## -Hunter **Battle Offense** RANGE AREA OF EFFECT ROLL OUT SAVE: No Save STACK 99 4 pts Char Sheet 1 Target Initiative 1 Round Accurate Ranged Shots A focus on accuracy rather than speed with a bow or crossbow. Shooter loses 1 attack (Minimum 1) per Tier. COUNTER: None Shooter gains +2 ToHIT and +2 Damage per Tier. ENHANCEMENTS: Plus to damage is NOT per die. Lvl 12 Range X2 8 SP Lvl 5 Initiative +4 4 SP Applies to all bow/crossbow shots during the round. STACK 1 SAVE: No Save IFVFI 4 4 pts Move x2 1 Creature Initiative 1 Round 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. COUNTER:No Counter Available, Lvl:1 Hunter gains bonuses to ToHIT (+8), Damage (+8), and Movement (X2). ENHANCEMENTS: 6 SP Detriments to Movement (minimum 4 squares), Number of attacks (Max 1), and AC (-4). Lvl 9 Range +50% No other attacks (including 'Extra' attacks) can be attempted in the same round. Lvl 5 Initiative +4 4 SP Lvl 9 Damage +50% 8 SP Class Specialty ROLL OUT SAVE: No Save 1d3 Wraps 0.40 nts Touch 4 hours Permanent Create A Field Bandage CREATE:Field Bandage Creates 1d3 bandages FOCUS:+ 2 HP Bandage will stop bleeding. COUNTER: None When applied by a Hunter it will also heal 2 HP. ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Components are fairly easy to find. Requires a Hunters Kit and a campfire. SAVE: No Save STACK 99 4 pts Self Animal 12 Hours 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 RANGE AREA OF EFFECT SAVE: No Save 2 4 pts Touch Kindling 10 Minutes Permanent Make Fire with Sticks Hunter rubs two sticks together to create a small fire. FOCUS:COL -1 Make Fire with Sticks. 3 attempts. COUNTER: None 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 STACK 1 RANGE AREA OF EFFECT SAVE: No Save 3 Self Self 24 Hours 10 Minutes 4 nts 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. COUNTER: None Fighter must not be exhausted or forced to sleep. Does not guarrantee restful sleep. ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP When waking it takes 1 full round before Fighter is able to be clear headed. Lyl 14 Duration X2 If used when awake the 'Alarm' still alerts the character. 8 SP Communication

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.

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CREATE:		ام <u>ه</u>
COUNTE	R: None	
ENHANC	CEMENTS:	
Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP
Lvl 14	Duration X2	8 SP

Create LeanTo Shelter (2 ppl)

COUNTER: None

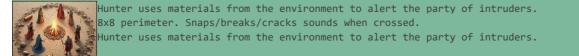
ENHANCEMENTS: Lvl 10 Rollout Halved

Lvl 14 Damage X2

6 SP

12 SP

STACK 99 SAVE: No Save 4 pts Touch 3x8 Sq Perimeters 30 Minutes 8 Hours Perimeter Safety



SAVE: May Need Skill Save GM

6 SP

8 SP

Keep course/speed

Traveling (PMP) RANGE 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 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: Lvl 10 Rollout Halved Hunter can use this skill while using other skills like Point Person, Find North. Lvl 16 Rollout 1 Min Double time is NOT an option while using this skill.