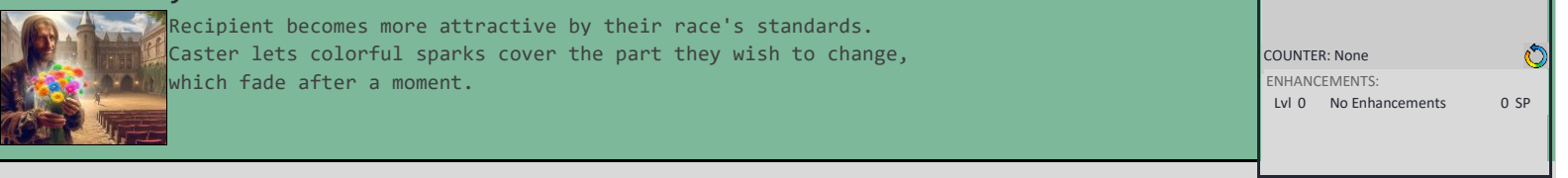


## -Hunter

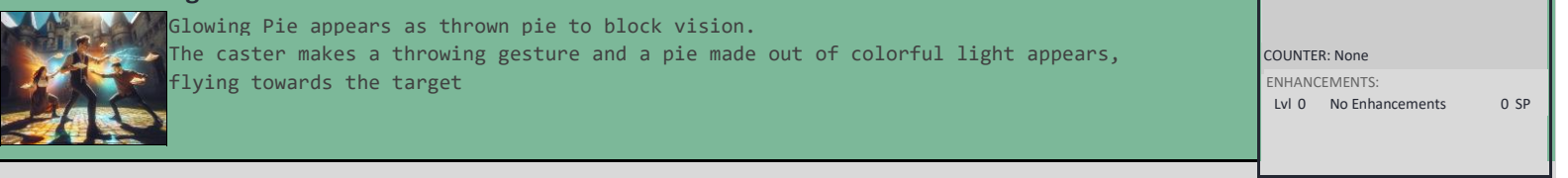
## Altered Reality

LEVEL	0.1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Beauty Contestant:2nd Prize						15% Max	Self	Self	5 Minutes	12 Hours		



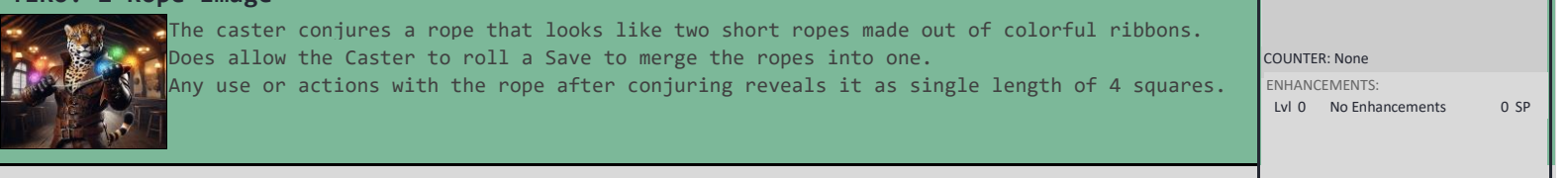
Lvl 0	No Enhancements	0 SP
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LEVEL	0.1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1
TIRO: Pie Fight!				20% Max	4 Squares	1 Target	Initiative	1 Round		Blocks Vision



Lvl 0	No Enhancements	0 SP
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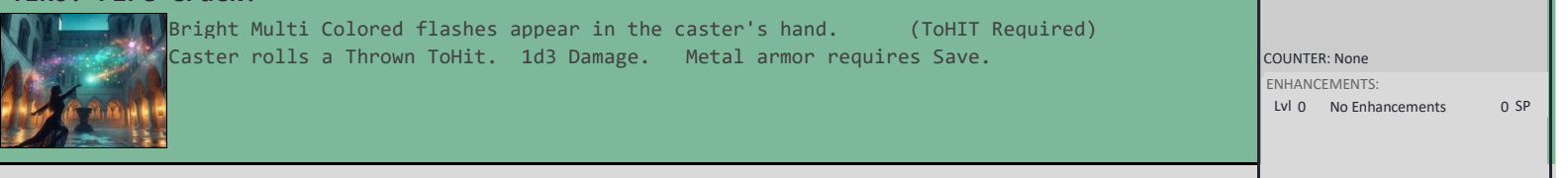
LEVEL	0.3	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1
TIRO: 2 Rope Image				10% Max	1 Rope	1 Rope	1 Minute	2 Hours		Rope not cut






