## 0.3 TIRO: Armor of Light

LEVEL Tier 1

## AC = 16. Bright, sparkly magic armor around Caster.

COST 30% Max	RANGE Self	ROLL OUT  1 Minute	
STACK 99	AoE Self	DURATION 4 Hours	



	COLLECTION		
	Battle-Prep		
V	SAVE COL		
"	none		

OUTCOME
Magical
CLASS GROUPS
TRO



Created by COPILOT

#### Details:

- Bright Sparkly armor surrounds the Caster.

#### WHAT THIS DOES:

- Does gives the caster the better of either,
  - Magic armor with AC 16,
  - Casters current AC.
  - An image of bright light surrounding the caster shows regardless of option.

#### WHAT THIS DOES NOT DO:

- Does NOT provide enough consistent light to read by.

## **Bonds and Connections**

- No Nae'Em connection.



.: 3 Same Spell

## Creations:

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

## **Enhancements:**

LVL ENHANCEMENTS COST

0 No Enhancements 0

## Focus Items and/or Kits:

## 5 Point 80 ft Ahead

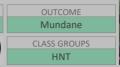
LEVEL Tier 2

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

COST	RANGE	ROLL OUT
8 pts	Self 10 Minutes	
STACK	AoE	DURATION
1	Self	4 Hours



COLLECTION			
	Battle	-Prep	
	SAVE	COL	
	SNS	2	( )





Created by COPILOT

#### Details:

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

#### WHAT 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:

#### WHAT THIS DOES NOT DO:

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

## **Bonds and Connections**

- No Nae'Em connection.

Counter:

No Counter Available.

## Creations:

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

## **Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	AoE X2	6
16	Rollout 1 Min	8

## Focus Items and/or Kits:

## 8 Critical Ranged Shot (Pre-Battle)

LEVEL Tier 2

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

COST	RANGE	ROLL OUT	1
8 pts	By Weapon	1 Minute	
STACK	AoE	DURATION	1
1	By Weapon	4 Hrs or 1 Battle	(



	COLLECTION	
	Battle-Prep	
1	SAVE COL	
"	none	

OUTCOME
Mundane
CLASS GROUPS
HNT



Created by COPILOT

#### Details:

- This applies to a single selected weapon.

#### WHAT THIS DOES:

- Does apply to only one ranged weapon per battle.

#### WHAT THIS DOES NOT DO:

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

## **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## Creations:

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

## **Enhancements:**

LVL	ENHANCEMENTS	COST
12	Rollout Init	12

## Focus Items and/or Kits:

COST

16 pts

STACK

## 16 Quick Ranged Shot (Pre-Battle)

ROLL OUT

Instant

DURATION

Instant

LEVEL Tier 4

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

M	COLLECTION	OUTCOME
WC NOW	Battle-Prep	Mundane
M	SAVE COL	CLASS GROUPS
W W	none	HNT



Created by COPILOT

#### Details:

RANGE

Melee

AoE

1 Creature

- Quickly Shoots to potentaily start a battle.

#### WHAT 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

#### WHAT THIS DOES NOT DO:

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

## **Bonds and Connections**

- No Nae'Em connection.

Counter:

No Counter Available.

## Creations:

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

## **Enhancements:**

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

## Focus Items and/or Kits:

## 0.2 TIRO: Fire Crack!

LEVEL Tier

## ToHit required. 1d3 Dmg. Metal armor requires Save.

COST	RANGE	ROLL OUT
20% Max	6 Squares	Initiative
STACK	AoE	DURATION
99	1 Target	Instant



COLLECTION			
Battle-Offense			
	SAVE	COL	
	RM	1	

OUTCOME <b>Magical</b>
CLASS GROUPS TRO



Created by COPILOT

#### Details:

- Caster throws a multi-colored splash of light.
- If the Target has metal armor then they must pass the Save.

#### WHAT THIS DOES:

- Does create a fizzle in the caster's hand to be thrown,
  - If thrown at a specific target then a ToHIT may be needed.
- Does explode upon impact, dealing 1d3 fire damage.
- Does does create a minor non-damaging, non-interfering explosion if ToHIT has failed.

#### WHAT THIS DOES NOT DO:

- Does NOT do any damage if the ToHIT roll fails.

## **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### **Creations:**

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

## **Enhancements:**

LVL ENHANCEMENTS COST

0 No Enhancements 0

## Focus Items and/or Kits:

## 0.4 TIRO: Quick Flash Fire

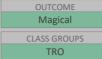
EVEL Tier:

ToHIT needed. 1d12 Dmg. Save for no damage.

COST	RANGE	ROLL OUT
30% Max	12 Squares Initiative	
STACK	AoE	DURATION
99	1 Target	Instant



	COLLECTION			
Battle-Offense				
	SAVE	COL		
	AGL	2		





Created by COPILOT

#### Details:

- The caster throws colorful embers at a target, dealing 1d12 fire damage.
- The magical fire disappears so quickly that this cannot be used as a signal.

#### WHAT THIS DOES:

- Does deal 1d12 fire damage.
- Does allow the Target to make a Save.
  - Success means no damage is dealt to the Target.
  - Failure means full damage is dealt to the Target.

## WHAT THIS DOES NOT DO:

- Does NOT set anything aflame.

