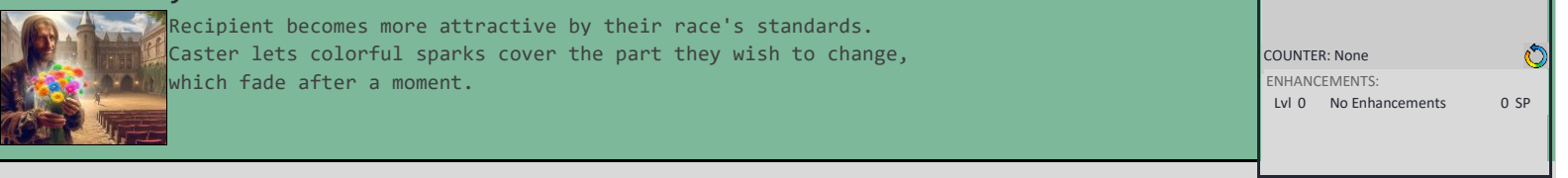


## -Hunter

## Altered Reality

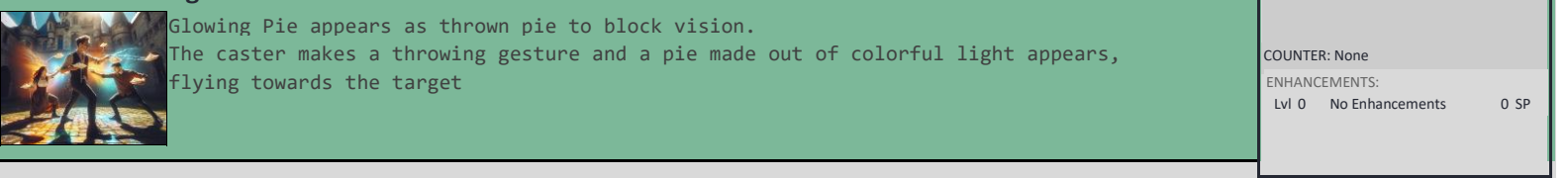
LEVEL	0.1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Beauty Contestant:2nd Prize				15% Max	Self	Self	5 Minutes	12 Hours		



Lvl 0	No Enhancements	0 SP
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1000

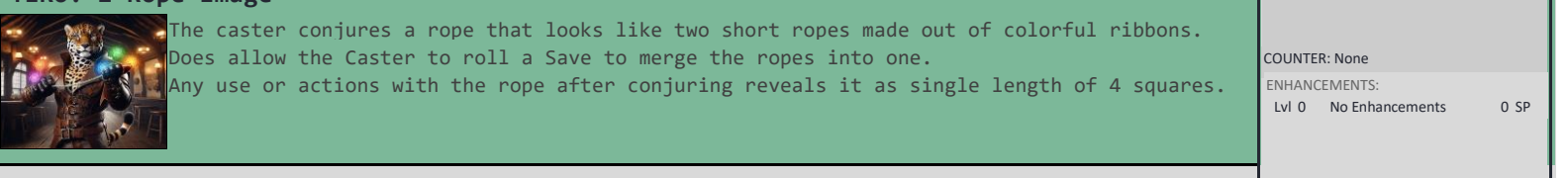
LEVEL	0.1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1
TIRO: Pie Fight!				20% Max	4 Squares	1 Target	Initiative	1 Round		Blocks Vision



Lvl 0	No Enhancements	0 SP
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[illegible]

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

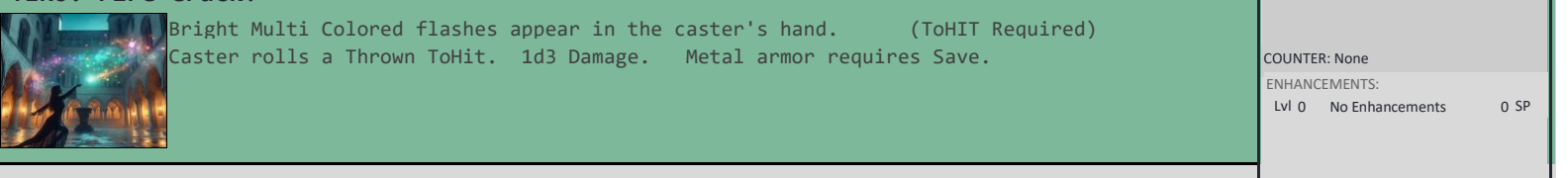


Lvl 0	No Enhancements	0 SP
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[illegible]




