

## 5 Point 80 ft Ahead

LEVEL

Tier 2

729-1

Sns:2 to avoid Surprise/Dazed/Stun. No convo, 1000 yd stare.



COST	RANGE	AoE	DURATION	ROLL OUT	
8 pts	Self	Self	4 Hours	10 Minutes	
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
1	Mundane	Battle-Prep	HNT	SNS	2



Created by COPILOT

### Details:

- This is an outdoor, non-urban skill.
- NOTE: a surprise round is round #0.

## This DOES...

- Does require the Hunter to stay ahead of the group by about 80 ft.
- Does require the Hunter to maintain concentration as a lookout or scout.
- Does require the Hunter to roll a Save when attempting to avoid surprise:

This does NOT...

- Does NOT help if the Hunter is unaware.
  - Doubt timed,
  - Dazed, Stunned,
  - Intense conversation,
  - full group sleeping,
  - Exhausted.

### Focus Items and/or Kits:

- Not required.

### Creations:

- No creations. Usable only as a spell/skill.

### Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

## Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

### Enhancements:

LVL	ENHANCEMENTS	COST
12	AoE X2	6
12	Rollout Halved	6
16	Rollout 1 Min	8
20	AOE X4	20
20	Rollout Instant	16

8

Critical Ranged Shot (Pre-Battle)

LEVEL

Tier 2

757-1

Ranged ToHIT are a natural 18, 19, or 20 then use Critical.



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	By Weapon	By Weapon	4 Hrs or 1 Battle	1 Minute
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Mundane	Battle-Prep	HNT	none



Created by COPILOT

**Details:**

- This applies to a single selected weapon.

**This DOES...**

- Does apply to only one ranged weapon per battle.

**This does NOT...**

- Does NOT apply to a type of weapon (e.g. all longbows),

**Focus Items and/or Kits:**

- Not required.

**Creations:**

- No creations. Usable only as a spell/skill.

**Xxx'Em Spells (Bonds/Connections):**

- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Rollout Initiative	12

16 Quick Ranged Shot (Pre-Battle)

LEVELTier 4777-1

Pre-battle. 1 Attack. Init+15, if needed. ToHIT & Dmg +5



COST	RANGE	AoE	DURATION	ROLL OUT
16 pts	Melee	1 Creature	Instant	Instant
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Mundane	Battle-Prep	HNT	none



Created by COPILOT

**Details:**

- Quickly Shoots to potentially start a battle.

**This DOES...**

- Does require the Hunter to use a bow.
- Does allow battle bonuses: Initiative +15, ToHIT +5, and Damage +5.
- Does limit the Hunter to 1 attack in the round

**This does NOT...**

- Does NOT work with any weapons except bows.
- Does NOT work more than once per round.

**Focus Items and/or Kits:**

- Not required.

**Creations:**

- No creations. Usable only as a spell/skill.

**Xxx'Em Spells (Bonds/Connections):**

- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Damage Increased +50%	8
14	Attacks +1	8
17	Damage +8 per die	16

4

Accurate Ranged Shots

LEVEL

Tier 1

724-1

#Attack -1. 1 Target. ToHit & Dmg +2 per Tier.



Created by COPILOT

COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Char Sheet	1 Target	1 Round	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Mundane	Battle-Offense	HNT	none

**Details:**

- Hunter targets only 1 creature when using this skill.

**This DOES...**

- Does allows the Hunter to add 2 points of damage for each Tier they have attained.
- Does require the Hunter to use a Ranged weapon (bow or crossbow).
- Does apply to all Ranged attacks by the Hunter during the round.

**This does NOT...**

- Does NOT work with any non-Ranged weapon (Missile weapon).

**Focus Items and/or Kits:**

- Not required.

**Creations:**

- No creations. Usable only as a spell/skill.

**Xxx'Em Spells (Bonds/Connections):**

- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

**Enhancements:**

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
12	Range X2	8

4

Hunters Charge

LEVEL

Tier 1

723-1

#Attks=1. Move x2, straight, no pivot. ToHIT & Dmg +8.



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Move x2	1 Creature	1 Round	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Mundane	Battle-Offense	HNT	none



Created by COPILOT

- Details:**
- Battle bonuses and detriments,
    - AC -4,
    - ToHit +8, Damage +8.
  - Cannot be used on moving targets,
    - i.e. attacker/damaging in middle of targets movement.
  - May incur AoO's during charge.



- This DOES...**
- Does allow a charge movement:
    - Mininum Move 4 Sqs,
    - Max Move is charging movement
      - Charges must be a straight un-interrupted path,
      - not allowed to charge and pivot.
  - Does allow a charge that must end up adjacent to the target.

- This does NOT...**
- Does NOT allow other attacks to be attempted,
    - This is counted as an 'Extra' attack,
    - No other "Extra" attacks allowed in same round,
  - Does Not allow more than 1 attack.

**Focus Items and/or Kits:**

- Not required.

**Creations:**

- No creations. Usable only as a spell/skill.

**Xxx'Em Spells (Bonds/Connections):**

- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
1	COUNTER: Set for Charge	Instant	none	4

**Enhancements:**

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

5

COUNTER: Disruptive Factor

LEVELTier 2801-1

Attempt to stop a specific spell or action.



Created by COPILOT

COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	8 Squares	3x3 Squares	2 Rounds	Instant
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Battle-Offense	FTR-HNT-ROG	none

- Details:**
- COUNTER MEASURE.
  - This action might,
    - disrupt other actions that attempt to gain attention of others.
    - draw more attention than intended (pull aggro)
    - disrupt more issues that are in play than expected,
    - Skills listed above which the party is currently using.
  - Examples of reasons to use this skill:
    - Draw attentino away from a rogue attempting to not be seen,
    - Distract a pickpocket target to assist a sticky fingered Rogue.
    - Disrupt the effort of a person trying to organize a group or crowd.
    - Encourage an opponent to attack the user of this skill instead of another person.

- This DOES...**
- Does require the target to pass the Save or fail to complete an action or effort.
  - Does require Rogue to activate this BEFORE the any targeted skill has enacted,
    - can be used in same initiative as the targeted skill,
    - but must this disruption must happen before the targeted skill has been started.



- This does NOT...**
- Does NOT focus on a single target for it's affect.
  - Does NOT exclude the characters own group from being affected.

- Focus Items and/or Kits:**
- Not required.

- Creations:**
- No creations. Usable only as a spell/skill.

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Range X2	8
18	Range X4	10

5

Instant Ranged Shots

LEVELTier 2718-1

Each attack has a rollout of 'instant' for the duration.



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	by the bow	Self	1 Rd / Tier	Instant
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Battle-Offense	HNT	none



Created by COPILOT

- Details:**
- This style of attack is within the category of an Extra attack,
    - therefore no Extra attacks are allowed.

- This DOES...**
- Does require the Hunter to use a bow for the round.
  - Does change the normal initiative for the Hunter to 'Instant',
    - each attack may be instantly called out to be done.
  - Does allow the Hunter to call out each attacks initiative.