Lvl 0	No Enhancements	0 SP
-------	-----------------	------

Battle-Offense

LEVEL	0.2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1
TIRO: Fire Crack!						20% Max	6 Squares	1 Target	Initiative	Instant		Damage taken



Lvl 0	No Enhancements	0 SP
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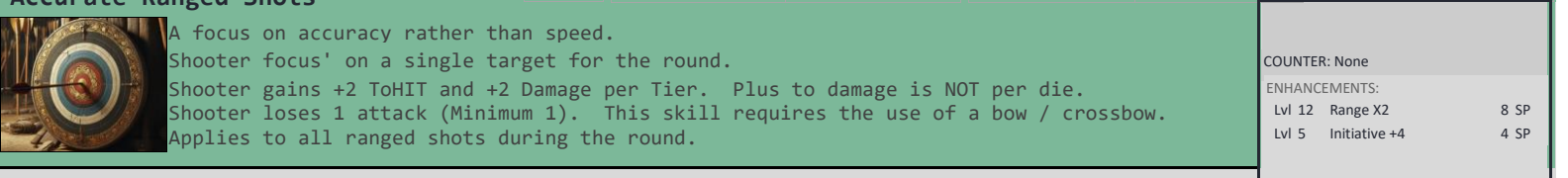
LEVEL **0.4**   STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: AGL: 2 

**TTR0: Quick Flash Fire** 30% Max 12 Squares 1 Target Initiative Instant No Damage



Lvl 0	No Enhancements	0 SP
-------	-----------------	------

LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Char Sheet	1 Target	Initiative	1 Round		

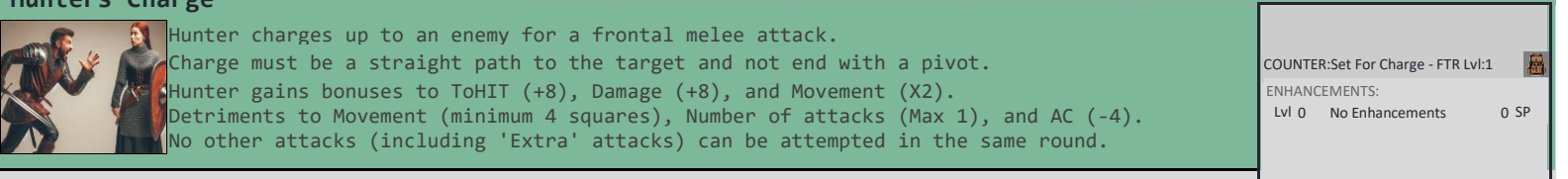


lvl 12	Range X2	8 SP
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Lvl 12	Range X2	3 SP
Lvl 5	Initiative +4	4 SP

LVI 3 Initiative #4 4 3F

LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Hunters Charge			4 pts	Move x2	1 Creature	Initiative	1 Round		



Lvl 0	No Enhancements	0 SP
-------	-----------------	------

LVI 0 NO Enhancements 0.51

# -Hunter

LEVEL

5

STACK

99

COST

8 pts

RANGE

8 Squares

AREA OF EFFECT

3x3 Squares

ROLL OUT

Instant

DURATION

2 Rounds

SAVE:

No Save

COUNTER: Disruptive Factor



Character draws attention to themselves in attempt to interrupt others.

This action might disrupt other actions or break concentration of others.

All the Targets in the AoE must pass the Save to not be affected/interrupted.

Enhancements are able to increase the range.

This is a Counter Action and can only be used once in a round.

COUNTER: None

ENHANCEMENTS:

Lvl 18

Range X4

10 SP

Lvl 12

Range X2

8 SP

LEVEL

5

STACK

99

COST

8 pts

RANGE

by the bow

AREA OF EFFECT

Self

ROLL OUT

Instant

DURATION

1 Round / Tier

SAVE:

No Save

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.