## **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## Creations:

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

## **Enhancements:**

LVL ENHANCEMENTS COST

0 No Enhancements 0

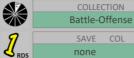
## Focus Items and/or Kits:

## 4 Accurate Ranged Shots

LEVEL Tier 1

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

COST 4 pts	RANGE Char Sheet	ROLL OUT Initiative
STACK 99	AoE 1 Target	DURATION 1 Round



OUTCOME
Mundane
CLASS GROUPS
HNT



Created by COPILOT

#### Details:

- Hunter targets only 1 creature when using this skill.

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

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

## **Bonds and Connections**

- No Nae'Em connection.

Counter:

No Counter Available.

## Creations:

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

## **Enhancements:**

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

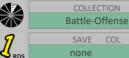
## Focus Items and/or Kits:

## **Hunters Charge**

LEVEL

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

COST 4 pts	RANGE Move x2	ROLL OUT Initiative
STACK 1	AoE 1 Creature	DURATION 1 Round



COL

OUTCOME
Mundane
CLASS GROUPS
HNT



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.



#### WHAT 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.

#### WHAT THIS DOES NOT DO:

- 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.

## **Bonds and Connections**

- No Nae'Em connection.



#### Counter:

LVL: 1 Set For Charge - FTR

## **Creations:**

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

## **Enhancements:**

LVL ENHANCEMENTS COST 0 No Enhancements

## Focus Items and/or Kits:

## 5 COUNTER: Disruptive Factor

LEVEL Tier 2

## Attempt to stop a specific spell or action.

COST	RANGE	ROLL OUT	m	COLLECTION	OUTCOME
8 pts	8 Squares	Instant	SNOW?	Battle-Offense	Mundane
STACK	AoE	DURATION	9	SAVE COL	CLASS GROUPS
99	3x3 Squares	2 Rounds	K <sub>RDS</sub>	none	FTR-HNT-ROG
			<b>4</b>		



Created by COPILOT

#### 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.

# JUST

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

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

#### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## Creations:

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

#### **Enhancements:**

LVL	ENHANCEMENTS	COST
12	Range X2	8
18	Range X4	10

## Focus Items and/or Kits:

## 5 Instant Ranged Shots

LEVEL Tier 2

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

COST	RANGE	ROLL OUT	
8 pts	by the bow	Instant	ľ
STACK	AoE	DURATION	1
99	Self	1 Round / Tier	



COLLECTION			
Battle-Offense			
SAVE COL			
none			

	OUTCOME
	Mundane
Г	CLASS GROUPS
	HNT



Created by COPILOT

#### Details:

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

# +

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

- 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.

## **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## Creations:

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

## **Enhancements:**

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

## Focus Items and/or Kits:

## 5 Long Distance Crossbow Shots

LEVEL Tier 2

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

COST	RANGE	ROLL OUT
8 pts	By Weapon	Initiative
STACK	AoE	DURATION
1	1 Target	4 Rounds



	COLLECTION	
,	Battle-Offense	
	SAVE COL	
s	none	

OUTCOME
Mundane
CLASS GROUPS



Created by COPILOT

#### Details:

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

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

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

#### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## Creations:

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

## **Enhancements:**

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

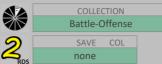
## Focus Items and/or Kits:

## 5 Penetrating Ranged Shots

LEVEL Tier 2

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

COST 8 pts	RANGE By Weapon	ROLL OUT Initiative
STACK 1	AoE By Weapon	DURATION 2 Rounds



OUTCOME
Mundane
CLASS GROUPS
HNT



Created by COPILO

#### Details:

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

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

- Does NOT work with any weapon, except bows.

## **Bonds and Connections**

- No Nae'Em connection.

Counter:

No Counter Available.

## Creations:

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

## **Enhancements:**

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

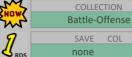
## Focus Items and/or Kits:

## 6 AoO on Melee Entry

LEVEL Tier 2

## Targets entering melee become open to an attack.

COST	RANGE	ROLL OUT	3
4 pts	Melee	Instant	2
STACK	AoE	DURATION	
99	Self	1 Round	



OUTCOME	
Mundane	
CLASS GROUPS	
ROG	



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.

# +

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

- Does NOT allow other attacks flagged 'Extra' allowed in same round

## **Bonds and Connections**

- No Nae'Em connection.



Avoid An AoO - ROG

## Creations:

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

## **Enhancements:**

LVL ENHANCEMENTS COST

0 No Enhancements 0

## Focus Items and/or Kits:

## 6 Held Shot - Single Target

LEVEL Tier 2

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

COST	RANGE	ROLL OUT	
8 pts	By Weapon	Initiative	
STACK	AoE	DURATION	
99	1 Target	5 Attacks	(



	COLLECTION	
7	Battle-Offense	
	SAVE COL	
s	none	

OUTCOME	
Mundane	
CLASS GROUPS	
HNT	



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.

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

- 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.

## **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## Creations:

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

#### **Enhancements:**

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

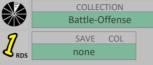
## Focus Items and/or Kits:

## 6 Shoot Thru Party to Target

LEVEL Tier 2

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

COST	RANGE	ROLL OUT
8 pts	By Weapon	Initiative
STACK	AoE	DURATION
99	By Weapon	1 Round



OUTC	OME
Mund	dane
CLASS G	ROUPS
HN	IT



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.