- This does NOT...**
- Does NOT allow the Hunter to stop an action/attack already in play,
    - the 'Instant' part applies to reacting to a normal attack or insterting an initiative.
  - Does NOT allow the use of any AoO attack.

- Focus Items and/or Kits:**
- Not required.

- Creations:**
- No creations. Usable only as a spell/skill.

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0
0	Unable To Continue	Instant	none	0

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range +50%	6
14	Duration X2	8

5

Long Distance Crossbow Shots

LEVELTier 2905-1

Crossbows Only. Distance +8 Sqs. Damage -2 pts (Min 1)



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	By Weapon	1 Target	4 Rounds	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Mundane	Battle-Offense	HNT	none



Created by COPILOT

- Details:**
- Hunter is allowed to use flight on all attacks.
    - then use non-blunted ammun on remaining shots (without the Critical chart).
  - Crossbows deliver too much thrust and do now work well with this skill/ammo.

- This DOES...**
- Does require the Hunter to use a ranged weapon.
  - Does require the Hunter to roll a normal ToHit.
  - Does require the Hunter to use the 'Critical' chart for any hits,
    - the 'Critical' chart is an addition to the blunt arrow damage,
  - Does allow the Hunter to use this on all attacks in this round if using blunted ammo.

- This does NOT...**
- Does NOT allow use of the critical chart for non-blunt, non-criticals.
  - Does NOT apply to the use of a Crossbow.

- Focus Items and/or Kits:**
- Not required.

- Creations:**
- No creations. Usable only as a spell/skill.

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
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**Enhancements:**

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
12	Range X2	8



5

Penetrating Ranged Shots

LEVEL

Tier 2

767-1

All bow shots: ToHits -2, Damage+6.



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	By Weapon	By Weapon	2 Rounds	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Mundane	Battle-Offense	HNT	none



Created by COPILOT

**Details:**

- Each shot is well placed in order to maximize damage at the cost of accuracy.

**This DOES...**

- Hunter does have certain battle adjustments,
  - ToHIT -2
  - Damage has a bonus of +6 (with a minimum of 8 pts)

**This does NOT...**

- Does NOT work with any weapon, except bows.

**Focus Items and/or Kits:**

- Not required.

**Creations:**

- No creations. Usable only as a spell/skill.

**Xxx'Em Spells (Bonds/Connections):**

- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

**Enhancements:**

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
9	Damage Increased +50%	8

6

AoO on Melee Entry

LEVELTier 2665-1

Targets entering melee become open to an attack.



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Melee	Self	1 Attack	Instant
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Battle-Offense	ROG	none



Created by COPILOT

- Details:**
- Allows an Attack Of Opportunity (AoO) against those entering melee range,
  - Timing of movement:
    - Movement is halted and resumes when this AoO is resolved,
    - Movement (if possible) continues.
  - No other attacks flagged as 'Extra' allowed in same round.



- This DOES...**
- Does allow Only 1 AoO is allowed per round, per character
  - Does allows an AoO against those entering melee range.
  - Does allow character normal actions/attacks.

- This does NOT...**
- Does NOT allow other attacks flagged 'Extra' allowed in same round

- Focus Items and/or Kits:**
- Not required.

- Creations:**
- No creations. Usable only as a spell/skill.

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
1	COUNTER: Avoid An AoO	Instant	SKL	2

**Enhancements:**

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

6

Held Shot - Single Target

LEVELTier 2731-1

Concentrate on 1 Target ToHIT/Dmg +2 per held attck, max+10.



Created by COPILOT

- Details:**
- Hunter must use a bow or crossbow and continuously focus on a single target.
  - Hunter must not use/complete any other attacks or skills.

- This DOES...**
- Does gain bonuses of,
    - ToHIT of +2 per held attack while waiting to shoot,
      - This ToHIT and damage bonus applies to the next ToHIT (not the entire round),
      - The ToHIT and damage bonus max's at +10.

- This does NOT...**
- Does NOT have any effect if the hunter is NOT concentrating,
    - see the Details area.
  - Does NOT have any effect on targets moving in and out of sight,
    - This effort requires the target to be completely out of sight for the round.
    - This would end the skill use for the attacker.

- Focus Items and/or Kits:**
- Not required.

- Creations:**
- No creations. Usable only as a spell/skill.

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

**Enhancements:**

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
9	Range +50%	6
12	Range X2	8

6

Shoot Thru Party to Target

LEVELTier 2732-1

All Ranged attacks in Duration. Bonus +2 Init, if annouced.



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	By Weapon	By Weapon	1 Round	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Battle-Offense	HNT	none



Created by COPILOT

Details:

- Hunter uses the knowledge of how other party members move and fight to be able to take an otherwise blocked shot.

This DOES...

- Does allow the Hunter to past a party member and target the enemy.
- Does allow this benefit to be used on all ranged attacks in the round.
- Does give an Initiative bonus of +2 if annouced before the Initiatives are rolled.

This does NOT...

- Does NOT give any bonuses ToHit or Damage.
- Does NOT give Initiative bonuses if not annouced before the Initiative rolls.

Focus Items and/or Kits:

- Not required.

Creations:

- No creations. Usable only as a spell/skill.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
9	Damage Increased +50%	8
9	Range +50%	6
12	Range X2	8
20	Rollout Instant	16

9

Mounted Melee Attack

LEVEL

Tier 3

815-1

1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	1 Square	1 Horse	1 Battle	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Battle-Offense	FTR-HNT-ROG	SKL2



Created by COPILOT

**Details:**

- Requires the use of a trained mount.

**This DOES...**

- Does require the attack to use a single handed full axe, hammer, or blade,
  - smaller weapons cannot be used. (Hatchets, tools, daggers, etc)
- Does allow the rider to attack from the mount when moving,
  - due to the movement to and past the target only 1 attack is allowed.
- Does allow the rider to stop and attack from atop of the mount,
  - With a max of 2 attacks,
  - The rider may choose to use both attacks on the same target.

**This does NOT...**

- Does NOT allow more than 2 attacks regardless of the number of attacks normally allowed.
- Does NOT give any extra protection to the mount via any skills,
  - However, any barding on the mount may help.

**Focus Items and/or Kits:**

- Not required.

**Creations:**

- No creations. Usable only as a spell/skill.

**Xxx'Em Spells (Bonds/Connections):**

- No Nae'Em connection.

**Enhancements:**

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

10

Blunted Bow Shots (Bow Only)

LEVEL

Tier 3

763-1

Bow (only) w/blunts. Dmg= Crit Blunt. After battle 1/4 Dmg.



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	By Weapon	1 Target	4 Rounds	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Mundane	Battle-Offense	HNT	none



Created by COPILOT

- Details:**
- Hunter is allowed to use blunted ammo on all attacks.
    - Damage is done by rolling on the Blunt critical chart,
    - If HP damage is not indicated then the damage is 1 HP.
  - Crossbows deliver too much thrust and do now work well with this skill/ammo.

