

Battle Actions/Prep

LEVEL1

STACK1

COST4 pts

RANGETouch

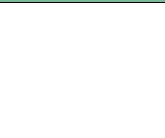
AREA OF EFFECT1 Item

ROLL OUT2 Minutes

DURATIONnd of Battle or 24 h

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

Battle Offense

LEVEL4

STACK99

COST4 pts

RANGEChar Sheet


AREA OF EFFECT1 Target

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 X2	8 SP
Lvl 5	Initiative +4	4 SP

LEVEL4

+

STACK1

COST4 pts

RANGEMove x2


AREA OF EFFECT1 Creature

ROLL OUTInitiative

DURATION1 Round

SAVE: 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

LEVEL1

STACK9

COST2 pts

RANGETouch


AREA OF EFFECT1d3 Wraps

ROLL OUT4 hours

DURATIONPermanent

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
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LEVEL1

STACK99

COST4 pts

RANGESelf


AREA OF EFFECTAnimal

ROLL OUT12 Hours

DURATIONPermanent

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
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LEVEL2

STACK99

COST4 pts

RANGETouch


AREA OF EFFECTKindling

ROLL OUT10 Minutes

DURATIONPermanent

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

FOCUS:COL -1

COUNTER: None

LEVEL3

STACK1

COST4 pts

RANGESelf


AREA OF EFFECTSelf

ROLL OUT10 Minutes

DURATION24 Hours

SAVE: No Save

### Mental Alarm Clock



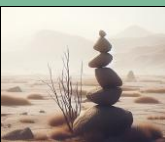

Able to set a time and wake up at that time.  
Fighter reviews surroundings to understand the normal sounds during the rollout.  
Fighter must not be exhausted or forced to sleep. Does not guarantee restful sleep.  
When waking it takes 1 full round before Fighter is able to be clear headed.  
If used when awake the 'Alarm' still alerts the character.


COUNTER: None

ENHANCEMENTS:



Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP



## Communication



LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
Hunter Marks						4 pts	6 Squares	1 Square	1 Minute	1 Month (30 days)											
<div></div> <div>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.</div>																					
										<div>CREATE:</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 16</td><td>Rollout 1 Min</td><td>8 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr></table>			Lvl 10	Rollout Halved	6 SP	Lvl 16	Rollout 1 Min	8 SP	Lvl 14	Duration X2	8 SP
Lvl 10	Rollout Halved	6 SP																			
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Lvl 14	Duration X2	8 SP																			



LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save						
Mimic Soft Nature Sounds						4 pts	Self	6x6 Squares	Initiative	20 Minutes								
<div></div> <div>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.</div>																		
										<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 20</td><td>Rollout Instant</td><td>16 SP</td></tr><tr><td>Lvl 12</td><td>Rollout Init</td><td>12 SP</td></tr></table>			Lvl 20	Rollout Instant	16 SP	Lvl 12	Rollout Init	12 SP
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:	None for creation			
					12 pts	Touch	1d3 Salves	4 Hours	Used / EOY					
<div></div> <div>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"</div>														
										<div>CREATE:Singers Salve</div> <div>FOCUS:+1 Salves</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP
Lvl 10	Rollout Halved	6 SP												

LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save			
					6 pts	Touch	Self	4 Hours	Permanent					
<div><div></div><div>Hunter uses a sharp blade, skill, time and materials to create arrows. Kit required for all except blunt &amp; 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</div></div>														
										<div>CREATE:Arrows</div> <div>FOCUS:Fletching</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP
Lvl 10	Rollout Halved	6 SP												

LEVEL	2			STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	None for creation			
						12 pts	Touch	1d3 Potions	4 Hours	Used / EOY					
<div></div> <div>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.</div>															
										<div>CREATE:Sunrise Potion</div> <div>FOCUS:+1 Potion</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr></table>			Lvl 10	Rollout Halved	6 SP
Lvl 10	Rollout Halved	6 SP													

LEVEL	4		STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	None for creation
					12 pts	Touch	1d3 Salves	4 Hours	Used / EOY		
<div></div> <div>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.</div>											
										<div>CREATE:Revive Salve</div> <div>FOCUS:+1 Salve</div> <div>COUNTER: None</div>	

## 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		
<div></div> <div>Quickly built (1 min) &amp; lasts 12 hrs, unless rough weather. Very heavy rains and/or heavy winds will destroy this. - Shelter fits up to 2 people.</div>											
										<div>CREATE:Lean-To for 2 ppl</div> <div>COUNTER: None</div>	

# -Hunter

LEVEL2

STACK99

COST4 pts

RANGETouch


AREA OF EFFECT3x8 Sq Perimeters

ROLL OUT30 Minutes

DURATION8 Hours

SAVE: No Save

Perimeter Safety



Hunter uses materials from the environment to alert the party of intruders.  
8x8 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 Halved6 SP  
Lvl 14 Damage X212 SP

LEVEL1

STACK99

COST4 pts

RANGESelf

AREA OF EFFECTSelf

ROLL OUTInitiative

DURATION1 Hour

SAVE: No Save

Find North



Reviews surrounding area.  
GM indicates direction of North.  
Reviews surrounding area.

COUNTER: None

ENHANCEMENTS:  
Lvl 20 Rollout Instant16 SP

LEVEL2

STACK99

COST4 pts

RANGE10 Squares


AREA OF EFFECT10 Squares

ROLL OUT5 Minutes

DURATION1 Hour

SAVE: May Need Skill Save

Benign Approach



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 X28 SP

LEVEL3

STACK99


COST4 pts

RANGE2 Squares


AREA OF EFFECT1 Animal

ROLL OUT20 Minutes

DURATION2 Hours

SAVE: May Need Skill Save 

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 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 Save

Hunt/Fish/Gather



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

LEVEL1

STACK


COST4 pts

RANGESelf


AREA OF EFFECTTraversable Land

ROLL OUT10 Minutes


DURATION8 Hours

SAVE: May Need Skill Save 

No Road Needed



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