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

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

## **Bonds and Connections**

- No Nae'Em connection.

Counter:

No Counter Available.

## Creations:

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

## **Enhancements:**

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

## Focus Items and/or Kits:

OUTCOME

Mundane

CLASS GROUPS

FTR-HNT-ROG

## 9 Mounted Melee Attack

LEVEL Tier 3

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

COST RANGE ROLL OUT

12 pts

1 Square Initiative

STACK

A0E

DURATION

99

1 Horse

DURATION

SAVE COL

SKL 2



Created by COPILOT

#### Details:

- Requires the use of a trained mount.

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

- Does NOT allow more than 2 attacks regardles 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.

## **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## Creations:

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

#### **Enhancements:**

LVL ENHANCEMENTS COST

0 No Enhancements 0

### Focus Items and/or Kits:

## 10 Blunted Bow Shots (Bow Only)

EVEL Tier 3

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

COST	RANGE	ROLL OUT
12 pts	By Weapon	Initiative
STACK	AoE	DURATION
1	1 Target	4 Rounds



COLLECTION	
Battle-Offense	
SAVE COL	
none	

١	OUTCOME <b>Mundane</b>
	CLASS GROUPS
	HNT



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.

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

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

#### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## Creations:

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

#### **Enhancements:**

LVL ENHANCEMENTS COST
14 Duration X2 8

## Focus Items and/or Kits:

## 12 Targeting A Moving Target

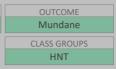
LEVEL Tier 3

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

COST	RANGE	ROLL OUT
12 pts	By Weapon	Initiative
STACK	AoE	DURATION
1	By Weapon	1 Round



XII	COLLECTION	
4	Battle-Offense	
	SAVE COL	
s	none	





Created by COPILOT

#### Details:

- Hunter shoots at a moving target.

#### WHAT 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 potentailly hit a moving target.
- Does allow the Hunter to add +8 to their Initiative and the ToHIT roll.

#### WHAT THIS DOES NOT DO:

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

## **Bonds and Connections**

- No Nae'Em connection.

Counter:

No Counter Available.

## Creations:

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

## **Enhancements:**

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

## Focus Items and/or Kits:

## Ranged Sucker Shot(s)

LEVEL

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

COST	RANGE	ROLL OUT
16 pts	By Weapon	Initiative
STACK	AoE	DURATION
1	1 Target	1 Round



V	COLLECTION	
7	Battle-Offense	
	SAVE COL	
s	none	

OUTCOME
Mundane
CLASS GROUPS
HNT



Created by COPILOT

#### 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.

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

- Does NOT allow full number of attacks.

## **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## **Creations:**

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

## **Enhancements:**

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

## Focus Items and/or Kits:

## **Moving And Shooting**

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

COST	RANGE	ROLL OUT
16 pts	By Weapon	Initiative
STACK	AoE	DURATION
1	1 Target	1 Round



COLLECTION	
Battle-Offense	
SAVE COL	
none	

OUTCOME	ı
Mundane	
CLASS GROUPS	ı
HNT	ı



Created by COPILOT

#### Details:

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

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

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

## **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## **Creations:**

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

## **Enhancements:**

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

## Focus Items and/or Kits:

## 0.3 TIRO: I Have Your Item!

EVEL Tier:

snatches item. Mgc armor: -1 Col.

COST	RANGE	ROLL OUT
30% Max	4 Sqs	Initiative
STACK	AoE	DURATION
99	1 Item	1 Round



Call-Summon
SAVE COL
s RM 1

OUTCOME	
Mundane	
CLASS GROUPS	
TRO	



Created by COPILOT

#### Details:

- The caster snatches someone's random, mundane item.
- If the Target has metal armor then the Save is 1 column worse.

#### WHAT THIS DOES:

- Does allow the Caster to snatch someone else's random mundane object.
- Does allow the item to visibly float towards the caster.
- Does allow the owner a Save to grab the item.

#### WHAT THIS DOES NOT DO:

- Does NOT affect magical, metal or crystalline items.
- Does NOT allow the caster to end the spell prematurely.
- Does NOT affect more than one item.

## **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

NO COUNTER AVAILABLE

## Creations:

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

## **Enhancements:**

LVL ENHANCEMENTS COST

0 No Enhancements 0

## Focus Items and/or Kits:

422-1

## 0.1 TIRO: Beauty Contestant:2nd Prize

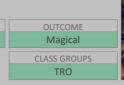
\_EVEL Tier 1

Recipient becomes more attractive by their race's standards.

COST	RANGE	ROLL OUT
15% Max	Self	5 Minutes
STACK	AoE	DURATION
99	Self	12 Hours



'	COLLECTION		
Altered Reality			
1	SAVE COL		
)	none		





reated by COPILOT

#### Details:

- The caster makes themselves look more attractive by their race's standards.

#### WHAT THIS DOES:

- Does make the caster appear physically more attractive by their race's standards.

#### WHAT THIS DOES NOT DO:

- Does NOT permanently alter the caster's looks.
- Does NOT influence anyone's feelings about the caster or have any other effect on them.

## **Bonds and Connections**

- No Nae'Em connection.



#### Counter:

SAME SPELL WILL COUNTER.

