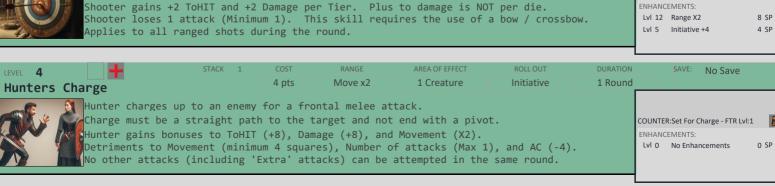
-Hunter **Altered Reality** ROLL OUT SAVE: No Save LEVEL **0.1** 15% Max Self 5 Minutes 12 Hours TIRO: Beauty Contestant: 2nd Prize Recipient becomes more attractive by their race's standards. Caster lets colorful sparks cover the part they wish to change, COUNTER: None which fade after a moment. ENHANCEMENTS: LvI 0 No Enhancements 0 SP STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: LEVEL 0.1 RM: 1 20% Max 4 Squares 1 Target Initiative 1 Round **Blocks Vision** TIRO: Pie Fight! Glowing Pie appears as thrown pie to block vision. The caster makes a throwing gesture and a pie made out of colorful light appears, COUNTER: None flying towards the target ENHANCEMENTS: Lvl 0 No Enhancements RANGE STACK 1 SKI · 1 LEVEL 0.3 10% Max 1 Minute 1 Rope 1 Rope 2 Hours Rope not cut TIRO: 2 Rope Image The caster conjures a rope that looks like two short ropes made out of colorful ribbons. Does allow the Caster to roll a Save to merge the ropes into one. COUNTER: None Any use or actions with the rope after conjuring reveals it as single length of 4 squares. ENHANCEMENTS: Lvl 0 No Enhancements 0 SP Battle-Offense STACK 99 RANGE **ROLL OUT** RM: 1 LEVEL 0.2 20% Max 6 Squares 1 Target Initiative Instant Damage taken TIRO: Fire Crack! Bright Multi Colored flashes appear in the caster's hand. (ToHIT Required) Caster rolls a Thrown ToHit. 1d3 Damage. Metal armor requires Save. COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP STACK 99 RANGE ROLL OUT DURATION AGL: 2 LEVEL 0.4 30% Max 12 Squares 1 Target Initiative Instant No Damage TIRO: Quick Flash Fire Colorful embers appear in the caster's palm. ToHIT Required. COUNTER: None 1d12 Damage. Save for half damage. ENHANCEMENTS: Lvl 0 No Enhancements 0 SP STACK 99 DURATION No Save 4 pts **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: Shooter loses 1 attack (Minimum 1). This skill requires the use of a bow / crossbow. Lvl 12 Range X2 8 SP Lvl 5 Initiative +4 4 SP Applies to all ranged shots during the round. RANGE STACK 1 ROLL OUT SAVE: No Save Move x2 1 Creature Initiative 1 Round 4 pts



-Hunter							
Battle-Prep							
TIRO: Armor of Light	cost 30% Max	RANGE Self	AREA OF EFFECT Self	ROLL OUT 1 Minute	DURATION 4 Hours	SAVE: No Save	
Solid Multi Colored flashes AC becomes 16. Image of brig					EN	DUNTER:Same Spell NHANCEMENTS: Lvl 0 No Enhancements	O SP
Call-Summon							
LEVEL 0.3 STACK 99 TIRO: I Have Your Item!	COST 30% Max	RANGE 4 Sqs	AREA OF EFFECT 1 Item	ROLL OUT Initiative	DURATION 1 Round	SAVE: RM: 1 Item gr	rabbed.
Bright Multi Colored flashes Random object (No magic/meta Save to retrieve item.					EN	OUNTER: None NHANCEMENTS: Lvl 0 No Enhancements	O SP
Communication-							
TIRO: Amplify Own Speech	cost 20% Max	RANGE Self	AREA OF EFFECT 3x3x3 Sq	ROLL OUT Initiative	DURATION 5 Minutes	SAVE: No Save	
The caster takes a deep bread Amplifies sound out up to a seminary Amplify even whispers. Doesn't affect anyone but the As normal for the resulting	3 Square wid	de Cube.		·s.	EN	DUNTER:Same Spell NHANCEMENTS: Lvl 0 No Enhancements	0 SP
LEVEL 0.3 STACK 0	COST 15% Max	RANGE 20 Squares	AREA OF EFFECT 1 Flare	ROLL OUT	DURATION 1 Minute	SAVE: No Save	
TIRO: Colored Signal Flare A colored signal flare. Rand 1 - 5 is brig 5 - 10 is brig 10 - 15 is brig 15 - 20 is brig	lom between R ght red, ght blue, ght yellow,				CO	DUNTER:Same Spell NHANCEMENTS: Lvl O No Enhancements	()
STACK 99	cost 25% Max	RANGE 12 Squares	AREA OF EFFECT 3x3x3 Sqs	ROLL OUT	DURATION 5 Minutes	SAVE: No Save	
TIRO: Sloppy Spying Ghostly Multi Colored flashe Caster is the only one that Others have no indication be	es surround t sees the eff	the caster for fects of this	or the duration.		CO	OUNTER: None NHANCEMENTS: Lvl 0 No Enhancements	O SP
Creation-Meta							
TIRO: Water From A Plant The caster enchants a plant water pours as if from a spoot This only creates enough water boes NOT have any affect again	out, but inst er to fill u	tead it is fro up a waterski		Initiative ne Duration.	EN	OUNTER: None NHANCEMENTS: Lvl 0 No Enhancements	O SP