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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100

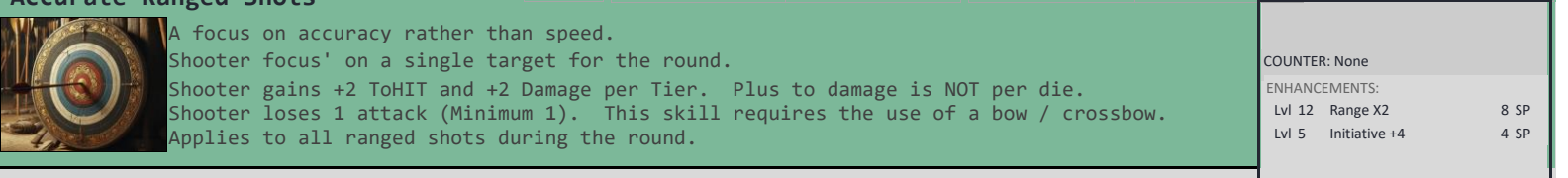
LEVEL **0.4**   STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: AGL: 2   
**TTR0: Quick Flash Fire** 30% Max 12 Squares 1 Target Initiative Instant No Damage



Lvl 0	No Enhancements	0 SP
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LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	Char Sheet	1 Target	Initiative	1 Round		

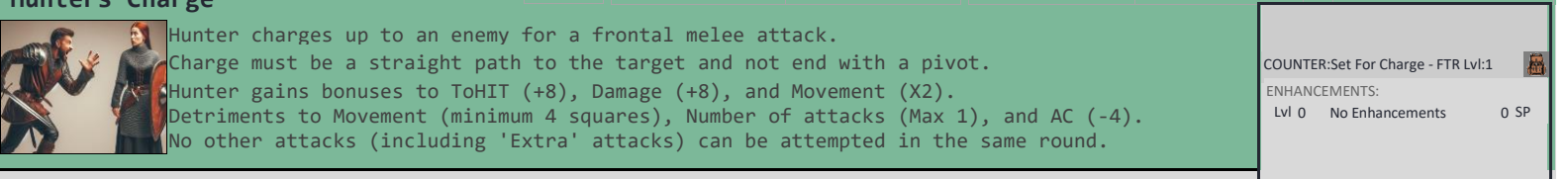


|v| 12 Range X2 8 SP

Lvl 12	Range +2	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
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EVF 0	NO Enhancements	0.51
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# -Hunter

LEVEL	5		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
COUNTER: Disruptive Factor					8 pts	8 Squares	3x3 Squares	Instant	2 Rounds		
	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.									<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP	
LEVEL	5		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Instant Ranged Shots					8 pts	by the bow	Self	Instant	1 Round / Tier		
	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.									<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP	
LEVEL	5		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Long Distance Crossbow Shots					8 pts	By Weapon	1 Target	Initiative	4 Rounds		
	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.									<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 12 Range X2 8 SP Lvl 5 Initiative +4 4 SP	
LEVEL	5		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Penetrating Ranged Shots					8 pts	By Weapon	By Weapon	Initiative	2 Rounds		
	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.									<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 5 Initiative +4 4 SP Lvl 9 Damage +50% 8 SP	
LEVEL	6		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
AoO on Melee Entry					4 pts	Melee	Self	Instant	1 Round		
	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.									<b>COUNTER:</b> Avoid An AoO - ROG Lvl:1  <b>ENHANCEMENTS:</b> Lvl 0 No Enhancements 0 SP	
LEVEL	6		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Held Shot - Single Target					8 pts	By Weapon	1 Target	Initiative	5 Attacks		
	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).									<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 5 Initiative +4 4 SP	
LEVEL	6		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shoot Thru Party to Target					8 pts	By Weapon	By Weapon	Initiative	1 Round		
	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.									<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> 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	
Mounted Melee Attack						12 pts	1 Square	1 Horse	Initiative	1 Battle	Attack is attempted		



