-Hunter Battle-Offense ROLL OUT SAVE: No Save STACK 99 4 nts Char Sheet 1 Target Initiative 1 Round **Accurate Ranged Shots** A focus on accuracy rather than speed. Shooter focus' on a single target for the round. COUNTER: None Shooter gains +2 ToHIT and +2 Damage per Tier. Plus to damage is NOT per die. ENHANCEMENTS: 8 SP Shooter loses 1 attack (Minimum 1). This skill requires the use of a bow / crossbow. Lvl 12 Range X2 Lvl 5 Initiative +4 4 SP Applies to all ranged shots during the round. STACK 1 RANGE AREA OF EFFECT 4 No Save 1 Creature Initiative 1 Round 4 pts Move x2 **Hunters Charge** Hunter charges up to an enemy for a frontal melee attack. Charge must be a straight path to the target and not end with a pivot. COUNTER:Set For Charge - FTR LvI:1 Hunter gains bonuses to ToHIT (+8), Damage (+8), and Movement (X2). ENHANCEMENTS: Detriments to Movement (minimum 4 squares), Number of attacks (Max 1), and AC (-4). Lvl 0 No Enhancements No other attacks (including 'Extra' attacks) can be attempted in the same round. STACK 99 RANGE No Save 5 8 Squares 3x3 Squares Instant 2 Rounds 8 pts COUNTER: Disruptive Factor Character draws attention to themselves in attempt to interrupt others. 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 Lvl 18 Range X4 10 SP Enhancements are able to increase the range. This is a Counter Action and can only be used once in a round. Lvl 12 Range X2 8 SP STACK 99 No Save 5 by the bow Instant 1 Round / Tier **Instant Ranged Shots** 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. COUNTER: None The Hunter must identify a specific bow for this skill and concentrate on this skill. ENHANCEMENTS: Multiple bows can get this benefit with separate use of this skill for each bow. Lvl 9 Range +50% 6 SP Each attack is instant & will be completed before the next attack from another person. Lvl 14 Duration X2 8 SP STACK 1 AREA OF EFFECT No Save 8 pts By Weapon 1 Target Initiative 4 Rounds Long Distance Crossbow Shots Hunter uses flight bolts with a crossbow to gain distance Damage is reduced by 2 points (Min 1). Distance is increased by 8 squares. COUNTER: None Hunter must use a crossbow with flight bolts. Bows cannot use this skill. No changes to ENHANCEMENTS: 8 SP Lvl 12 Range X2 Initative and ToHIT rolls. Lvl 5 Initiative +4 4 SP DURATION STACK 1 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% This applies to all of the Hunters bow shots for the duration. 8 SP STACK 99 No Save 6 4 pts Melee Self Instant 1 Round 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. 9 COUNTER: Avoid An AoO - ROG Lyl:1 This is an 'Extra' Attack. Only 1 Extra attack is allowed per round. **ENHANCEMENTS:**

Rogue can interrupt the battle, resolve the Extra attack, then the battle continues.

Lvl 0 No Enhancements

0 SP

-Hunter STACK 99 ROLL OUT DURATION SAVE: No Save 8 pts By Weapon 1 Target Initiative 5 Attacks Held Shot - Single Target Hunter keeps the target in sight and fires a carefully aimed shot. 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. Lvl 9 Range +50% 6 SP Each successive attack w/ same target +2 ToHit and Damage(Max +10). 4 SP Lvl 5 Initiative +4 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 Battle-Prep STACK ROLL OUT SNS: 2 5 Self 10 Minutes 8 pts Self 4 Hours No surprise Point 80 ft Ahead Hunter takes on roll of a Point Person as the group moves forward. If surprised Hunter Saves to overcome group surprise. COUNTER: None Hunter must be about 80 feet ahead of the group and alone in that point position. ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Hunter maintains concentration to gain the benefits. Sns:2 to avoid Surprize, Dazed, & Stun. No convo, 1000 yard stare. Lvl 16 Rollout 1 Min 8 SP Lvl 12 AoE X2 6 SP STACK 1 COST 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 Creation-Meta RANGE AREA OF EFFECT STACK **ROLL OUT** No Save 8 pts Touch Self 4 Hours Permanent 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 Lvl 10 Rollout Halved 6 SP Lvl 1 Create Crude Arrows Tier 3: 12 flight arrows require, light weight shafts and sinew Creations-AREA OF EFFECT No Save 1 Salve 4 Hours **End Of Year** 4 pts Touch 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: Bittercress leaf, Wild garlic oil, Rocko's. Lvl 10 Rollout Halved 6 SP

LEVEL 1

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

Create Sunrise Potion

4 pts Touch 1 Potion 4 Hours

Used / EOY

CREATE: FOCUS:+2 Potions
COUNTER: None

Qty:3 To be used at 6 AM to gain 2 extra HP (5 HP with Hunter) if Save passes.