The Hunter must identify a specific bow for this skill and concentrate on this skill.

Multiple bows can get this benefit with separate use of this skill for each bow.

Each attack is instant & will be completed before the next attack from another person.

COUNTER: None

ENHANCEMENTS:

Lvl 9

Range +50%

6 SP

Lvl 14

Duration X2

8 SP

LEVEL

5

STACK

1

COST

8 pts

RANGE

By Weapon

AREA OF EFFECT

1 Target

ROLL OUT

Initiative

DURATION

4 Rounds

SAVE:

No Save

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.

Hunter must use a crossbow with flight bolts. Bows cannot use this skill. No changes to Initiative and ToHIT rolls.

COUNTER: None

ENHANCEMENTS:

Lvl 12

Range X2

8 SP

Lvl 5

Initiative +4

4 SP

LEVEL

5

STACK

1

COST

8 pts

RANGE

By Weapon

AREA OF EFFECT

By Weapon

ROLL OUT

Initiative

DURATION

2 Rounds

SAVE:

No Save

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.

This skill requires the use of a bow and the ToHIT has a penalty of 2.

The damage (upon a hit) gains a bonus of +6 Damage. The minimum damage is 8.

This applies to all of the Hunters bow shots for the duration.

COUNTER: None

ENHANCEMENTS:

Lvl 5

Initiative +4

4 SP

Lvl 9

Damage +50%

8 SP

LEVEL

6

STACK

99

COST

4 pts

RANGE

Melee

AREA OF EFFECT

Self

ROLL OUT

Instant

DURATION

1 Round

SAVE:

No Save

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.

This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.

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

COUNTER: Avoid An AoO - ROG Lvl:1

ENHANCEMENTS:

Lvl 0

No Enhancements

0 SP

LEVEL

6

STACK

99

COST

8 pts

RANGE

By Weapon

AREA OF EFFECT

1 Target

ROLL OUT

Initiative

DURATION

5 Attacks

SAVE:

No Save

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).

Hunter keeps prey in sight and fires a carefully aimed shot. Bow or crossbow.

If the target is out of sight for an entire round or more the count must start over.

Each successive attack w/ same target +2 ToHit and Damage(Max +10).

COUNTER: None

ENHANCEMENTS:

Lvl 12

Range X2

8 SP

Lvl 9

Range +50%

6 SP

Lvl 5

Initiative +4

4 SP

LEVEL

6

STACK

99

COST

8 pts

RANGE

By Weapon

AREA OF EFFECT

By Weapon

ROLL OUT

Initiative

DURATION

1 Round

SAVE:

No Save

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.

Hunter must announced BEFORE initiative roll to gain the Initiative bonus of +2.

If not announced, the Hunter still is able to shoot through the group to the target.

COUNTER: None

ENHANCEMENTS:

Lvl 9

Range +50%

6 SP

Lvl 5

Initiative +4

4 SP

# -Hunter

LEVEL	9	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
				12 pts	1 Square	1 Horse	Initiative	1 Battle		Attack is attempted	

## Mounted Melee Attack



Character is able to direct a trained mount into battle.  
Only 1 attack when moving. Max 2 attacks when stopped.  
Requires the use of a trained mount.  
Single handed weapons only.  
Character is only able to use small or buckler shield.

COUNTER: None  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP

LEVEL	10	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				12 pts	By Weapon	1 Target	Initiative	4 Rounds			

## Blunted Bow Shots (Bow Only)



Hunter aims to subdue, not kill.  
Full damage is applied till end of round, then only 1/4 of the damage remains.  
Hunter must use a bow with blunted missiles. Crossbowyers cannot use this skill.  
No changes to Initiative and ToHIT rolls.  
Damage is from the critical blunt column. Use 'Blunt' on Criticals chart.