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	
Blunted Bow Shots (Bow Only)						12 pts	By Weapon	1 Target	Initiative	4 Rounds			



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	
Targeting A Moving Target						12 pts	By Weapon	By Weapon	Initiative	1 Round			

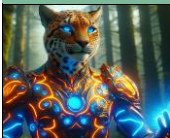


Hunter tracks the movment and shoots!  
Init+4 and ToHIT+8 vs Moving targets for 1 Rd.  
Bonuses of +2 per Tier to Initiative and ToHIT  
Penalties to Number of attacks reduced to half normal. Minimum is 1 attack.  
Standard 'Moving Target' AC adjustment of AC-4 is accounted for with ToHIT Bonus.

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

## Battle-Prep

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



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	
Point 80 ft Ahead						8 pts	Self	Self	10 Minutes	4 Hours	No surprise.		



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

LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Critical Ranged Shot (Pre-Battle)						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.

COUNTER: None  
ENHANCEMENTS:  
Lvl 12 Rollout Init 12 SP

## Call-Summon

LEVEL	0.3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1	
TIRO: I Have Your Item!						30% Max	4 Sqs	1 Item	Initiative	1 Round	Item grabbed.		






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.


COUNTER: None  
ENHANCEMENTS:  
Lvl 0 No Enhancements 0 SP

# -Hunter


## Communication-


LEVEL	0.2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Amplify Own Speech					20% Max		Self	3x3x3 Sq	Initiative	5 Minutes		
				<p>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.</p>								
				<div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 0No Enhancements0 SP</div>								

LEVEL	0.3			STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Colored Signal Flare					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.								
<div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 0 No Enhancements 0 SP</div>												


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




## Creation-Meta

LEVEL	0.1			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save			
TIRO: Water From A Plant						20% Max	1 Square	1 Plant	Initiative	10 Minutes					
				<p>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.</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													







LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Make/Repair Arrows						8 pts	Touch	Self	4 Hours	Permanent		
				<p>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</p>								
<div><div>CREATE:</div><div>FOCUS:Required</div><div>COUNTER: None</div><div>ENHANCEMENTS:</div><div>Lvl 10 Rollout Halved6 SP</div><div>Lvl 1 Create Crude Arrows0 SP</div></div>												

## Creations-

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Create Singer's Salve						4 pts	Touch	1 Salve	4 Hours	End Of Year		
				<p>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.</p>								
<div>CREATE: FOCUS:+2 Salves COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP</div>												

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		
				<p>Hunter creates a Sunrise Potion in their own way.</p> <p>Qty:3 To be used at 6 AM to gain 2 extra HP (5 HP with Hunter) if Save passes.</p> <p>1 Bunch of Anises leaf, 1 Jar of Ginger Oil, 1/4 cup of honey, Campfire, &amp; KIT.</p> <p>Potion used at sunrise heals 2 HP. If hunter applies it then 4 HP.</p> <p>Requires a campfire and Hunters Kit.</p>								
<div>CREATE:</div> <div>FOCUS:+2 Potions</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:<div>Lvl 10Rollout Halved6 SP</div></div>												