1 Bunch of Anises leaf, 1 Jar of Ginger Oil, 1/4 cup of honey, Campfire, & KIT.

Potion used at sunrise heals 2 HP. If hunter applies it then 4 HP.

Requires a campfire and Hunters Kit.

FOCUS:+2 Potions
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP

Hunter STACK 99 ROLL OUT No Save 0 pts Touch 1 Creature Initiative Permanent Apply A Field Bandage Once per battle per target. Always binds. HP+1 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: Lvl 20 Rollout Instant 16 SP If applied after a healing spell this skill has no effect. Requires a campfire. (Kit/Kitchen NOT required) DURATION STACK SNS: 2 8 pts Touch 1 Salve 4 Hours Used / EOY 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 COUNTER: None 1 bunch of Bittercress leaves, 1 jar of Pine sap, 1 jar of Oak sap, ENHANCEMENTS: Lvl 0 No Enhancements 0 SP Hunters Kit and KITCHEN required. STACK 99 DURATION SKI · 2 Used / EOY 8 pts Touch 1 Poultice 4 Hours Help Sick/Disease Create Health Poultice CREATE. 600 Hunter creates a Poultice. FOCUS:+2 Poultices Oty: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: Lvl 14 Save -1 Col Requires a campfire and a Hunters Kit. 8 SP Lvl 10 Rollout Halved 6 SP SNS: 2 Touch Used / EOY 8 pts 1 dose 4 Hours Attacked Create Repellent Oil CREATE: End result: 3 Small corked jars of repellent. FOCUS:+2 Doses. Qty:1-3. Repels Insects. Save column one better (col -1). COUNTER: None Ingredients are Honeysuckle, Palm, Marshdaisy. ENHANCEMENTS: Lvl 0 No Enhancements 0 SP Requires a campfire and a Hunters Kit. Flora-Fauna-Nature 9 SKL: 1 4 pts Self 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: Lvl 10 Rollout Halved 6 SP 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) AREA OF EFFECT STACK No Save 4 pts 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 8 SP 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 SKI: 2 3 4 pts 2 Squares 1 Animal 20 Minutes 2 Hours Animal is calmed Calm Animal 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 Halved