COUNTER: None  
ENHANCEMENTS:  
Lvl 14 Duration X2 8 SP

LEVEL	12	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				12 pts	By Weapon	By Weapon	Initiative	1 Round			

## Targeting A Moving Target



Hunter tracks the movment and shoots!  
Init+4 and ToHIT+8 vs Moving targets for 1 Rd.  
Bonuses of +2 per Tier to Initiative and ToHIT  
Penalties to Number of attacks reduced to half normal. Minimum is 1 attack.  
Standard 'Moving Target' AC adjustment of AC-4 is accounted for with ToHIT Bonus.

COUNTER: None  
ENHANCEMENTS:  
Lvl 20 Rollout Instant 16 SP  
Lvl 12 Range X2 8 SP  
Lvl 9 Damage +50% 8 SP

LEVEL	14	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				16 pts	By Weapon	1 Target	Initiative	1 Round			

## Ranged Sucker Shot(s)



Hunter scopes out a stationary target that is unaware of any danger.  
The target must have a relaxed sense about them. Not with their guard up.  
Bonuses: +12 to Init, ToHIT, and Damage. Though, Initiative may not come into play.  
Detriments: One unaware target, Bow required, & half normal attacks. (Min 1)  
Target may have armor / be in a protected state. Required unguarded stance of target.

COUNTER: None  
ENHANCEMENTS:  
Lvl 9 Range +50% 6 SP  
Lvl 17 Damage +8 / die 16 SP  
Lvl 18 AoE = 2 Targets 10 SP

LEVEL	15	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				16 pts	By Weapon	1 Target	Initiative	1 Round			

## Moving And Shooting



Hunter uses a ranged weapon while shooting from an unstable position.  
Instability could be: Ships deck, Horseback, Slipping, etc. . .  
Potentially negates some of the downsides of being unstable as your attempt to shoot.  
A ranged weapon must be used. The weapon will only have half of the normal distance.  
Number of attacks are halved. Minimum of 1.

COUNTER: None  
ENHANCEMENTS:  
Lvl 12 Range X2 8 SP  
Lvl 14 Duration X2 8 SP  
Lvl 17 Damage +8 / die 16 SP

# Battle-Prep

LEVEL	0.3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
				30% Max	Self	Self	1 Minute	4 Hours			

## TIRO: Armor of Light



Solid Multi Colored flashes and surrounds the Caster.  
AC becomes 16. Image of bright, sparkly magic armor around Caster.

COUNTER: Same Spell  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP

LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	
				8 pts	Self	Self	10 Minutes	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.  
Hunter must be about 80 feet ahead of the group and alone in that point position.  
Hunter maintains concentration to gain the benefits.  
Sns:2 to avoid Surprise, Dazed, & Stun. No convo, 1000 yard stare.


COUNTER: None  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 16 Rollout 1 Min 8 SP  
Lvl 12 AoE X2 6 SP

## -Hunter


LEVEL	8		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Critical Ranged Shot (Pre-Battle)</b>					8 pts	By Weapon	By Weapon	1 Minute	4 Hrs or 1 Battle		
 Specific ranged weapon for entire battle. 1 weapon per battle. Critical attacks for a SPECIFIC ranged weapon happen on 18, 19, and 20. Can be enhanced for 12 pts (13th lvl) to rollout this skill during initiative. This skill cannot be stacked upon itself.										<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 12   Rollout Init   12 SP	


LEVEL	16		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Quick Ranged Shot (Pre-Battle)</b>					16 pts	Melee	1 Creature	Instant	Instant		
 Hunter starts a battle with a +15 Init to their bow attacks. Hunter creates a zero round by with this quick shot. Only 1 attack is allowed. Bonuses are given to Initiative +15, ToHIT +5, and Damage +5.										<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 17   Damage +8 / die   16 SP Lvl 9   Damage +50%   8 SP Lvl 14   Attacks +1   8 SP	


## Call-Summon

LEVEL	0.3		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1 Item grabbed.
<b>TIRO: I Have Your Item!</b>					30% Max	4 Sqs	1 Item	Initiative	1 Round		
 Bright Multi Colored flashes travel towards the item and snatches it. Random object (No magic/metal/crystalline). Metal armor = 1 worse Save. Save to retrieve item.										<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 0   No Enhancements   0 SP	