- This DOES...**
- Does require the Hunter to use a ranged weapon.
  - Does require the Hunter to roll a normal ToHIT.
  - Does require the Hunter to use the 'Critical' chart for any hits,
    - the 'Critical' chart is an addition to the blunt arrow damage,
  - Does allow the Hunter to use this on all attacks in this round if using blunted ammo.

- This does NOT...**
- Does NOT allow use of the critical chart for non-blunt, non-criticals.
  - Does NOT apply to the use of a Crossbow.

**Focus Items and/or Kits:**

- Not required.

**Creations:**

- No creations. Usable only as a spell/skill.

**Xxx'Em Spells (Bonds/Connections):**

- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

**Enhancements:**

LVL	ENHANCEMENTS	COST
14	Duration X2	8

12

Targeting A Moving Target

LEVEL

Tier 3

772-1

Attck: 1/2 (Min 1). Init & ToHIT +2 / Tier.



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	By Weapon	By Weapon	1 Round	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Mundane	Battle-Offense	HNT	none



Created by COPILOT

**Details:**

- Hunter shoots at a moving target.

**This DOES...**

- Does require the Hunter to use a bow or crossbow,
- limit the number of attacks to half the Hunters normal for the round. Minimum of 1 attack.
- Does allow the Hunter to ignore any negative adjustments due to movment.
  - The skills bonus for ToHIT account for the ability to potentially hit a moving target.
- Does allow the Hunter to add +8 to their Initiative and the ToHIT roll.

**This does NOT...**

- Does NOT allow the use of any non-bow weapon with this skill.
- Does NOT allow more than one attack in the round.

**Focus Items and/or Kits:**

- Not required.

**Creations:**

- No creations. Usable only as a spell/skill.

**Xxx'Em Spells (Bonds/Connections):**

- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
5	COUNTER: Disruptive Factor	Instant	none	8

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Damage Increased +50%	8
9	Range +50%	6
12	Range X2	8
20	Rollout Instant	16

14

Ranged Sucker Shot(s)

LEVEL

Tier 4

770-1

Unaware Target. Bow only. Init/ToHIT/Dmg +12. Attk 1/2(Min 1)



Created by COPILOT

COST	RANGE	AoE	DURATION	ROLL OUT
16 pts	By Weapon	1 Target	1 Round	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Mundane	Battle-Offense	HNT	none

- Details:**
- Hunter focuses on a single target.
    - Must select target prior to any initiative roll.
  - Hunter may have other skills in play when executing this skill.

- This DOES...**
- Does Require the Hunter to use a bow.
  - Does allow the Hunter the following bonuses,
    - Initiative +12
    - ToHIT +12
    - Damage +12
  - Does reduce the hunters number of attacks in half.
    - Minimum of 1.
  - Does require the target to be unguarded / unaware.

- This does NOT...**
- Does NOT allow full number of attacks.

- Focus Items and/or Kits:**
- Not required.

- Creations:**
- No creations. Usable only as a spell/skill.

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
17	Damage +8 per die	16
18	AoE = 2 Targets	10
18	Range X4	10



15

Moving And Shooting

LEVEL

Tier 4

775-1

1/2 Distance & Attacks (Min 1)    Init & ToHit +12.



COST	RANGE	AoE	DURATION	ROLL OUT
16 pts	By Weapon	1 Target	1 Round	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE    COL
1	Mundane	Battle-Offense	HNT	none



Created by COPILOT

**Details:**

- Can be used for any unstable foot of the shooter.

**This DOES...**

- Does limit the Hunter to half of their normal attacks. Minimum of 1.
- Does require the Hunter to use a bow.
- Does allow the Hunter to shoot up to half the distance of their weapon.
- Does give bonuses of +12 to Initiative and ToHIT.

**This does NOT...**

- Does NOT allow the use of any non-ranged weapon.

**Focus Items and/or Kits:**

- Not required.

**Creations:**

- No creations. Usable only as a spell/skill.

**Xxx'Em Spells (Bonds/Connections):**

- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Duration X2	8
17	Damage +8 per die	16

1

Skinning A Hide

LEVEL

Tier 1

712-1

Save & Kit required. Size by Tier. 1st:2x4, 3rd:3x6, 5th:6x6.



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Self	Animal	Permanent	12 Hours
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Flora-Fauna-Nature	HNT	SKL1



Created by COPILOT

- Details:**
- At Tier 1 hunter is able to skin smaller animals (Sheep and smaller),
    - Provides a medium quality hide up to 2x4 ft / 60x120 cm.
  - At Tier 3 hunter is able to skin medium animals (deer and smaller).
    - Provides a medium quality hide up to 3x6 ft / 90x180 cm.
  - At Tier 5 hunter is able to skin large animals (grizzle bears and smaller).
    - Provides a medium quality hide up to 6x6 ft / 180x180 cm.

- This DOES...**
- Does only affect creatures with hides.
  - Does work hides into medium quality but no edging or forming done,
    - Only one tenth of normal value if sold.
  - Does include a curing process.

- This does NOT...**
- Does NOT work on living animals.
  - Does NOT yield any product if,
    - Process is interrupted or stopped before end of duration,
    - Save fails.



- Focus Items and/or Kits:**
- Campfire and Hunters Kit is required.



- Creations:**
- Pass Save to get a useable low quality hide is made.
  - Need an unspoiled dead animal.
  - Up to 6x6 ft or 180x180 cm hide. (1 per day)



- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Rollout Halved	6

2

Benign Approach

LEVEL

Tier 1

714-1

Approach animals in a benign way to get close. No attacks



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	10 Squares	10 Squares	1 Hour	5 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Mundane	Flora-Fauna-Nature	HNT	none



Created by BING AI

- Details:**
- Allows the hunter to get closer to a animal in a benign way than a non-hunter could.
  - Hunter spends 20 minutes to evaluate and prepare the approach.
  - During the rollout (prep time) and the duration the hunter stays focused,
    - Hunter must not be involved in anything other than minor activities.
  - Using this skill takes entire round (No Attack).
  - The Hunter is expected to use:
    - natural materials to blend with,
    - calm slow movments,
    - non-invasive actions,
    - contact with the surrounding flora.

- This DOES...**
- Does use knowledge about the animal regarding:
    - Line of sight for approach,
    - Sounds likely to cause alarm and less alarm,
    - Scents which signal danger,
    - Movements kept to a calm non-aggressive nature.
  - Does allow Hunter to get twice as close to a creature as normal.
  - Does get affected by how aware/skittish the creature is by nature.
  - Does require a SKL2 Save to approach the creature.
  - Does require the Hunter to move very slow. Half the normal movement.
  - Does take the entire round to move the half distance.
  - Does stay in effect if the TARGET MOVES CLOSER than 3 squares to the Hunter.

- This does NOT...**
- Does NOT give any reasonable defense vs attacks.
  - Does NOT work as a cammouflage only skill, but may include very limited camouflage.
  - Does NOT work when there is no vegetation to blend with.