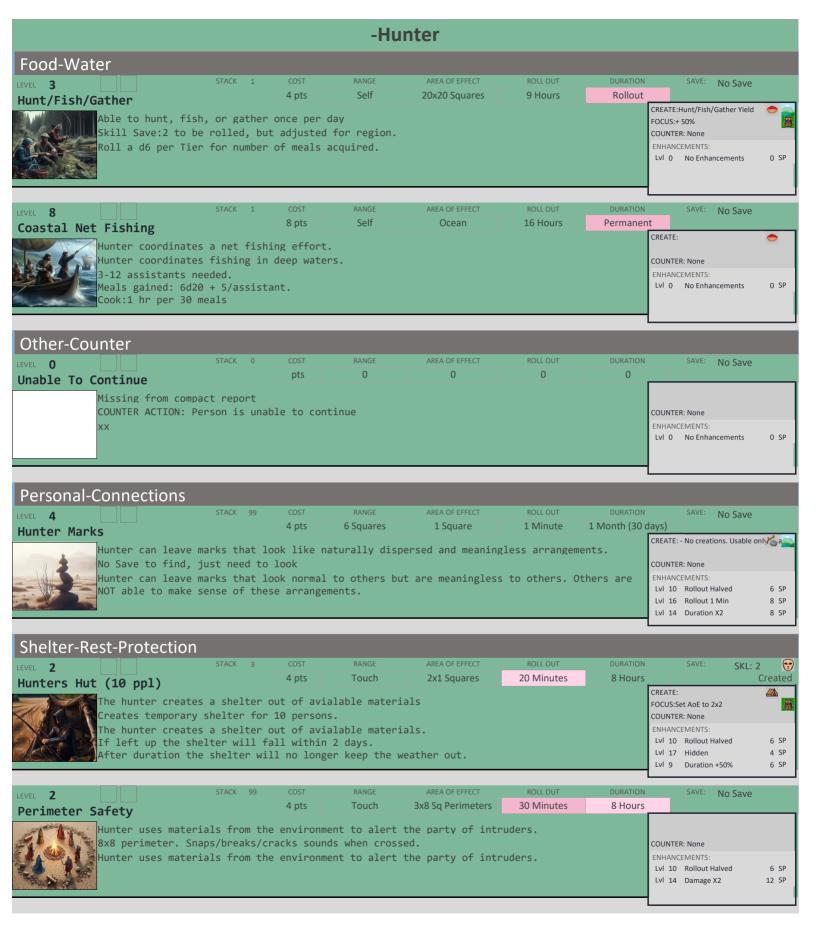
Lvl 12 Range X2

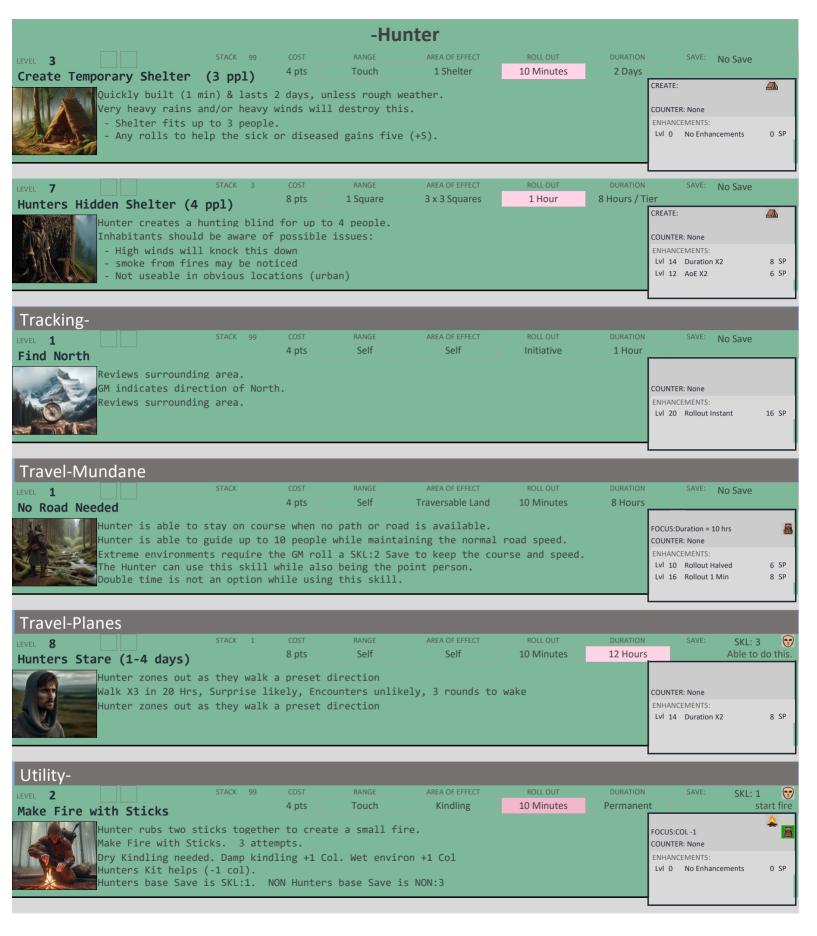
Lvl 14 Duration X2

6 SP

8 SP

8 SP





-Hunter SAVE: No Save STACK 1 AREA OF EFFECT ROLL OUT DURATION LEVEL 3 Self Self 10 Minutes 18 Hours 4 pts 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. COUNTER: None Fighter must not be exhausted or forced to sleep. ENHANCEMENTS: Does not guarrantee restful sleep. Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP When waking it takes 1 full round before Fighter is able to be clear headed. STACK 99 AREA OF EFFECT ROLL OUT SAVF: SNS: 2 Self Initiative 20 Minutes 4 pts 6x6 Squares Success 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:

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. Lvl 20 Rollout Instant

Lvl 12 Rollout Init

16 SP

12 SP