## Communication-

LEVEL	0.2		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>TIRO: Amplify Own Speech</b>					20% Max	Self	3x3x3 Sq	Initiative	5 Minutes		
 The caster takes a deep breath and speaks at an amplified volume. Amplifies sound out up to a 3 Square wide Cube. Amplify even whispers. Doesn't affect anyone but the caster. As normal for the resulting volume it does carry over walls/barriers.										<b>COUNTER:</b> Same Spell <b>ENHANCEMENTS:</b> Lvl 0   No Enhancements   0 SP	

LEVEL	0.3		STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>TIRO: Colored Signal Flare</b>					15% Max	20 Squares	1 Flare	Initiative	1 Minute		
 A colored signal flare. Random between Red, Blue, Yellow, and Green. Roll 1d20 1 - 5 is bright red, 5 - 10 is bright blue, 10 - 15 is bright yellow, 15 - 20 is bright green.										<b>COUNTER:</b> Same Spell <b>ENHANCEMENTS:</b> Lvl 0   No Enhancements   0 SP	

LEVEL	0.4	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save				
TIRO: Sloppy Spying					25% Max	12 Squares	3x3x3 Sqs	Initiative	5 Minutes								
					<p>Ghostly Multi Colored flashes surround the caster for the duration.</p> <p>Caster is the only one that sees the effects of this spell.</p> <p>Others have no indication beyond a lot of multi colored magic floating around.</p>								<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 0</td><td>No Enhancements</td><td>0 SP</td></tr></table>		Lvl 0	No Enhancements	0 SP
Lvl 0	No Enhancements	0 SP															

## Creation-Meta

LEVEL	0.1		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>TIRO: Water From A Plant</b>					20% Max	1 Square	1 Plant	Initiative	10 Minutes		
 The caster enchants a plant to pour water. Water pours as if from a spout, but instead it is from the plant. This only creates enough water to fill up a waterskin throughout the Duration. Does NOT have any affect against plant creatures.										<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 0   No Enhancements   0 SP	

# -Hunter

LEVEL 6

STACK 99

COST8 pts


RANGETouch

AREA OF EFFECTSelf

ROLL OUT4 Hours

DURATIONPermanent

SAVE: 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:  
FOCUS:Required  
COUNTER:None

ENHANCEMENTS:  
Lvl 10 Rollout Halved6 SP  
Lvl 1 Create Crude Arrows0 SP

## Creations-

LEVEL 1

STACK 99

COST4 pts


RANGETouch

AREA OF EFFECT1 Salve

ROLL OUT4 Hours

DURATIONEnd Of Year

SAVE: No Save



Hunter creates a Singer's Salve in their own way, resulting in 3 small corked jars.  
Qty:3 Helps with damage over time (DOT) if Save is passed.  
1 bunch-Bittercress leaf, 1 jar-Wild garlic oil, 1 shot-Rocko's Hot Water.  
Requires a Campfire and Hunters KIT.  
Salve works against DOT. +2 (+4 if by Hunter) healed at each cycle of the DOT.

CREATE:  
FOCUS:+2 Salves  
COUNTER:None

ENHANCEMENTS:  
Lvl 10 Rollout Halved6 SP

LEVEL 1

STACK 99

COST4 pts


RANGETouch

AREA OF EFFECT1 Potion

ROLL OUT4 Hours

DURATIONUsed / EOY

SAVE: No Save



Hunter creates a Sunrise Potion in their own way.  
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.

CREATE:  
FOCUS:+2 Potions  
COUNTER:None

ENHANCEMENTS:  
Lvl 10 Rollout Halved6 SP

LEVEL 2

STACK 99

COST0 pts


RANGETouch

AREA OF EFFECT1 Creature

ROLL OUTInitiative

DURATIONPermanent

SAVE: No Save



Once per battle per target. Always binds. HP+1  
Use of Hunter Kit (Out of battle) gives an additional +2 HP.  
Hunter slaps on a hurried bandage that binds the wound and heals 1 HP.  
If applied after a healing spell this skill has no effect.  
Requires a campfire. (Kit/Kitchen NOT required)

FOCUS:none  
COUNTER:None

ENHANCEMENTS:  
Lvl 20 Rollout Instant16 SP

LEVEL 5

STACK 99

COST8 pts


RANGETouch

AREA OF EFFECT1 Salve

ROLL OUT4 Hours

DURATIONUsed / EOY

SAVE: SNS: 2  
Revive to wakeness



Workshop/kitchen IS required.  
Qty:1-3. Heals Unconscious creature 1d3 HP and revives for 30 min if Save passes  
1 bunch of Bittercress leaves, 1 jar of Pine sap, 1 jar of Oak sap,  
Hunters Kit and KITCHEN required.