## Creations:

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

## **Enhancements:**

LVL ENHANCEMENTS COST

0 No Enhancements 0

## Focus Items and/or Kits:

## 0.1 TIRO: Pie Fight!

LEVEL Tier

## Blocks vision with Save.

COST 20% Max	RANGE 4 Squares	ROLL OUT Initiative
STACK	AoE	DURATION
99	1 Target	1 Round



	COLLE	CTION	
Altered Reality			
	SAVE	COL	1
	RM	1	

OUTCOME
Mundane
CLASS GROUPS
TRO



Created by COPILOT

#### Details:

- If the Target has metal armor then the Save is 1 column worse.
- This is a magical pie, and thus cannot give any kind of sustenance.

#### WHAT THIS DOES:

- Does Require a Save to be rolled by the target:
  - Fail = Target's vision is blocked for one round.
  - Pass = Spell has no effect.

#### WHAT THIS DOES NOT DO:

- Does NOT have any other effect on the target outside of blocking vision.
- Does NOT deal any damage.

## **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## Creations:

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

## **Enhancements:**

LVL ENHANCEMENTS COST

0 No Enhancements 0

## Focus Items and/or Kits:

## 0.3 TIRO: 2 Rope Image

LEVEL Tier 1

## Roll Save to create illusion of a cut rope now 1 rope.

COST 10% Max	RANGE 1 Rope	ROLL OUT  1 Minute	
STACK 1	AoE 1 Rope	DURATION 2 Hours	(



	COLLECTION	
	Altered Reality	
\	SAVE COL	
,	SKL 1	

OUTCOME
Magical
CLASS GROUPS
TRO



Created by COPILOT

#### Details:

- The caster conjures a rope that looks like two short ropes made out of colorful ribbons.
- Any use or actions with the rope after conjuring reveals it as single length of 4 squares.

#### WHAT THIS DOES:

- Does allow the Caster to roll a Save to merge the ropes into one.

#### WHAT THIS DOES NOT DO:

- Does NOT allow the short ropes to be stretched beyond what the one rope's length is.
- Does NOT allow more than 2 of these illusions to be active at once.

## **Bonds and Connections**

- No Nae'Em connection.

Counter:

No Counter Available.

## Creations:

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

## **Enhancements:**

LVL ENHANCEMENTS COST

0 No Enhancements 0

## Focus Items and/or Kits:

## 1 Skinning A Hide

LEVEL Tier

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





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.

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

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

#### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## Creations:





## Focus Items and/or Kits:

- Hunters Kit is NOT passive.

ENHANCEMENTS

COST

- Yeilds 2 hides

**Enhancements:** 

10 Rollout Halved

## 2 Benign Approach

LEVEL Tier 1

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





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.

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

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

#### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## Creations:

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

#### **Enhancements:**

LVL ENHANCEMENTS COST
12 Range X2 8

## Focus Items and/or Kits:

## 3 Calm Animal

LEVEL Tier 1

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

COST 4 pts	RANGE 2 Squares	ROLL OUT  20 Minutes	
STACK 99	AoE 1 Animal	DURATION 2 Hours	(



	re		COLLEC Flora-Faur
С	•	COL 2	SAVE SKL

OUTCOME Mundane LASS GROUPS HNT



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.

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

- Does NOT require a save with a domesticated animal.

#### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## Creations:

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

#### **Enhancements:**

LVL	ENHANCEMENTS	COST	
10	Rollout Halved	6	
12	Range X2	8	
14	Duration X2	8	

## Focus Items and/or Kits:

COST 4 pts STACK 1

## Hunt/Fish/Gather

LEVEL

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

RANGE	ROLL OUT	COLLECTION	OUTCOME
Self	9 Hours	Food-Water	Mundane
AoE	DURATION	SAVE COL	CLASS GROUPS
20x20 Squares	Rollout	SKL 2	HNT



## Details:

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

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

- Does NOT work more than 1 time per day.

## **Bonds and Connections**

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

**Creations:** 



## **Enhancements:**

LVL ENHANCEMENTS COST 0 No Enhancements



## Focus Items and/or Kits:

- Hunters Kit is NOT passive.
- Yeild x 1.5 (gain 50%)

OUTCOME Mundane ASS GROUPS HNT

## Coastal Net Fishing

LEVEL

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

	COST	RANGE	ROLL OUT		COLLECTION	
1	2 pts	Self	16 Hours	U	Food-Water	N
S.	TACK	AoE	DURATION		SAVE COL	CLA
	1	Ocean	Permanent		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.

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

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

#### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

NO COUNTER AVAILABLE

### **Creations:**



-Yeilds fish.

#### **Enhancements:**

ENHANCEMENTS COST 0 No Enhancements

## Focus Items and/or Kits:

## 0.1 TIRO: Healing Bolus

LEVEL Tier

## 1d12 HP healing.

COST	RANGE	ROLL OUT	
30% Max	1 Square	Initiative	
STACK	AoE	DURATION	
99	Recipient	Permanent	



COLLE	COLLECTION		
Health-Life-Death			
SAVE	COL		
none			

	OUTCOME Magical	
	CLASS GROUPS	
	TRO	



reated by COPILOT

#### Details:

- A basic healing spell that heals 1d12.

#### WHAT THIS DOES:

- Does heal 1d12 painlessly.
- Does appear very bright.

#### WHAT THIS DOES NOT DO:

- 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.