Focus Items and/or Kits:

- Not required.

Creations:

- No creations. Usable only as a spell/skill.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

3

Calm Animal

LEVEL

Tier 1

720-1

Hunter to Use Save col 2. Situation reduces Save col to 1.



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	2 Squares	1 Animal	2 Hours	20 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Flora-Fauna-Nature	HNT	SKL2



Created by COPILOT

**Details:**  
Note: In-game 'Animals' are non-civilized creatures found in the real world.

- Some animals respond with fight/Flight quicker than others,
- Frightened targets will resist more,
- Circumstances may affect the Save Column,
- Some wild animals react poorly to entrapment,
  - attempts to calm may worsen things involving entrapped animals,
  - not ALL animals refuse to calm in an entrapped situation.
- During the rollout (prep time) and the duration the hunter stays focused,
  - Hunter must not be involved in anything other than minor activities.

**This DOES...**

- Does calm animals, even in towns.
- Does must use mannerisms, food, time.
- Does have a better effect with domesticated animals.
- Does require a SKL:2 save with wild animals.

**This does NOT...**

- Does NOT require a save with a domesticated animal.

**Focus Items and/or Kits:**

- Not required.

**Creations:**

- No creations. Usable only as a spell/skill.

**Xxx'Em Spells (Bonds/Connections):**

- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Range X2	8
12	Rollout Halved	6
14	Duration X2	8
18	Range X4	10

3

Hunt/Fish/Gather

LEVEL

Tier 1

725-1

Able to hunt, fish, or gather once per day for 9 hours.



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Self	20x20 Squares	9 Hours	9 Hours
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Mundane	Food-Water	HNT	SKL2



Created by COPILOT

Details:

- Save used is Skill,
- Save type and column may change based on situation

This DOES...

- Does enable the Hunter to hunt, fish, or gather once per day.
- Skill Save:2 to be rolled, but adjusted for region.
  - Spring or Summer: Pass=35 meals. Fail=3d8 meals.
  - Fall or Winter: Pass=12 meals. Fail=2d4 meals.

This does NOT...

- Does NOT work more than 1 time per day.



Focus Items and/or Kits:

- Requires a Kit.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0



Creations:

- Spring or Summer: Pass=35 meals. Fail=3d8 meals.
- Fall or Winter: Pass=12 meals. Fail=2d4 meals.
- One 9 hour effort per day

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

9

Coastal Net Fishing

LEVEL

Tier 3

774-1

3-12 helpers. Meals:6d20+5 per helper. Cook:1 hr / 30 meals.



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	Self	Ocean	Permanent	16 Hours
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Mundane	Food-Water	HNT	none



Created by COPILOT

Details:

- Must have time to set up, net fish, and tear down:
  - 4 Hrs prep time for the crew and equip,
  - 8 Hrs fishing time,
  - 4 Hrs cleaning equip and gutting/cleaning fish.
- Yeild: 6d20 + 5/helper:
  - Yeild without skilled help is 5d20 uncooked meals.
  - Yeild with skilled help is 4d20 + 2d20 uncooked meals.
  - Each helper person above 5 helping adds 5 uncooked meals to the total.
- Cooking / prep time is 1 hour per 30 fish.

This DOES...

- Does require the hunter to lead the effort.
- Does require all helping and the hunter to be working for 8 straight hours.
- Does allow a non-coordinated non-skilled effort to yeild 2d20 uncooked meals.
- Does require a Save for each person,
  - Passing means no harm has come to the person,
  - Failing means 1d2 pts of health damage has occurred.
  - Critical failure (less than 05) means more drastic damage has occurred.
- Does require nets and other proper fishing gear.

NOTE: Net fishing is a team effort: Hunter may be the coordinator and bring in 6d20 meals,

- Professional and permanent net fisherman brings in 12d20 meals.
- Each helper person adds 5 uncooked meals to the total.

This does NOT...

- Does NOT account for an unskilled fisherman crew to be helping.
  - A fully skilled crew each will have 5 yrs experience or more.

Focus Items and/or Kits:

- Not required.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0



Creations:

-Yeilds fish.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

2 Hunters Hut (10 ppl)

LEVELTier 1713-1

Stands for 2 days. Holds up to 10 people.



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Touch	2x1 Squares	8 Hours	20 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
3	Mundane	Shelter-Rest-Protection	HNT	SKL2



Created by COPILOT

- Details:**
- The shelter is a lean-to style with open ends
  - Hunter can create it against a single or group of trees or convert a thicket like area
  - If no materials are available then no points are spent
  - Hunter will use SKL:2 to determine if shelter will hold for the whole duration
  - People in the shelter with Sickness/Disease will heal 50% quicker
  - Tier 3 Level 9 ability to increase the sturdiness / duration by 50%
  - Tier 4 Level 12 ability to create (Rollout) in half the time
  - Tier 5 Level 17 ability to disguise and hide shelter from casual searches or night searches

- This DOES...**
- Does allow hunter to Create a temporary shelter for up to 8 persons using available material.
  - Does allow people in the shelter with Sickness/Disease will heal 50% quicker.
  - Does Hunter will use SKL:2 to determine if shelter will hold for the whole duration.

- This does NOT...**
- Does NOT take any points from the hunter if no materials are available.
  - Does NOT allow hunter to make an ice, snow, or mud dwelling



- Focus Items and/or Kits:**
- Kit required to use this skill.



- Creations:**
- If left up the shelter will fall after 2 days.
  - Holds up to 10 people.

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
6	Costume out of Class	none	none	4

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Rollout Halved	6

2

Perimeter Safety

LEVEL

Tier 1

717-1

Creates noticable sounds when stepped on.



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Touch	3x8 Sq Perimeters	8 Hours	30 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Shelter-Rest-Protection	HNT	none



Created by BING AI

- Details:**
- When area is crossed then sounds of snaps, breaks,etc.
  - Heavy wind, rain, or snow makes the duration 4 hr.

- This DOES...**
- Does require the hunter to spend the 1 hour rollout time prep'ing the area.
  - Does allow the hunter to create a square-wide perimeter
    - The perimeter is made of sticks, stones, leaves etc.

- This does NOT...**
- Does NOT stop a Hunter from traversing this area if they are using this skill.
    - Will not trigger the traps.
  - Dones NOT keep the duration of 8 hours during a storm,
    - Duration then becomes 4 Hours.

**Focus Items and/or Kits:**

- Not required.

**Creations:**

- No creations. Usable only as a spell/skill.

**Xxx'Em Spells (Bonds/Connections):**

- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Rollout Halved	6
14	Damage X2	12



3

Create Temporary Shelter (3 ppl)

LEVEL

Tier 1

721-1

Quickly built (1 min) & lasts 2 days, unless rough weather.



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Touch	1 Shelter	2 Days	10 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Mundane	Shelter-Rest-Protection	HNT	none



Created by COPILOT

**Details:**

- This is only a temporaryshelter and isn't very sturdy.