CREATE:  
FOCUS:+2 Salves  
COUNTER:None

ENHANCEMENTS:  
Lvl 0 No Enhancements0 SP

LEVEL 7

STACK 99

COST8 pts


RANGETouch

AREA OF EFFECT1 Poultice

ROLL OUT4 Hours

DURATIONUsed / EOY

SAVE: SKL: 2  
Help Sick/Disease



Hunter creates a Poultice.  
Qty:1-3. Helps recover from Sickness/Disease by making the Save column one better (-1).  
Sickness/Disease rolls are done in the morning using the Health:2 Save.  
Requires a campfire and a Hunters Kit.

CREATE:  
FOCUS:+2 Poultices  
COUNTER:None

ENHANCEMENTS:  
Lvl 14 Save -1 Col8 SP  
Lvl 10 Rollout Halved6 SP

LEVEL 7

STACK 99

COST8 pts


RANGETouch

AREA OF EFFECT1 dose

ROLL OUT4 Hours

DURATIONUsed / EOY

SAVE: SNS: 2  
Attacked






End result: 3 Small corked jars of repellent.  
Qty:1-3. Repels Insects. Save column one better (col -1).  
Ingredients are Honeysuckle, Palm, Marshdaisy.  
Requires a campfire and a Hunters Kit.




CREATE:  
FOCUS:+2 Doses.  
COUNTER:None




ENHANCEMENTS:  
Lvl 0 No Enhancements0 SP






## -Hunter


LEVEL	11			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	
						12 pts	Touch	1 Vial	4 Hours	Used / EOY	Clears Daze/Stun		
						<p>Hunter creates an inhalent. Qty:1-3. Dazed or stunned become clear headed with Save. This helps Save column. (Col-1). Requires a campfire and a Hunters KIT. Hunter creates an inhalent. Ingredients are Garlic, Ginger, Hemlock.</p>							
						<p>CREATE:   FOCUS:+2 Vials COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP Lvl 10 Rollout Halved 6 SP</p>							


LEVEL	11			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						12 pts	Touch	1 Meal	4 Hours	Used / EOY	Stay awake 48 hrs		
						<p>Hunter creates a bit of spice. Qty:1-3. Recipeint will remain alert 48 hrs. (cannot be past 48). Hunter creates a small edible that will keep the person awake for most of the day. 1 does per 24 hours. Ingredients are Anise, Peppermint, Hemlock. Requires a campfire and a Hunters KIT.</p>							
						<p>CREATE:   FOCUS:+2 Meals COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP Lvl 10 Rollout Halved 6 SP</p>							

LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 1	
						12 pts	Touch	1 Jar	4 Hours	Used / EOY	Stay Awake		
						<p>Hunter creates a very recognizably tasty tea which helps with Skill Point recovery. Qty:1-3. Deeper sleep and raises Skill Pts at 6am. Pts + 2. Hunter creates a very recognizably tasty tea which helps with Skill Point recovery. Cabbage, Ginger, Palm, Oak, KIT</p>							
						<p>CREATE:   FOCUS:+2 Jars COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP Lvl 10 Rollout Halved 6 SP</p>							




## Flora-Fauna-Nature

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	
						4 pts	Self	Animal	12 Hours	Permanent	1 hide		
						<p>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. This includes Skinning, Trimming, Cleaning, Drying. Tier of Hunter indicates the size of the 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).</p>							
						<p>CREATE:   FOCUS:2 Hides COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP</p>							

