

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

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

Class Specialty

LEVEL	1	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				2 pts	Touch	1d3 Wraps	4 hours	Permanent	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:
				4 pts	Self	Animal	12 Hours	Permanent	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:
				4 pts	Touch	Kindling	10 Minutes	Permanent	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

FOCUS:COL -1
COUNTER: None

LEVEL	3	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Self	Self	10 Minutes	24 Hours	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

LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
	Hunter Marks			4 pts	6 Squares	1 Square	1 Minute	1 Month (30 days)	No Save

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:
	Mimic Soft Nature Sounds			4 pts	Self	6x6 Squares	Initiative	20 Minutes	No Save

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:
	Create Singer's Salve			12 pts	Touch	1d3 Salves	4 Hours	Used / EOY	None for creation

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:
	Create/Repair Arrows (24)			6 pts	Touch	Self	4 Hours	Permanent	No Save

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:
	Create Sunrise Potion			12 pts	Touch	1d3 Potions	4 Hours	Used / EOY	None for creation

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

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

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
ENHANCEMENTS:	

Fences and Shelters

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

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
ENHANCEMENTS:	

Natural Environment

LEVEL	1	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE: No Save
Find North				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	4 pts	RANGE	10 Squares	AREA OF EFFECT	10 Squares	ROLL OUT	5 Minutes	DURATION	1 Hour	SAVE:	May Need Skill Save
Benign Approach															

LEVEL	3		STACK	99	COST	4 pts	RANGE	2 Squares	AREA OF EFFECT	1 Animal	ROLL OUT	20 Minutes	DURATION	2 Hours	SAVE:	May Need Skill Save	
Calm Animal																	

LEVEL	3	<input type="checkbox"/>	STACK	1	COST		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	May Need Skill Save
Hunt/Fish/Gather					4 pts		Self	20x20 Squares	9 Hours	Rollout		
		<p>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.</p>										
		CREATE:Hunt/Fish/Gather Yield FOCUS:+ 50% COUNTER: None										

Traveling (PMP)

LEVEL	1	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: May Need Skill Save GM
No Road Needed			4 pts	Self	Traversable Land	10 Minutes	8 Hours	Keep course/speed
	Hunter is able to stay on course when no path or road is available.							FOCUS:Duration = 10 hrs
	Hunter guides up to 10 other people while maintaining the normal WALKING road speed.							COUNTER: None
	Extreme environments require the GM roll a Skill Save to keep the course and speed.							ENHANCEMENTS:
	Hunter can use this skill while using other skills like Point Person, Find North.							Lvl 10 Rollout Halved 6 SP
	Double time is NOT an option while using this skill.							Lvl 16 Rollout 1 Min 8 SP