**This DOES...**

- Does create temporary shelter,
  - Shelter fits up to 3 people.
- Does help those with Sickness/Disease,
  - Any rolls to help the sick or diseased gains five (+5).

**This does NOT...**

- Does NOT create a sturdy shelter
  - It cannot withstand a storm or similar weather.

**Focus Items and/or Kits:**


**Xxx'Em Spells (Bonds/Connections):**

- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

**Creations:**



- Lean to's or other type of minimal shelter.
- This shelters do NOT stay up during rough weather.
- Holds up to 3 persons

**Enhancements:**

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

7

Hunters Hidden Shelter (4 ppl)

LEVEL

Tier 2

755-1

Hunting blind for 4 people. Not for urban use.



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	1 Square	3 x 3 Squares	8 Hours / Tier	1 Hour
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
3	Mundane	Shelter-Rest-Protection	HNT	None



Created by COPILOT

- Details:**
- The shelter
    - up to 4 people,
    - can act as a hunters blind,
    - can hide a normal campfire within. But be aware of the potential of smoke.
  - Be aware that the more activity around the shelter will likely make it easier to notice.

- This DOES...**
- Does allow the hunter using this shelter to double the yield when hunting.
  - Does allow the Hunter to create a shelter that protects from non-extreme weather & temperature.

- This does NOT...**
- Does NOT have any effect if set up in a urban environment or a subterranean location.
  - Does NOT inhibit sound or smells from within or without the shelter.

**Focus Items and/or Kits:**

- Not required.

**Xxx'Em Spells (Bonds/Connections):**

- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0



**Creations:**

- Shelter is still there afterwards, but often hidden.
- Holds up to 4 people.

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	AoE X2	6
14	Duration X2	8

4

Hunter Marks

LEVEL

Tier 1

902-1

Unworked items arranged to leave a message to another Hunter.



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	6 Squares	1 Square	1 Month	1 Minute
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Mundane	Personal-Connections	HNT	none



Created by COPILOT

- Details:**
- Hunters not looking for marks may still see them,
    - GM to roll Save.
  - Hunters who are looking for the marks use the Save at 1 column better.

- This DOES...**
- Does allow the message to remain for a month in a natural environment.
  - Does allow the Hunter to use a limited choice of words:
    - A personal mark (signature),
    - Right, Left, Back, Fwd, Up, Down, Yes, No,
    - Cold, Hot, Water, Fire, Earth,
    - Under, Over, Break, Wait,
    - Integer numbers,
    - Basic Colors,
    - Safe, Danger, Enemy, Friend, Trap, True, False.

- This does NOT...**
- Does NOT do well in urban areas,
    - Message will only last an 1 day with in Urban environment.
  - Does NOT survive past any intentional physical disruption.

**Focus Items and/or Kits:**

- Not required.

**Xxx'Em Spells (Bonds/Connections):**

- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0



**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Rollout Halved	6
14	Duration X2	8
16	Rollout 1 Min	8
20	AOE X4	20

1Find North

LEVELTier 1711-1

GM indicates direction of North.



COST 4 pts	RANGE Self	AoE Self	DURATION 1 Hour	ROLL OUT Initiative
STACK 99	OUTCOME Mundane	COLLECTION Tracking-	CLASS GROUPS HNT	SAVECOL none



Created by BING AI

**Details:**

- GM indicates which direction is north.

**This DOES...**

- Does take 6 seconds (a round) to review the surroundings.
- Does allow the hunter to use this in battle.
- Does determine where North is.

**This does NOT...**

- Does NOT allow the hunter to teach this to non-hunters.
- Does NOT reveal the location of any other direction.

**Focus Items and/or Kits:**

- Not required.

**Creations:**

- No creations. Usable only as a spell/skill.

**Xxx'Em Spells (Bonds/Connections):**

- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

**Enhancements:**

LVL	ENHANCEMENTS	COST
20	Rollout Instant	16

9

Cover Trail

LEVEL

Tier 3

759-1

Cover Trail. Move @ 1/2= No Save. Move @ Full= SKL:3. GM roll



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	Touch	1 Mark Trail	12 Hours	20 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Tracking-	HNT	none



Created by COPILOT

- Details:**
- Hunter's movment is halved.
  - Another Hunter may be able to find a Covered Trail.

- This DOES...**
- Does allow the hunter to cover a trail,
    - up to 8 persons (including the Hunter),
    - result shows as an undisturbed natural area.

- This does NOT...**
- Does NOT have any effect in non-natural areas.
  - Does NOT have any effect when traveling faster than a walk.

- Focus Items and/or Kits:**
- Not required.

- Creations:**
- No creations. Usable only as a spell/skill.

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Rollout Halved	6

10 Find/Follow Trail

LEVELTier 3765-1

Find/Follow. Move @ 1/2=SKL:2. Move @ Full= SKL:4. GM rolls



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	Self	1 Mark	24 Hours	20 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Mundane	Tracking-	HNT	none



Created by COPILOT

Details:

- The comparison Saves for this skill:
  - The tracking Hunter rolls a Skills Save and compares the result to
  - the tracked targets roll of a NON-Skills Save.
    - If the tracked target is a Hunter then they use a Skills Save.
- Modifiers may include:
  - In an unusual or strange environment,
  - Weather,
  - Environment,
  - Trackers health conditions,
  - Actions taken by the tracked (covered trail?)
  - following another hunters covered trail.

This DOES...

- Does reduce the Hunters movement by half.
- Does allow the Hunter to track a creature with a Comparison Save,
  - The tracker and tracked compare Skills or Non-Skills Saves.

NOTE: the Tracker and Tracked both use either the Skills or Non-Skills Saves,

- 
- If the Tracker is a Hunter they use the Skills Save, if not then Non-Skills.
- If the Tracked is a Hunter they use the Skills Save, If not then Non-Skills.

This does NOT...

- Does NOT work in populated and non-natural environments.

Focus Items and/or Kits:

- Not required.

Creations:

- No creations. Usable only as a spell/skill.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Halved	6

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

8 Hunters Stare (1-4 days)

LEVELTier 2756-1

Walk x3 in 20 Hrs. Encntr unlikely. Sprs likely. Wake=3 rds.



Created by COPILOT

COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	Self	Self	12 Hours	10 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Mundane	Travel-Planes	HNT	SKL3



Details:

- This effort can be repeated day after day for 4 days
- Due to quick pace, encounters are often unaware of the walker until they pass
  - can be surprised
  - unlikely to have encounter
  - no ability to surprise others,
  - able to engage in skills and battle after 2 Rds upon 'waking'.
- Hunters maintain a quick quiet walk at 3X normal walk
- This skill goes against the watchful training a Hunter has therefore a hunter must save
  - SKL:3 at 10 minutes
  - Fail means Hunter can not maintain the stare
  - Pass means Hunter can maintain stare for allotted time

This DOES...