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	10 Squares	10 Squares	5 Minutes	1 Hour			
						<p>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.</p>							
						<p>COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP</p>							

LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						4 pts	2 Squares	1 Animal	20 Minutes	2 Hours	Animal is calmed		
						<p>The hunter calms a wild animal in their own way. Some animals flee before effect happens. Skill:2 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).</p>							
						<p>COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP</p>							

## Food-Water

LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						4 pts	Self	20x20 Squares	9 Hours	Rollout	Aquired food.		
						<p>Able to hunt, fish, or gather once per day Skill Save:2 to be rolled, but adjusted for region. Spring/Summer: Pass=35 meals. Fail=3d8 meals. Fall/Winter: Pass=12 meals. Fail=2d4 meals.</p>							
						<p>CREATE:   FOCUS:+ 50% COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP</p>							

## -Hunter

LEVEL	9			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	Self	Ocean	16 Hours	Permanent		



Hunter coordinates a net fishing effort.  
Hunter coordinates fishing in deep waters.  
3-12 assistants needed.  
Meals gained: 6d20 + 5/assistant.  
Cook:1 hr per 30 meals

CREATE: 


COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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## Health-Life-Death

LEVEL	0.1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						30% Max	1 Square	Recipient	Initiative	Permanent		



A rainbow of colors surrounds the person being healed.  
1d12 HP healing. Does heal 1d12 painlessly.  
Does NOT heal Undead or Living Dead.  
Does NOT heal any sicknesses, diseases or other ailments.  
Does NOT deal any damage prior to healing the Recipient.


COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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## Light-

LEVEL	0.4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						10% Max	10 Squares	2x2 Sqs	Initiative	1d20 Minutes		



Colorful lights surround an area.  
Non-flammable point of low light. 1 of 5 colors.


COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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## Personal-Connections

LEVEL	0.2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
						40% Max	10 Squares	1 Target	Initiative	Special	Friends!	




Colorful heart-shaped sparkles around casters hands.  
Potentially makes someone more tolerant of the caster.  
Does last only 10 minutes (outside of battle) or one round (in battle).  
Does allow the Target to make a Save.

COUNTER: None


ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL	4			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 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: - No creations. Usable only  1 sp


COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP
Lvl 14	Duration X2	8 SP

## Shelter-Rest-Protection

LEVEL	0.2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						20% Max	8 Squares	1x2 Squares	1 Minute	8 Hours		



Bright Multi Colored flashes form a broken down colorful tent.  
Bright multicolored pup tent. 2 participants.

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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# -Hunter

LEVEL 2

STACK 3

COST4 pts

RANGETouch

AREA OF EFFECT2x1 Squares


ROLL OUT20 Minutes

DURATION8 Hours


SAVE:

SKL: 2

Created



The hunter creates a shelter out of avialable materials  
Creates temporary shelter for 8 persons.  
The hunter creates a shelter out of avialable materials.  
If left up the shelter will fall within 2 days.  
After duration the shelter will no longer keep the weather out.

CREATE:

FOCUS:Set AoE to 2x2

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 9	Duration +50%	6 SP

LEVEL 2

STACK 99

COST4 pts

RANGETouch


AREA OF EFFECT3x8 Sq Perimeters

ROLL OUT30 Minutes

DURATION8 Hours

SAVE:

No Save



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 Halved	6 SP
Lvl 14	Damage X2	12 SP

LEVEL 3

STACK 99

COST4 pts

RANGETouch


AREA OF EFFECT1 Shelter

ROLL OUT10 Minutes


DURATION2 Days

SAVE:

No Save



Quickly built (1 min) & lasts 2 days, unless rough weather.  
Very heavy rains and/or heavy winds will destroy this.  
- Shelter fits up to 3 people.  
- Any rolls to help the sick or diseased gains five (+5).