## **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## Creations:

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

## **Enhancements:**

LVL ENHANCEMENTS COST

0 No Enhancements 0

## Focus Items and/or Kits:

## 0.2 TIRO: Garish Pup Tent

EVEL Tier

## xThe Caster creates a colorful tent.

COST 20% Max	RANGE 8 Squares	ROLL OUT  1 Minute
STACK	AoE	DURATION
99	1x2 Squares	8 Hours



	COLLE	CTION		
Shelter-Rest-Protec				
1	SAVE	COL		
)	none			

OUTCOME	
Magical	
CLASS GROUPS	
TRO	



Created by COPILOT

#### Details:

- The Caster creates a colorful tent.

#### WHAT THIS DOES:

- Does create a brightly colorful tent.
- Does allow the caster and their allies to rest inside (up to 3 people) and get rest bonuses.
- Does function like any other tent (can be blown away, soaked etc)
- Does require the tent to be set up after it is created.

#### WHAT THIS DOES NOT DO:

- Does NOT let the Caster choose the tent's color, it's random.
  - roll a d20 (1-5 is red, 5-10 is yellow, 10-15 is green, 15-20 is blue)
- Does NOT make a sturdy tent, it must be secured with rocks and the like.

## **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## Creations:

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

## **Enhancements:**

LVL ENHANCEMENTS COST

0 No Enhancements 0

## Focus Items and/or Kits:

## 2 Hunters Hut (10 ppl)

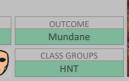
LEVEL Tier 1

## Stands for 2 days. Holds up to 10 people.

COST 4 pts	RANGE Touch	ROLL OUT 20 Minutes
STACK	AoE	DURATION
2	2v1 Squares	9 Hours



	COLLECTION Shelter-Rest-Protection			
	SAVE	COL		
	SKL	2		





Created by COPILOT

#### Details:

- The shelter is a lean-to style with open ends
- Hunter can create it againt 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

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

- 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

#### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## Creations:



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

#### **Enhancements:**

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

## Focus Items and/or Kits:

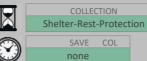
- Hunters Kit is NOT passive.
- AoE becomes 2x2 squares

## 2 Perimeter Safety

LEVEL Tier 1

## Creates noticable sounds when stepped on.

COST 4 pts	RANGE Touch	ROLL OUT 30 Minutes
STACK AOE		DURATION
99	3x8 Sq Perimeters	8 Hours



OUTCOME	
Mundane	
CLASS GROUPS	
HNT	



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.

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

- 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.

## **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## Creations:

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

## **Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Damage X2	12

## Focus Items and/or Kits:

## 3 Create Temporary Shelter (3 ppl)

LEVEL Tier 1

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

COST 4 pts	RANGE Touch	ROLL OUT 10 Minutes
STACK	AoE	DURATION
99	1 Shelter	2 Days



OUTCOME	
Mundane	
CLASS GROUPS	
HNT	



Created by COPILOT

#### Details:

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

#### WHAT 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).

#### WHAT THIS DOES NOT DO:

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

## **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

### **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

## Focus Items and/or Kits:

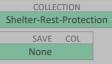
## Hunters Hidden Shelter (4 ppl)

LEVEL

Hunting blind for 4 people. Not for urban use.

COST 8 pts	RANGE 1 Square	ROLL OUT 1 Hour
STACK	AoE	DURATION
3	3 x 3 Squares	8 Hours / Tier





	OUTCOME
1	Mundane
	CLASS GROUPS
	HNT



#### 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.

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

- 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.

## **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## **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

## Focus Items and/or Kits:

## 0.4 TIRO: Aural Spark

EVEL Tier:

## random color of sparks for 1d20 minutes.

COST	RANGE	ROLL OUT
10% Max	10 Squares	Initiative
STACK	AoE	DURATION
99	2x2 Sqs	1d20 Minutes



V	COLLI	ECTION	
7	Lig	ght-	
	SAVE	COL	
	none		

_	
	OUTCOME
	Magical
	CLASS GROUPS
	TRO



Created by COPILOT

#### Details:

- The caster creates colorful lights to be used as a light source.
- The color changes in reaction to the proximity of other Casters.
  - It will change to the color of their chosen School of magic.
  - When not in the presence of any Caster's then the light shifts from color to color.
  - This happens once per minute.

#### WHAT THIS DOES:

- Does light up an area of 2x2 squares.
- Does allow the caster to try and use this light to detect others' auras.
  - Roll Save, the spell only works on a success.
- Does last for 1d20 minutes.

#### WHAT THIS DOES NOT DO:

- Does NOT set anything flammable aflame.
- Does NOT allow the caster to use it as a signal flare.

## **Bonds and Connections**

- No Nae'Em connection.



#### Counter:

NO COUNTER AVAILABLE

#### **Creations:**

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

## **Enhancements:**

LVL ENHANCEMENTS COST

0 No Enhancements 0

## Focus Items and/or Kits:

## 0.2 TIRO: Amplify Own Speech

.EVEL Tier 1

## Amplifies caster's voice to range of 1d20+4 Squares.

COST 20% Max	RANGE Self	ROLL OUT
STACK	AoE	DURATION
99	3x3x3 Sq	5 Minutes



COLLECTION		
Communica	tion-	
SAVE CO	OL	
none		

OUTCOME
Magical
CLASS GROUPS
TRO



reated by COPILOT

#### Details:

- Amplifies the caster's voice from AOE out to range of 1d20+4 Squares.