- Does allow the hunter to maintain a fast walking pace for 12 hours
- Does allow the hunter to travel 3X normal walking distance,
- ADoes allow the hunter to be surprised
- SKL:3 at 10 minutes
  - Fail means Hunter can not maintain the stare
  - Pass means Hunter can maintain stare for allotted time

This does NOT...

- Does NOT allow the likelihood of an encounter
- Does NOT allow Hunter the ability to surprise others,

Focus Items and/or Kits:

- Not required.

Creations:

- No creations. Usable only as a spell/skill.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8

13

Faster Path

LEVELTier 4773-1

Solo=150%. Group=120% w/Hunter @ point. Not all environs.



COST	RANGE	AoE	DURATION	ROLL OUT
16 pts	Self	Non-Urban	1 Day	10 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Mundane	Travel-Planes	HNT	none



Created by COPILOT

- Details:**
- Hunter may be leaving an obvious trail.
  - Types of Environments:
    - Arid, Hot and dry
    - Arctic, Freezing
    - Tropical, Warm and wet
  - To 'Know' an environment the hunter must have a year of time within that environment.

- This DOES...**
- Does allow a hunter to guide other hunters through an environment at 50% greater speed.
  - Does allow a hunter to guide non-hunters through an environment at 20% greater speed.

- NOTE: General areas that this can help in are,
- hills, plains, valleys,
  - Woods, scrub, open fields, dry river beds.

- This does NOT...**
- Does NOT have any effect in the following,
    - Roads (at max traversable already)
    - Peaks, Cliffs, Deserts,
    - Rivers, Oceans, Underground, urban.

- Focus Items and/or Kits:**
- Not required.

- Creations:**
- No creations. Usable only as a spell/skill.

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

**Enhancements:**

LVL	ENHANCEMENTS	COST
0	No Enhancements	0



2

Make Fire with Sticks

LEVEL

Tier 1

716-1

Dry Kindling needed. Damp kindling +1 Col. Wet environ +1 Col



Created by COPILOT

COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Touch	Kindling	Permanent	10 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Utility-	HNT	SKL1



Details:

- Material must be dry,
- Method to create an initial spark is needed.
- Environment must not be extreme.

This DOES...

- Does require a Save:
  - Non-Hunters use NON-Skill:3 Save
  - Hunters roll a Skill:1 Save.
- Does require dry kindling.
- Wet Kin

This does NOT...

- Does NOT create magical fire.



Focus Items and/or Kits:

- Kit is NOT required but helps.
- A better Save column in extreme environments.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

2

Mental Alarm Clock

LEVEL

Tier 1

703-1

Set time to wake and wake at that time. 1 Rd to clear head.



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Self	Self	18 Hours	10 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Mundane	Utility-	FTR-HNT	none



Created by COPILOT

**Details:**

- Can only be used during normal sleep.

**This DOES...**

- Does requires 10 minutes of prep time.
- Does require the character to view the surroundings to understand what it's normal sounds are.
- Does allow the character to be fully awake the next round from waking.

**This does NOT...**

- Does NOT take effect if character is exhausted.
- Does NOT have any effect verses sleep enforced by magic.

**Focus Items and/or Kits:**

- Not required.

**Creations:**

- No creations. Usable only as a spell/skill.

**Xxx'Em Spells (Bonds/Connections):**

- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Rollout Halved	6
14	Duration X2	8

4

Mimic Soft Nature Sounds

LEVEL

Tier 1

726-1

Create low natural sounds.      Low volume and intensity.



COST	RANGE	AoE	DURATION	ROLL OUT	
4 pts	Self	6x6 Squares	20 Minutes	Initiative	
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
99	Mundane	Utility-	HNT	SNS	2



Created by COPILOT

**Details:**

- Audiences roll the save and failure indicates they believe the sound is real.

**This DOES...**

- Does allow the Hunter to create sounds which may be in the local environment.
- Does allow creation of 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.

**This does NOT...**

- Does NOT hide the actions taken for the Hunter to make the sounds.
  - Not ventriloquism.
- Does NOT have a good chance of success in a noisy environment.

**Focus Items and/or Kits:**

- Not required.

**Creations:**

- No creations. Usable only as a spell/skill.

**Xxx'Em Spells (Bonds/Connections):**

- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Rollout Initiative	12
20	Rollout Instant	16

1

Create Singer's Salve

LEVEL

Tier 1

709-1

Yeilds 1d3 jars.      Effect on DOT +2/+4 HP at each cycle.



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Touch	3 Salves	End Of Year	4 Hours
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE    COL
99	Mundane	Creations-	HNT	none



Created by COPILOT

- Details:**
- Recipe for 3 Salves,
    - 1 Bunch of Bittercress Leaf,
    - 1 Jar of Wild Garlic Oil,
    - 1 shot of Rocko’s Hot Water.
  - All ingredients stay fresh until New Year, if kept within Hunter's Herb Sack.
  - Anyone can give 2 HP per cycle of DOT, Hunter gives 4 HP per cycle of DOT.
    - Note: Casters casting ANY healing spell works as normal.
    - If the person is healed mid cycle the Hunters salve still adds +2 SP in that cycle.

Concoction originally created by the character Reginal "Singer".

- This DOES...**
- Does require a Saving Throw after each Batch.
    - GM may change Save Column based on conditions.
    - Failure means ingredients used but no Salves(s) created.
  - Does yield three Recovery Salves (halves DoT duration on a recipient).
  - Does require the Hunter to cook for 4 hours,
    - requires constant attention of the Hunter,
    - Only other activity allowed during 4 hrs is talking, (no casting or other actions)
    - Workshop/kitchen is NOT required.
  - Does allow the Hunter to repeat this up to 3 times per day,
    - each effort takes 4 hours and requires a separate set of ingredients.

- This does NOT...**
- Does NOT use any magical process to create the concoction.
  - Does NOT allow the creation of more than 9 concoctions per day.



- Focus Items and/or Kits:**
- Campfire and Hunters Kit is required.

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0



- Creations:**
- 4 hrs creates 1d3 Singer slaves. No Save. (9 max/day)
  - Bittercress leaf, Wild garlic oil, Rocko's.
  - Requires campfire and Hunters kit. Shelf life:EOY.
  - Shelf life: EOY. Stop damage over time (DOT)

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Rollout Halved	6

1

Create Sunrise Potion

LEVELTier 1710-1

Yeild of 1d3 Potions. Effect: Heal +2/+4 HP @ Sunrise.



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Touch	1 Potion	Year End	4 Hours
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Creations-	HNT	none



Created by COPILOT

- Details:**
- Recipe for 3 potions,
    - 1 Bunch of Anise Leaf
    - 1 Jar of Ginger Oil,
    - 1/4 cup of honey,
    - All ingredients stay fresh until New Year, if kept in Hunters Herb Sack.
  - This potion can be used at any time of the day, but will have the effect the next morning.
    - Any person can apply this potion for 2 HP to the morning HP gain for the creature.
    - If a Hunter applies this potion for 5 HP to the morning HP gain for the creature.