-Hunter Creations-SAVE: No Save STACK 99 RANGE ROLL OUT **End Of Year** 4 nts Touch 1 Salve 4 Hours Create Singer's Salve CREATE: Hunter creates a Singer's Salve in their own way, resulting in 3 small corked jars. FOCUS:+2 Salves Qty:3 Helps with damage over time (DOT) if Save is passed. COUNTER: None 1 bunch-Bittercress leaf, 1 jar-Wild garlic oil, 1 shot-Rocko's Hot Water. ENHANCEMENTS: Requires a Campfire and Hunters KIT. Lvl 10 Rollout Halved 6 SP Salve works against DOT. +2 (+4 if by Hunter) healed at each cycle of the DOT. STACK 99 RANGE AREA OF EFFECT LEVEL 1 No Save 1 Potion 4 Hours Used / EOY 4 pts Touch **Create Sunrise Potion** CREATE: Hunter creates a Sunrise Potion in their own way. FOCUS:+2 Potions Qty:3 To be used at 6 AM to gain 2 extra HP (5 HP with Hunter) if Save passes. COUNTER: None 1 Bunch of Anises leaf, 1 Jar of Ginger Oil, 1/4 cup of honey, Campfire, & KIT. ENHANCEMENTS: Potion used at sunrise heals 2 HP. If hunter applies it then 4 HP. Lvl 10 Rollout Halved 6 SP Requires a campfire and Hunters Kit. STACK 99 No Save Touch 1 Creature Initiative Permanent 0 pts Apply A Field Bandage Once per battle per target. Always binds. 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 If applied after a healing spell this skill has no effect. 16 SP Requires a campfire. (Kit/Kitchen NOT required) Flora-Fauna-Nature STACK 99 **ROLL OUT DURATION** SKL: 1 12 Hours Self 4 pts Animal Permanent Skinning A Hide CREATE: 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. This includes Skinning, Trimming, Cleaning, Drying. ENHANCEMENTS: Lvl 10 Rollout Halved Tier of Hunter indicates the size of the finished hide regardless of size of creature. 6 SP 1st= Small(2x4 ft/60x120 cm) 3rd= Med(3x6 ft/90x180 cm) 5th= Lrg(6x6 ft/180x180 cm). STACK 99 RANGE 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: If started outside of range the animal may leave while not noticing the hunter. Lvl 12 Range X2 8 SP 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. Skill:2 COUNTER: None Calming animals can be more difficult with some creatures that are very skittish. ENHANCEMENTS: 6 SP Lvl 10 Rollout Halved Hunter should use calming mannerisms, slow patient movement, and food to help. Lvl 12 Range X2 8 SP Must Save using column 2, but can use column 1 if the situation fits (as per GM). Lyl 14 Duration X2 8 SP Food-Water STACK SKL: 2 4 pts Self 20x20 Squares 9 Hours Rollout Aquired food. CREATE: Able to hunt, fish, or gather once per day FOCUS:+ 50% Skill Save: 2 to be rolled, but adjusted for region. COUNTER: None



