

Hunter And Pray.

Sample character and monsters for 1Plus2D6
games- Eternal adventure setting.

Hunter.

The hunter is the scout and long distance fighter of the party, preferring to use bows from a distance, and skilled at finding and tracking pray. If need be, the Hunter is a cable fighter, preferring dodge and strike techniques.

To create a Hunter Character, copy the following data onto your character sheet, and chose a starting set.

THE HUNTER STARTING STATS.

Health 10

Energy 4

CCa 1

RCa 3

APo 0

Def 11

6 Skill points of your choice.

1- 1st level ability of your choice.

Sniper Shot. + 3 RCa (Cost 1 energy)

THE HUNTER STARTING SETS.

- 1st Set

1 Good Longbow 3/3D6 with 20 arrows.

1 Long Dagger 4/2D6.

2 healing potions.

40 Gold coins.

- 2nd Set

1 Good Shortbow 3/2D6 with 20 arrows.

1 Good Long Dagger 3/2D6

2 healing potions.

40 Gold coin.

AT EACH LEVEL ABOVE 1st THE HUNTER GAINS:

3 Health Or 2 Energy and 1 Health.

3 Skill points.

1 Ability.

The Hunter levels table:

1 st Level Abilities.	Stacking
Create Trap I. You can create traps of 1 st level.	No
Skilled. 2 extra skill points.	Yes-1
Strong heart. One extra health.	Yes-1
Tinkers mind. One extra energy.	Yes-1
Tracker. Use your attention to track other creatures. (Cost 1 energy)	No
3rd Level Abilities.	
Create Trap II. You can create traps of 2 nd level.	No
Disable Trap (Takes 5 turns)	No
Marksman I. Add one to RCa.	Yes-2
Meditate. Regain 1 energy (takes 1 hour)	No
Precise Strike. + 3 CCa (Cost 1 energy)	No
5th Level Abilities.	
Arcane Power I. Can cast 1 st level spells (Cost 1 energy) also gain one 1 st level spell.	No
Create Trap III. You can create traps of 3 rd level.	No
Marksman II. Add one to RCa.	Yes-2
Pit-dog I. Add one to CCa.	Yes-2
Read scrolls. Use the spells of scrolls.	No
8th Level Abilities.	
Arcane Lore I. Learn one 1 st level spells.	Yes-1
Create Trap IV. You can create traps of 4 th level.	No
Marksman III. Add one to RCa.	Yes-2
Sneak Attack I. + 1 attack dice (Must be behind enemy)	No
Spot Trap. Use attention to spot traps, even when not looking for them.	No
12th Level Abilities.	
Arcanist I. add one to APo.	No
Create Trap V. You can create traps of 5 th level.	No
Marksman IV. Add one to RCa.	Yes-2
Pit-dog II. Add one to CCa.	Yes-2
Use Magic Item. Able to use magic items. (Cost 1 energy)	No

Stacking: No (This ability can only be taken once, and don't stack with other abilities giving the same type of bonus, except for permanent and magic stacks) Yes-1 (This ability can be taken multiple times, the bonus is permanent and stacks with other of its type) Yes-2 (This ability can only be taken once, the bonus is permanent and stacks with other of its type)

Goblin

Health 3

Energy 2

CCa 2

RCa 2

APo 0

DEf 8

+2 Attention

+1 Stealth

Precise Strike. + 3 CCa (Cost 1 energy)

Sniper Shot. + 3 RCa (Cost 1 energy)

Dagger 4/1D6

1 Shortbow 4/2D6 with 20 arrows.

4 Gold coins

Orc

Health 4

Energy 1

CCa 3

RCa 2

APo 0

DEf 10

Precise Strike. + 3 CCa (Cost 1 energy)

Rage I. One extra damage dice on next attack (Cost 1 energy)

Axe 4/3D6

1 Shortbow 4/2D6 with 20 arrows.

5 Gold coins