#### WHAT THIS DOES:

- Does amplify speech from AOE out to range of up to 3 Squares away.
- Does amplify even whispers.
- Does allow sound to carry over walls/barriers as normal for the resulting volume.

#### WHAT THIS DOES NOT DO:

- Does NOT affect anyone but the caster.

## **Bonds and Connections**

- No Nae'Em connection.



Counter:

LVL: 2 Same Spell

## Creations:

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

## **Enhancements:**

LVL ENHANCEMENTS COST

0 No Enhancements 0

## Focus Items and/or Kits:

## IRO: Colored Signal Flare

LEVEL

Random flare between Red, Blue, Yellow, and Green.

COST	RANGE	ROLL OUT	
15% Max	20 Squares	Initiative	
STACK	AoE	DURATION	
0	1 Flare	1 Minute	



OUTCOME
Magical
CLASS GROUPS
TRO



Created by COPILOT

### Details:

- The Caster fires a colored signal flare from their fingertips, lighting up the sky.

#### WHAT THIS DOES:

- Does light up the sky with a random color.
  - roll a d20:

1 - 5 is bright red,

5 - 10 is bright blue,

10 - 15 is bright yellow, 15 - 20 is bright green.

## WHAT THIS DOES NOT DO:

- Does NOT allow the caster to use it as a normal light source.
- Does NOT set anything aflame.
- Does NOT allow the caster to end the spell prematurely.

## **Bonds and Connections**

- No Nae'Em connection.



Same Spell

#### **Creations:**

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

## **Enhancements:**

ENHANCEMENTS COST 0 No Enhancements

## Focus Items and/or Kits:

## 0.4 TIRO: Sloppy Spying

EVEL Tier 1

1d5 for Taste, Smell, Hearing, Sight, or Touch to spy.

COST	RANGE	ROLL OUT	
25% Max	12 Squares	Initiative	Ţ
STACK	AoE	DURATION	
99	3x3x3 Sqs	5 Minutes	



COLLECTION	
Communication-	
SAVE COL	
none	

OUTCOME
Magical
CLASS GROUPS
TRO



Created by COPILOT

#### Details:

- Caster is the only one that sees the effects of this spell.
- All others have no indication other than a lot of multi colored magic floating around.

#### WHAT THIS DOES:

- Does allow the Caster to see the location, but no sound is available.

#### WHAT THIS DOES NOT DO:

- Does NOT affect anyone except the caster.

## **Bonds and Connections**

- This is a Vae'Em connection to a venue/location.

#### Counter:

No Counter Available.

## Creations:

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

## **Enhancements:**

LVL	. ENHANCEMENTS	COST
0	No Enhancements	0

## Focus Items and/or Kits:

## 0.2 TIRO: Random Friendship

EVEL Tier

## Potentially makes someone more tolerant of the caster.

COST 40% Max	RANGE 10 Squares	ROLL OUT Initiative
STACK	AoE	DURATION
99	1 Target	Special



	COLLECTION	
,	Personal-Connectio	ns
	SAVE COL	
	SKL 3	

OUTCOME
Mundane
CLASS GROUPS
TRO



Created by COPILOT

#### Details:

- Creates a temporary bond of friendship with a Target.
- Allows the Target to make a Save.
  - Success means there is no change in disposition towards the Caster.
  - Failure means the Target is more tolerant towards the Caster.

#### WHAT THIS DOES:

- Does make the Target more tolerant and agreeable towards the Caster.
- Does last only 10 minutes (outside of battle) or one round (in battle).
- Does allow the Target to make a Save.

#### WHAT THIS DOES NOT DO:

- Does NOT force a binding friendship or change the view of the Target.
- Does NOT allow the Caster to force the Target to do anything.

## **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### **Creations:**

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

## **Enhancements:**

LVL ENHANCEMENTS COST

0 No Enhancements 0

## Focus Items and/or Kits:

## **Hunter Marks**

LEVEL

## Unworked items arranged to leave a message to another Hunter.

COST	RANGE	ROLL OUT
4 pts	6 Squares	1 Minute
STACK	AoE	DURATION
99	1 Square	1 Month (30 days)



OUTCOME
Mundane
CLASS GROUPS
HNT



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.

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

- 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.

## **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## **Creations:**



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

### **Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
16	Rollout 1 Min	8

## Focus Items and/or Kits:

## IRO: Tracking

## Find and follow a trail while leaving an obvious trail.

COST 30% Max	RANGE Self	ROLL OUT Initiative	
STACK 99	AoE 1 Trail	DURATION 1 Hour	



V	COLLEC	CTION	
7	Track	ing-	
	SAVE	COL	
,	none		

OUTCOME	
Magical	
CLASS GROUPS	
TRO	



Created by COPILOT

#### Details:

- Finds a trail left at or near ground level by a passing creature and
  - allows the caster to follow it for one tracking period.
- Leaves physical signposts with no words every 100 Squares.
  - each sign post is brightly painted.

#### WHAT THIS DOES:

- Does find a given path,
- Does require a Save,
  - Pass = path found if it is within area. Signposts planted,
    - The skill will leave a massive and obvious trail of its own on top of the path found.

  - Fail = path not found and a signpost planted in one spot,It is considered a Fail when the Save was passed but the path is not in the area.