CREATE:

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL 7

STACK 3

COST8 pts

RANGE1 Square


AREA OF EFFECT3 x 3 Squares

ROLL OUT1 Hour


DURATION8 Hours / Tier

SAVE:

No Save



Hunter creates a hunting blind for up to 4 people.  
Inhabitants should be aware of possible issues:  
- High winds will knock this down  
- smoke from fires may be noticed  
- Not useable in obvious locations (urban)

CREATE:

COUNTER: None

ENHANCEMENTS:

Lvl 14	Duration X2	8 SP
Lvl 12	AoE X2	6 SP

## Tracking-

LEVEL 0.4

STACK 99

COST30% Max

RANGESelf


AREA OF EFFECT1 Trail

ROLL OUTInitiative

DURATION1 Hour

SAVE:

No Save



Solid Multi Colored flashes to show everyone in sight where path is.  
Find and follow a trail while leaving an obvious trail with signposts.

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL 1

STACK 99

COST4 pts

RANGESelf


AREA OF EFFECTSelf

ROLL OUTInitiative

DURATION1 Hour

SAVE:

No Save



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

COUNTER: None

ENHANCEMENTS:

Lvl 20	Rollout Instant	16 SP
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LEVEL 9

JUST ?

STACK 99

COST12 pts

RANGETouch


AREA OF EFFECT1 Mark Trail

ROLL OUT20 Minutes


DURATION12 Hours

SAVE:

No Save



Hunter slows down to ensure no trial is left behind.  
Hunters 'might' uncover trail. Max:1 mark covered.  
Hunter slows down to ensure no trial is left behind.  
Attempts to cover trail at full speed require GM to roll characters SKL:3 .


COUNTER:Find/Follow Trail- HNT Lvl:12

ENHANCEMENTS:


Lvl 10	Rollout Halved	6 SP
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## -Hunter


LEVEL	12			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Find/Follow Trail					12 pts	Self	1 Mark	20 Minutes	24 Hours		
 <p>Hunter becomes the tracker. Succeed=GM rolls characters SKL:2. Move x 1/2. Movement is reduced in half. To move full speed and attempt tracking GM uses SKL:3 Save.</p>											COUNTER:Cover Trail - HNT Lvl:9 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP	

## Travel-Planes


LEVEL	0.1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	TIRO: Quick Jump					20% Max	1d6 Squares	Self	Initiative	Instant		
 <p>Colorful glow appears under caster's feet &amp; follows them as they jump. 1d6 squares in direction indicated.</p>											COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP	


LEVEL	0.3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2 Not moved
	TIRO: Quick Push!					40% Max	4 Squares	1 Recipient	Initiative	Instant		
 <p>Bright Multi Colored flashes travel towards the Target and surround them. Recipient forced to random spot up to 4 Squares away.</p>											COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP	

LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3 Able to do this.
	Hunters Stare (1-4 days)					8 pts	Self	Self	10 Minutes	12 Hours		
 <p>Hunter zones out as they walk a preset direction Walk X3 in 20 Hrs, Surprise likely, Encounters unlikely, 3 rounds to wake Hunter zones out as they walk a preset direction</p>											COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 8 SP	

LEVEL	13			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Faster Path					16 pts	Self	Non-Urban	10 Minutes	1 Day		
 <p>Hunter estimates fastest path through known environments. Solo=150%. Group=120% w/Hunter @ point. Not all environs. The local area does NOT have to be known by hunter, only the type of environment. Hunter can lead the group using a faster pace and a better path.</p>											COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP	

## Utility-

LEVEL	0.4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	TIRO: Tasty Cumber Meals					25% Max	Touch	Varies	1 Minute	1 Hour		
 <p>Multi Colored flashes extend from Caster's hand and form into consumable food. 1d12 meals appear at waist height of the Caster.</p>											COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP	

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1 start fire
	Make Fire with Sticks					4 pts	Touch	Kindling	10 Minutes	Permanent		
 <p>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</p>											FOCUS:COL -1 COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP	

LEVEL

2

STACK

1

COST

4 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

10 Minutes


DURATION

18 Hours

SAVE:

No Save

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.

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.

COUNTER: None

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 14

Duration X2

8 SP

LEVEL

4

STACK

99

COST

4 pts

RANGE

Self

AREA OF EFFECT

6x6 Squares

ROLL OUT


Initiative

DURATION

20 Minutes


SAVE:

SNS: 2



Success

Mimic Soft Nature Sounds



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