COST

8 pts

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

RANGE

Touch

AREA OF FEFECT

1 dose

DURATION

Used / EOY

ROLL OUT

4 Hours

SAVE:

CREATE:

FOCUS:+2 Doses.

COUNTER: None

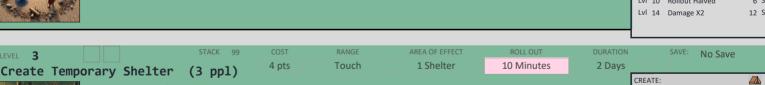
ENHANCEMENTS:
Lvl 0 No Enhancements

SNS: 2

Attacked

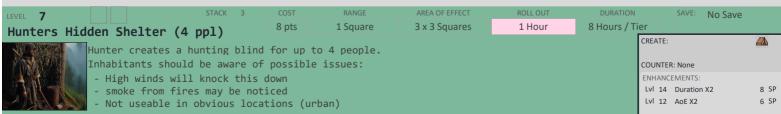
0 SP

Hunter DURATION SNS: 2 LEVEL 10 12 pts Touch 1 Vial 4 Hours Used / EOY Clears Daze/Stun Create Clear Mind Inhalent CREATE: Hunter creates an inhalent. FOCUS:+2 Vials Qty:1-3. Dazed or stunned become clear headed with Save. COUNTER: None This helps Save column. (Col-1). Requires a campfire and a Hunters KIT. ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP Hunter creates an inhalent. Ingredients are Garlic, Ginger, Hemlock. Lvl 10 Rollout Halved 6 SP DURATION STACK 99 LEVEL 11 12 pts Touch 1 lar 4 Hours Used / EOY Stay Awake Create Calming Tea CREATE: Hunter creates a very recognizably tasty tea which helps with Skill Point recovery. FOCUS:+2 Jars Qty:1-3. Deeper sleep and raises Skill Pts at 6am. Pts + 2. COUNTER: None Hunter creates a very recognizably tasty tea which helps with Skill Point recovery. ENHANCEMENTS: 8 SP Lvl 14 Save -1 Col Cabbage, Ginger, Palm, Oak, KIT Lvl 10 Rollout Halved 6 SP STACK 99 ROLL OU SKL: 2 LEVEL 11 Touch Used / EOY 12 pts 1 Meal 4 Hours Stay awake 48 hrs Create Java Meal Spice CREATE. Hunter creates a bit of spice. FOCUS:+2 Meals Qty:1-3. Recipeint will remain alert 48 hrs. (cannot be past 48). COUNTER: None Hunter creates a small edible that will keep the person awake for most of the day. ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP 1 does per 24 hours. Ingredients are Anise, Peppermint, Hemlock. Lvl 10 Rollout Halved 6 SP Requires a campfire and a Hunters KIT. Fences and Shelters ROLL OUT 9 SKI: 2 4 pts Touch 2x1 Squares 20 Minutes 8 Hours Created Hunters Hut (10 ppl) CREATE: The hunter creates a shelter out of avialable materials FOCUS:Set AoE to 2x2 Creates temporary shelter for 10 persons. COUNTER: None The hunter creates a shelter out of avialable materials. ENHANCEMENTS: If left up the shelter will fall within 2 days. Lvl 10 Rollout Halved 6 SP 4 SP Lvl 17 Hidden After duration the shelter will no longer keep the weather out. Lvl 9 Duration +50% 6 SP STACK 99 No Save 30 Minutes 4 pts Touch 3x8 Sq Perimeters 8 Hours Perimeter Safety Hunter uses materials from the environment to alert the party of intruders. 8x8 perimeter. Snaps/breaks/cracks sounds when crossed. COUNTER: None Hunter uses materials from the environment to alert the party of intruders. ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Damage X2 12 SP DURATION STACK 99 No Save



Quickly built (1 min) & lasts 2 days, unless rough weather. Very heavy rains and/or heavy winds will destroy this.

COUNTER: None - Shelter fits up to 3 people. ENHANCEMENTS: Lvl 0 No Enhancements Any rolls to help the sick or diseased gains five (+5).



-Hunter Nae'Ems STACK 99 RANGE SAVE: No Save LEVEL 14 NAE'EM 48 nts 1 Recipient 1 Target 1 Month Permanent **Bestow House Authority** Character is able to draw followers to their banner The Character is able to know if the follower has acted properly according to House ideals COUNTER: None But, the creator of the House will NOT know the mind of the follower. ENHANCEMENTS: This skill allows the character to create a house that they alone own. Lvl 0 No Enhancements 0 SP Only the Eolas using the "House Authority" cause another to be a non-owner authority. Natural Environment STACK 99 No Save Self Initiative 4 pts Self 1 Hour Find North Reviews surrounding area. GM indicates direction of North. COUNTER: None Reviews surrounding area. ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP STACK 99 No Save 2 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: Lvl 12 Range X2 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. STACK 99 SKL: 2 LEVEL 3 20 Minutes Animal is calmed 4 pts 2 Squares 1 Animal 2 Hours 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: Lvl 10 Rollout Halved 6 SP Hunter should use calming mannerisms, slow patient movement, and food to help. Lvl 12 Range X2 8 SP Must Save using column 2, but can use column 1 if the situation fits (as per GM). Lyl 14 Duration X2 8 SP STACK 1 AREA OF EFFECT ROLL OUT No Save Self 20x20 Squares 9 Hours Rollout 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. COLINTER: None Roll a d6 per Tier for number of meals acquired. ENHANCEMENTS: Lvl 0 No Enhancements 0 SP STACK 1 DURATION No Save 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: Lvl 0 No Enhancements Meals gained: 6d20 + 5/assistant. 0 SP Cook:1 hr per 30 meals STACK 1 COST RANGE AREA OF FEFECT ROLL OUT No Save LEVEL 12 12 pts Self 1 Mark 20 Minutes 24 Hours Find/Follow Trail Hunter becomes the tracker. Succeed=GM rolls characters SKL:2. Move x 1/2. COUNTER:Cover Trail - HNT LvI:1 Movement is reduced in half. ENHANCEMENTS: o move full speed and attempt tracking GM uses SKL:3 Save. Lvl 10 Rollout Halved 6 SP