-Hunter Health-Life-Death SAVE: No Save STACK 99 ROLL OUT LEVEL **0.1** 30% Max 1 Square Recipient Initiative Permanent TIRO: Healing Bolus A rainbow of colors surrounds the person being healed. 1d12 HP healing. Does heal 1d12 painlessly. COUNTER: None Does NOT heal Undead or Living Dead. ENHANCEMENTS: Does NOT heal any sicknesses, diseases or other ailments. Lvl 0 No Enhancements 0 SP Does NOT deal any damage prior to healing the Recipient. Light-ROLL OUT LEVEL 0.4 No Save 10% Max Initiative 1d20 Minutes 10 Squares 2x2 Sqs TIRO: Aural Spark Colorful lights surround an area. Non-flammable point of low light. 1 of 5 colors. COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP Personal-Connections STACK 99 AREA OF EFFECT ROLL OUT SKI:3 LEVEL 0.2 Friends! 40% Max 10 Squares 1 Target Initiative Special TIRO: Random Friendship Colorful heart-shaped sparkles around casters hands. Potentially makes someone more tolerant of the caster. COUNTER: None Does last only 10 minutes (outside of battle) or one round (in battle). ENHANCEMENTS: Lvl 0 No Enhancements Does allow the Target to make a Save. 0 SP RANGE STACK 99 ROLL OUT No Save 4 1 Month (30 days) 4 pts 6 Squares 1 Square 1 Minute **Hunter Marks** CREATE: - No creations. Usable only Hunter can leave marks that look like naturally dispersed and meaningless arrangements. No Save to find, just need to look COUNTER: None Hunter can leave marks that look normal to others but are meaningless to others. Others are ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP NOT able to make sense of these arrangements. Lvl 16 Rollout 1 Min 8 SP Lvl 14 Duration X2 8 SP Shelter-Rest-Protection STACK ROLL OUT No Save 20% Max 1 Minute 8 Hours 8 Squares 1x2 Squares TIRO: Garish Pup Tent 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 STACK 3 SKL: 2 Touch 8 Hours 4 pts 2x1 Squares 20 Minutes Created Hunters Hut (10 ppl) CREATE: The hunter creates a shelter out of avialable materials FOCUS:Set AoE to 2x2 Creates temporary shelter for 8 persons. COUNTER: None The hunter creates a shelter out of avialable materials. ENHANCEMENTS: If left up the shelter will fall within 2 days. Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP After duration the shelter will no longer keep the weather out.

-Hunter STACK 99 ROLL OUT No Save LEVEL 2 4 pts Touch 3x8 Sa Perimeters 30 Minutes 8 Hours Perimeter Safety Hunter uses materials from the environment to alert the party of intruders. 8x8 perimeter. Snaps/breaks/cracks sounds when crossed. COUNTER: None Hunter uses materials from the environment to alert the party of intruders. ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Damage X2 12 SP STACK 99 No Save 2 Days 4 pts Touch 1 Shelter 10 Minutes Create Temporary Shelter (3 ppl) CREATE: 4 Quickly built (1 min) & lasts 2 days, unless rough weather. Very heavy rains and/or heavy winds will destroy this. COUNTER: None - Shelter fits up to 3 people. ENHANCEMENTS: Lvl 0 No Enhancements Any rolls to help the sick or diseased gains five (+5). 0 SP Tracking-ROLL OUT STACK LEVEL 0.4 No Save 30% Max Self 1 Trail Initiative 1 Hour TIRO: Tracking 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 STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION No Save 1 4 pts Self Self Initiative 1 Hour Find North Reviews surrounding area. GM indicates direction of North. COUNTER: None Reviews surrounding area. FNHANCEMENTS: Lyl 20 Rollout Instant 16 SP Travel-Planes STACK 99 RANGE ROLL OUT DURATION LEVEL **0.1** No Save 20% Max 1d6 Squares Self Initiative Instant TIRO: Quick Jump Colorful glow appears under caster's feet & follows them as they jump. 1d6 squares in direction indicated. COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP STACK 99 RANGE ROLL OUT BRII: 2 LEVEL 0.3 40% Max 4 Squares 1 Recipient Initiative Instant Not moved TIRO: Quick Push! Bright Multi Colored flashes travel towards the Target and surround them. Recipient forced to random spot up to 4 Squares away. 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

Multi Colored flashes extend from Caster's hand and form into consumable food.

Multi Colored flashes extend from Caster's hand and form into consumable food.

1d12 meals appear at waist height of the Caster.

COUNTER: None

ENHANCEMENTS:

Lvl 0 No Enhancements

0 SP