# -Hunter


LEVEL	2	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Apply A Field Bandage					0 pts	Touch	1 Creature	Initiative	Permanent		
	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)									<div>FOCUS:none</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 20 Rollout Instant16 SP</div>	
LEVEL	5	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
Create Revive Salve					8 pts	Touch	1 Salve	4 Hours	Used / EOY	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.									<div>CREATE:</div> <div>FOCUS:+2 Salves</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 0 No Enhancements0 SP</div>	
LEVEL	7	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Create Health Poultice					8 pts	Touch	1 Poultice	4 Hours	Used / EOY	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.									<div>CREATE:</div> <div>FOCUS:+2 Poultices</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Save -1 Col8 SP</div> <div>Lvl 10 Rollout Halved6 SP</div>	
LEVEL	7	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
Create Repellent Oil					8 pts	Touch	1 dose	4 Hours	Used / EOY	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.									<div>CREATE:</div> <div>FOCUS:+2 Doses.</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 0 No Enhancements0 SP</div>	
LEVEL	11	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
Create Clear Mind Inhalent					12 pts	Touch	1 Vial	4 Hours	Used / EOY	Clears Daze/Stun	
	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.									<div>CREATE:</div> <div>FOCUS:+2 Vials</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Save -1 Col8 SP</div> <div>Lvl 10 Rollout Halved6 SP</div>	
LEVEL	11	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Create Java Meal Spice					12 pts	Touch	1 Meal	4 Hours	Used / EOY	Stay awake 48 hrs	
	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.									<div>CREATE:</div> <div>FOCUS:+2 Meals</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Save -1 Col8 SP</div> <div>Lvl 10 Rollout Halved6 SP</div>	
LEVEL	12	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 1
Create Calming Tea					12 pts	Touch	1 Jar	4 Hours	Used / EOY	Stay Awake	
	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									<div>CREATE:</div> <div>FOCUS:+2 Jars</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Save -1 Col8 SP</div> <div>Lvl 10 Rollout Halved6 SP</div>	



# -Hunter

## 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	



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).

CREATE:


FOCUS:2 Hides

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
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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			




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 X2	8 SP
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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	



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).


COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP
Lvl 14	Duration X2	8 SP

## 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..	



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.

CREATE:


FOCUS:+ 50%

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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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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# -Hunter

## Light-

LEVEL	0.4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Aural Spark						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

## Personal-Connections


LEVEL	0.2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
TIRO: Random Friendship						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

LEVEL	4			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)		




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
TIRO: Garish Pup Tent						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


LEVEL	2			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Hunters Hut (10 ppl)						4 pts	Touch	2x1 Squares	20 Minutes	8 Hours	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	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Perimeter Safety						4 pts	Touch	3x8 Sq Perimeters	30 Minutes	8 Hours		



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	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Create Temporary Shelter (3 ppl)						4 pts	Touch	1 Shelter	10 Minutes	2 Days		




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

# -Hunter

LEVEL	7			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Hunters Hidden Shelter (4 ppl)						8 pts	1 Square	3 x 3 Squares	1 Hour	8 Hours / Tier		




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)

COUNTER: None  
ENHANCEMENTS:  
Lvl 14 Duration X2 8 SP  
Lvl 12 AoE X2 6 SP

## Tracking-

LEVEL	0.4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Tracking						30% Max	Self	1 Trail	Initiative	1 Hour		



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


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Find North						4 pts	Self	Self	Initiative	1 Hour		



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

COUNTER: None  
ENHANCEMENTS:  
Lvl 20 Rollout Instant 16 SP


LEVEL	9		JUST 7	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Cover Trail						12 pts	Touch	1 Mark Trail	20 Minutes	12 Hours		



Hunter slows down to ensure no trail is left behind.  
Hunters 'might' uncover trail. Max:1 mark covered.  
Hunter slows down to ensure no trail 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

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		




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.

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		



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

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		



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



-Hunter

LEVEL8

STACK1

COST8 pts

RANGESelf

AREA OF EFFECTSelf

ROLL OUT10 Minutes

DURATION12 Hours

SAVE:

SKL: 3

Able to do this.



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

COUNTER: None  
ENHANCEMENTS:  
Lvl 14    Duration X2    8 SP

Utility-

LEVEL0.4

STACK99

COST25% Max

RANGETouch

AREA OF EFFECTVaries

ROLL OUT1 Minute

DURATION1 Hour

SAVE:

No Save



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

LEVEL2

STACK99

COST4 pts

RANGETouch

AREA OF EFFECTKindling

ROLL OUT10 Minutes

DURATIONPermanent

SAVE:

SKL: 1

start fire



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  
ENHANCEMENTS:  
Lvl 0    No Enhancements    0 SP

LEVEL2

STACK1

COST4 pts

RANGESelf

AREA OF EFFECTSelf

ROLL OUT10 Minutes

DURATION18 Hours

SAVE:

No Save



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

LEVEL4

STACK99

COST4 pts

RANGESelf

AREA OF EFFECT6x6 Squares

ROLL OUTInitiative

DURATION20 Minutes

SAVE:

SNS: 2

Success



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