- This DOES...**
- Does require a Saving Throw after each Batch.
    - GM may change Save Column based on conditions.
    - Failure means ingredients used but no Potion(s) created.
  - Does yield three Sunrise Potions.
  - Does require the Hunter to cook for 4 hours,
    - requires constant attention of the Hunter,
    - Only other activity allowed during 4 hrs is talking, (no casting or other actions)
      - Workshop/kitchen is NOT required.
  - Does allow the Hunter to repeat this up to 3 times per day,
    - each effort takes 4 hours and requires a separate set of ingredients.

- This does NOT...**
- Does NOT use any magical process to create the concoction.
  - Does NOT allow the creation of more than 9 concoctions per day.



- Focus Items and/or Kits:**
- Campfire and Hunters Kit is required

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0



- Creations:**
- 4 hrs makes 1d3 Sunrise potions. No Save. (9 max/day)
  - Anise leaf, Ginger Oil, Honey.
  - Requires Hunters kit and campfire: Shelf life:EOY.
  - Morning heal additional 2 HP. Hunter applied = 5 HP.

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Rollout Halved	6

2

Apply A Field Bandage

LEVEL

Tier 1

715-1

[Cloth/moss, before healing]=1 attempt. Binds. HP+1.



Created by BING AI

COST	RANGE	AoE	DURATION	ROLL OUT
1 pt	Touch	1 Creature	Permanent	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Mundane	Creations-	HNT	none

Details:

- This is an unclean rough attempt to apply first aid.
- require some sort of cloth or moss to act as a bandage.
- Use of Hunter Kit (Out of battle) gives an additional +2 HP.

This DOES...

- Does require a Hunter to create the bandage prior to it's use.
- Does have the desired effect regardless who uses the bandage.
- Does bind a wound non-magically and adds +1 to HP.
- Does work even if the target has already been bound in a mundane way.

This does NOT...

- Does NOT work if the bandaged person has already been healed with magic during this battle.



Focus Items and/or Kits:

- Using a kit gives an additional +2 HP.
- This does NOT apply if done in battle.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
20	Rollout Instant	16

5

Create Revive Salve

LEVEL

Tier 2

727-1

KITCHEN: Yeilds 1d3 Salves.    Effect: 1d3 HP & Awake 30 Min.



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	Touch	1 Jar	Year	4 Hours
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE    COL
99	Mundane	Creations-	HNT	SNS    2



Created by COPILOT

Details:

- Creating a Revive Salve: Small jar with cream.
- Combine,
  - 1 bunch of Bittercress leaves,
  - 1 jar of Pine sap,
  - 1 jar of Oak sap,
  - All ingredients stay fresh until New Year,
    - if kept within Hunters Herb Sack.
- Create a potion which does,
  - Heal 1d3 HP,
  - Revive a living unconscious creature for 30 min.

This DOES...

- Does create up to 3 items per day,
  - require a KITCHEN/LAB,
  - each effort takes 4 hours,
  - each effort requires a separate set of ingredients.
- Does allow Saving Throw:
  - 1 Save regardless number of Salves attempted (max 3/day),
  - Failure means ingredients used but no Salve(s) created.
- Does allow Cook/Brew/Set for 4 hours,
  - requires constant attention of the Hunter,
  - Only other activity allowed during 4 hrs is talking,
    - no casting.
  - Must have fully stocked Kitchen.

This does NOT...

- Does NOT use any magical process to create the concoction.
- Does NOT allow the creation of more than 9 concoctions per day.



Focus Items and/or Kits:

- Workshop/kitchen IS required.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0



Creations:

- 4 Hrs creates 1d3 Revive Salves. (9 max/day)
- Bittercress leaves, Pine sap, Oak sap.
- Requires kitchen/lab. Shelf life:EOY.
- Recipient SNS:2 to revive for 30 min. Heals 1d3.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

7

Create Health Poultice

LEVELTier 2

754-1

Yield 1d3 items. Effect: Sick/Dis Col -1



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	Touch	1 Cloth	Year End	4 Hours
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Creations-	HNT	SKL2



Created by COPILOT

- Details:**
- Creating a Sickness/Disease Poultice: Moist cloth within a bag.
    - Combine,
      - 1 jar of Honeysuckle Oil,
      - 1 bunch of Wild Cabbage,
      - 1 jar of Palm Sap,
      - All ingredients stay fresh until New Year,
        - if kept within Hunters Herb Sack.
    - Cook/Brew/Set for 4 hours,
      - requires constant attention of the Hunter,
        - Only other activity allowed during 4 hrs is talking,

- This DOES...**
- Does require a complete attention to creation for 4 hours.
  - Does allow creations up to 3 times per day, regardless of rollout times.
    - each effort takes the full Rollout,
    - each effort requires a separate set of ingredients.
  - Does require a Save at the end of all creations for the day,
    - the Save applies to all Frailty Poultices created during the day.
    - failing the Save uses all the ingreditents but nothing is created.

- This does NOT...**
- Does NOT provide the ingredients,
    - the ingredients must be found and saved.



- Focus Items and/or Kits:**
- Campfire and Hunters Kit is required.

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
5	COUNTER: Disruptive Factor	Instant	none	8



- Creations:**
- 4 hrs makes 1d3 Health poultices. (9 max/day)
  - Honeysuckle, Wild cabbage, Palm sap.
  - Requires Hunters Kit and campfire. Shelf life:EOY
  - Save SKL:2 clears Sickness or reduces Disease status.

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Rollout Halved	6
14	Save -1 Col	8



7

Create Repellent Oil

LEVELTier 2734-1

Yeild 1d3 items. Effect: Repells insects Save col-1.



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	Touch	1 Jar	Year End	4 Hours
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Creations-	HNT	SNS2



Created by COPILOT

- Details:**
- Combine,
    - 1 Jar of Honeysuckle Oil,
    - 1 bag of Palm Root Ash,
    - 1 bunch of Marsh Daisy Leaf,
    - All ingredients stay fresh until New Year,
      - if kept within Hunters Herb Sack.
  - Saving Throw At End of batch: Failure means ingredients used but no Oil(s) created per batch.
  - Repels insects using the SNS:x Save when in action.
    - Use the listed column for natural insects (Animals).
    - Use one column worse for Giant insects (Monsters).
    - A Passing Save will repel the insects from this user.

- This DOES...**
- Does allow the Hunter to Cook/Brew/Set for 4 hours,
    - requires constant attention of the Hunter,
    - Only other activity allowed during 4 hrs is talking,
      - no casting.
    - Must have basic cooking gear, workshop/kitchen is NOT required.
  - Does allow creations of up to 3 times per day,
    - each effort takes 4 hours,
    - each effort requires a separate set of ingredients.

- This does NOT...**
- Does NOT use any magical process to create the concoction.
  - Does NOT allow the creation of more than 9 concoctions per day.



- Focus Items and/or Kits:**
- Campfire and Hunters Kit is required.