#### WHAT THIS DOES NOT DO:

- Does NOT obscure the original path with its own obvious trail.
  - only the part within the AOE and Duration.

### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## **Creations:**

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

### **Enhancements:**

LVL ENHANCEMENTS COST 0 No Enhancements

## Focus Items and/or Kits:

## 1 Find North

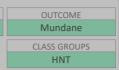
LEVEL Tier

## GM indicates direction of North.

COST 4 pts	RANGE Self	ROLL OUT Initiative
STACK 99	AoE Self	DURATION 1 Hour



λ	COLL	ECTION	
7	Trac	cking-	
)	SAVE	COL	
/	none		





reated by BING AL

#### Details:

- GM indicates which direction is north.

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

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

## **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## Creations:

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

## **Enhancements:**

LVL ENHANCEMENTS COST
20 Rollout Instant 16

## Focus Items and/or Kits:

## 9 Cover Trail

LEVEL Tier 3

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

COST RANGE ROLL OUT
12 pts Touch 20 Minutes

STACK AGE DURATION
99 1 Mark Trail 12 Hours



	COLLECTION	
	Tracking-	
١	SAVE COL	
,	none	

OUTCOME
Mundane
CLASS GROUPS
HNT



Created by COPILOT

#### Details:

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

# JUST

#### WHAT THIS DOES:

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

#### WHAT THIS DOES NOT DO:

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

## **Bonds and Connections**

- No Nae'Em connection.



## Counter:

LVL: 12 Find/Follow Trail- HNT

## Creations:

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

## **Enhancements:**

LVL ENHANCEMENTS COST

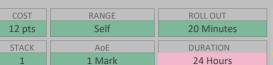
10 Rollout Halved 6

## Focus Items and/or Kits:

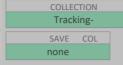
## 12 Find/Follow Trail

LEVEL Tier 3

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







OUTCOME
Mundane
CLASS GROUPS
HNT



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.

#### WHAT 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.

## WHAT THIS DOES NOT DO:

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

### **Bonds and Connections**

- No Nae'Em connection.



#### Counter:

LVL: 9 Cover Trail - HNT

## Creations:

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

### **Enhancements:**

LVL ENHANCEMENTS COST
10 Rollout Halved 6

## Focus Items and/or Kits:

## 0.1 TIRO: Quick Jump

LEVEL Tier:

1d6 squares in direction indicated. Distance rolled.

COST 20% Max	RANGE 1d6 Squares	ROLL OUT Initiative	
STACK 99	AoE Self	DURATION Instant	



COLLECTION	
Travel-Planes	
SAVE COL	
none	

OUTCOME
Magical
CLASS GROUPS
TRO



Created by COPILOT

#### Details:

- The Caster jumps 1d6 squares in a direction, up to 2 squares high.

#### WHAT THIS DOES:

- Does allow the Caster to jump 1d6 squares in a direction, up to 2 squares high.
- Does cause the colorful glow to follow the Caster as they jump, like a rainbow.

#### WHAT THIS DOES NOT DO:

- Does NOT allow the Caster to teleport.
- Does NOT allow the Caster to cast it on anyone but themselves.

## **Bonds and Connections**

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

## Creations:

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

## **Enhancements:**

LVL ENHANCEMENTS COST

0 No Enhancements 0

## Focus Items and/or Kits:

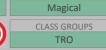
## IRO: Quick Push!

## Caster moves an ally to a random spot 4 squares away.

COST 40% Max	RANGE 4 Squares	ROLL OUT Initiative	
STACK 99	AoE 1 Recipient	DURATION Instant	₹NO XNO



COLLE	CTION		
Travel-	Planes		
SAVE	COL		
BRU	2	<b>W</b>	



OUTCOME



#### Details:

- The Caster moves an ally to a random spot 4 squares away.

#### WHAT THIS DOES:

- Does move a person to a random spot 4 squares away.
  - Roll a 1d8 for direction (1=N, 2=NE, 3=E, etc),
  - Roll a 1d2 for distance in number of squares.
  - The target always ends up facing the square they were originally in.
- Does allow the target a Save.
  - If the Save is passed the target resisted and stayed in place.

#### WHAT THIS DOES NOT DO:

- Does NOT allow the Caster to choose the location.
- Does NOT move more than one recipient per spell cast.
- Does NOT work on the Caster.
- Does NOT allow the Caster to end it prematurely.

## **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## **Creations:**

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

## **Enhancements:**

LVL ENHANCEMENTS COST 0 No Enhancements

## Focus Items and/or Kits:

## 8 Hunters Stare (1-4 days)

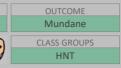
LEVEL Tier 2

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

COST	RANGE	ROLL OUT
8 pts	Self	10 Minutes
STACK	AoE	DURATION
1	Self	12 Hours



COLLEC	CTION	
Travel-	Planes	
SAVE SKL	COL 3	<b>*</b>





Created by COPILOT

#### 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 alotted time

#### WHAT 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 alotted time

#### WHAT THIS DOES NOT DO:

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

### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

NO COUNTER AVAILABLE

## Creations:

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

### **Enhancements:**

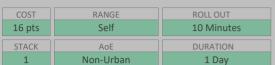
LVL ENHANCEMENTS COST
14 Duration X2 8

## Focus Items and/or Kits:

## 13 Faster Path

LEVEL Tier

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





COLLECTION	
Travel-Planes	
SAVE COL	
none	

OUTCOME	
Mundane	
CLASS GROUPS	
HNT	



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.