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0



- Creations:**
- 4 hrs makes 1d3 vials of repellent oil. (9 max/day)
  - Honeysuckle, Marsh Daisy leaf, Palm root ash.
  - Requires Hunters kit & campfire. Shelf life:EOY.
  - Smaller insects most vulnerable. INSECTS MUST SAVE

**Enhancements:**

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

11

Create Clear Mind Inhalent

LEVEL

Tier 3

768-1

Yeild of 1d3 items. Effect: Dazed/Stunned/Sleep col-1.



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	Touch	1 Vial	Year End	4 Hours
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Creations-	HNT	SNS2



Created by BING AI

Details:

- Creating a Whiff Awake Inhalent: Small corked bottle:
  - Combine: 1 Jar of Wild Garlic Oil, 1 shot of Rocko’s Hot Water, 1 Jar of Ginger Oil, 1 Bag of Hemlock Root Ash.
- Cook/Brew/Set for 4 hours, requires constant attention of the Hunter, Only other activity allowed during 4 hrs is talking,
- All ingredients stay fresh until New Year, if kept within Hunters Herb Sack. each effort requires a separate set of ingredients.

This DOES...

- Does require a complete attention to creation for 4 hours.
- Does allow this to be repeated 3 times per day,
  - each effort takes the full Rollout,
  - each effort requires a separate set of ingredients.

This does NOT...

- Does NOT provide the ingredients,
  - the ingredients must be found and saved.



Focus Items and/or Kits:

- Requires campfire and Hunters Kit.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
5	COUNTER: Disruptive Factor	Instant	none	8



Creations:

- 4 hrs creates 1d3 corked bottles. (9 max/day)
- Wild garlic, Ginger oil, Hemlock root ash, Rocko's
- Requires campfire and Hunters Kit. Shelf life:EOY.
- Clears dazed/stunned.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Halved	6
14	Save -1 Col	8

11

Create Java Meal Spice

LEVEL

Tier 3

769-1

Yeild of 1d3 items. Caffeine effect for 48 hrs. Don't repeat.



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	Touch	1 Meal	Year End	4 Hours
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Creations-	HNT	SKL2



Created by COPILOT

- Details:**
- Creating a Light Spiced Meal: (Any non-cumber meal)
    - Combine,
      - 1 Bunch of Anise Leaf bunch,
      - 1 Jar of Peppermint Oil,
      - 1/4 cup of honey,
      - 1 Bag of Hemlock Root Ash.
      - All ingredients stay fresh until New Year,
        - if kept within Hunters Herb Sack.
    - Cook/Brew/Set for 4 hours,
      - requires constant attention of the Hunter,
      - Only other activity allowed during 4 hrs is talking,

- This DOES...**
- Does require a complete attention to creation for 4 hours.
  - Does allow creations to be repeated up to 3 times per day, regardless of rollout times.
    - each effort takes the full Rollout,
    - each effort requires a separate set of ingredients.
  - Does require a Save at the end of all creations for the day,
    - the Save applies to all Java Meal Spices created during the day.
    - failing the Save uses all the ingreditents but nothing is created.
  - Does allow Saving Throw At End of Day:
    - 1 Save regardless number of spiced meals attempted (max 3/day),
    - Failure means ingredients used but no spiced meals(s) created.

- This does NOT...**
- Does NOT provide the ingredients,
    - the ingredients must be found and saved.



- Focus Items and/or Kits:**
- Requires a campfire and a Hunters KIT.

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
5	COUNTER: Disruptive Factor	Instant	none	8



- Creations:**
- Keeps recipient awake for up to a continous 48 hrs.
  - Anise Leaf, Peppermint oil, Honey, Hemlock root ash.
  - 4 hrs creates 1d3 doses of spice. (9 max per day)

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Rollout Halved	6
14	Save -1 Col	8

12

Create Calming Tea

LEVELTier 3771-1

Yeild of 1d3 items. Effect: Deep Sleep & morning SP +2/+4.



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	Touch	1 Jar	Year End	4 Hours
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Creations-	HNT	SNS1



Created by COPILOT

- Details:**
- Creating a Spiced Tea: (in a corked jar)
    - Combine,
      - 1 Bunch of Wild Cabbage Leaf,
      - 1 Jar of Ginger Oil,
      - 1 Bag of Palm Root Ash.
      - 1 Bag of Oak Root Ash.
      - All ingredients stay fresh until New Year,
        - if kept within Hunters Herb Sack.
    - Cook/Brew/Set for 4 hours,
      - requires constant attention of the Hunter,
      - Only other activity allowed during 4 hrs is talking,

- This DOES...**
- Does require a complete attention to creation for 4 hours.
  - Does allow creations to be repeated up to 3 times per day, regardless of rollout times.
    - each effort takes the full Rollout,
    - each effort requires a separate set of ingredients.
  - Does require a Save at the end of all creations for the day,
    - the Save applies to all Calming Teas created during the day.
    - failing the Save uses all the ingreditents but nothing is created.

- This does NOT...**
- Does NOT provide the ingredients,
    - the ingredients must be found and saved.



- Focus Items and/or Kits:**
- Campfire and Hunters Kit are required.

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0



- Creations:**
- 4 hrs makes 1d3 Calming Tea Bags. (9 max/day)
  - Wild cabbage, Ginger Oil, Palm root ash, Oak root ash
  - Campfire and Hunters Kit are required. Shelf life:EOY
  - Morning SP +2 (Hunter applied +4). SNS:1 Stay awake.

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Rollout Halved	6
14	Save -1 Col	8

6

Make/Repair Arrows

LEVEL

Tier 2

722-1

12 arrows. Tier1=Crude/Blunt, Tier2=Standard, Tier3=Flight.



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	Touch	Self	Permanent	4 Hours
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Mundane	Creation-Meta	HNT	none



Created by COPILOT

- Details:**
- Hunter is able to make crude arrows without a kit and few materials.
  - Creation of crude arrows do NOT cost any points (12 per rollout)

- This DOES...**
- Does allow the Hunter to make arrows based on experience, materials and time available.
  - Time Required: arrows can be constructed every rollout.
  - Experience & special materials:
    - Less than level 3: 24 Crude arrows merely need a semi-straight stick. (0 pts)
    - Tier 1: 24 blunt arrows need blunted heads and sinew
    - Tier 2: 24 standard arrows require and arrow heads and sinew
    - Tier 3: 24 flight arrows require light weight shafts and sinew

- This does NOT...**
- Does NOT allow the hunter to create high quality arrows.
  - All arrows created have no bonuses even if the materials previously did.



- Focus Items and/or Kits:**
- Hunters Kit (Tools).
  - Kit includes materials for amateur fletching.

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0



- Creations:**
- Kit, campfire, 4 hrs, and straight sticks needed.
  - Tier 1 = 36 Blunt & crude arrows (Kit not needed).
  - Tier 2 = 24 Standard arrows.
  - Tier 3 = 12 Flight Arrows.



**Enhancements:**

LVL	ENHANCEMENTS	COST
1	Create Crude Arrows	0
12	Rollout Halved	6