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

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

### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## Creations:

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

## **Enhancements:**

LVL ENHANCEMENTS COST

0 No Enhancements 0

## Focus Items and/or Kits:

643-1

## 0.4 TIRO: Tasty Cumber Meals

EVEL Tier 1

## 1d12 meals appear at waist height in front of the Caster

COST 25% Max	RANGE Touch	ROLL OUT  1 Minute
STACK 99	AoE Varies	DURATION 1 Hour



COLLE	CTION	
Uti	lity-	
SAVE	COL	
none		

OUTCOME
Mundane
CLASS GROUPS
TRO



Created by COPILOT

### Details:

- 1d12 of cumber meals appear at waist height in front of the Caster,
  - Caster is able to time the appearance and grab them.
  - if not anticipated, the meals will fall to the ground.
- If not eaten within 1 hour then the magically created food disappears.

#### WHAT THIS DOES:

- Does provide low levels of nurishment,
- Does continue to provide energy (if eaten) after the 1 hour point.

#### WHAT THIS DOES NOT DO:

- Does NOT create more nutrients than is needed for 1 meal (1/3 of a day).
- Does NOT remain after one hours' time.

## **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## Creations:

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

## **Enhancements:**

LVL ENHANCEMENTS COST

0 No Enhancements 0

## Focus Items and/or Kits:

## 2 Make Fire with Sticks

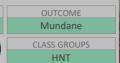
LEVEL Tier

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

COST	RANGE	ROLL OUT
4 pts	Touch	10 Minutes
CTA CI		DUDATION
STACK	AoE	DURATION



COLLE	CTION	
Util	ity-	
SAVE	COL	
SKL	1	





Created by COPILOT

#### Details:

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

#### WHAT 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

#### WHAT THIS DOES NOT DO:

- Does NOT create magical fire.

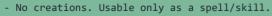
## **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## Creations:



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

## **Enhancements:**

LVL ENHANCEMENTS COST

0 No Enhancements 0



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

## 2 Mental Alarm Clock

LEVEL Tier:

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

COST 4 pts	RANGE Self	ROLL OUT  10 Minutes
STACK 1	AoE Self	DURATION 18 Hours



	COLLEC	CTION
	Util	ity-
<b>\</b>	SAVE	COL
1	none	

	OUTCOME Mundane
F	CLASS GROUPS
	FTR-HNT



reated by COPILOT

#### Details:

- Can only be used during normal sleep.

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

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

## **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## Creations:

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

## **Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8

## Focus Items and/or Kits:

## 4 Mimic Soft Nature Sounds

LEVEL Tier 1

## Create low natural sounds. Low volume and intensity.

COST	RANGE	ROLL OUT	
4 pts	Self	Initiative	K
STACK	AoE	DURATION	
99	6x6 Squares	20 Minutes	



	COLLE	CTION	
Utility-			
	SAVE	COL	
	SNS	2	( )



HNT



Created by COPILOT

#### Details:

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

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

- 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.

## **Bonds and Connections**

- No Nae'Em connection.

Counter:

No Counter Available.

## Creations:

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

## **Enhancements:**

LVL	ENHANCEMENTS	COST
12	Rollout Init	12
20	Rollout Instant	16

## Focus Items and/or Kits:

## 1 Create Singer's Salve

LEVEL Tier 1

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

TOOS	DANCE	DOLL OUT		00115051011	0.1200.42	
COST	RANGE	ROLL OUT		COLLECTION	OUTCOME	
4 pts	Touch	4 Hours		Creations-	Mundane	
STACK	AoE	DURATION	JAN	SAVE COL	CLASS GROUPS	
99	1 Salve	End Of Year	1	none	HNT	



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".

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

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

### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### **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

10 Rollout Halved 6



- Hunters Kit is is NOT passive.
- Makes 2 additional Salves

4 pts

STACK

99

## **Create Sunrise Potion**

LEVEL

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

4 Hours

DURATION

Used / EOY

ROLL OUT



HNT



#### Details:

Recipe for 3 potions,

RANGE

Touch

AoE

1 Potion

- 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.

COLLECTION

Creations-

COL

SAVE

none

- 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.

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

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

### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## **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:**

ENHANCEMENTS COST 10 Rollout Halved



- Hunters Kit is NOT passive.
- Creates 2 additional potions.

## 2 Apply A Field Bandage

LEVEL Tier

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

COST	RANGE	ROLL OUT
0 pts	Touch	Initiative
STACK	AoE	DURATION
99	1 Creature	Permanent



241/5 221	
SAVE COL none	

OUTCOME
Mundane
CLASS GROUPS
HNT



Created by BING A

#### 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.

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

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

## **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## Creations:

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

## **Enhancements:**

LVL ENHANCEMENTS COST
20 Rollout Instant 16



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

COST

8 pts

STACK

99

## 5 Create Revive Salve

LEVEL Tier

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

COLLECTION

Creations-

SAVE

SNS

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Created by COPILOT

#### Details:

- Creating a Revive Salve: Small jar with cream.

ROLL OUT

4 Hours

DURATION

Used / EOY

- Combine

RANGE

Touch

AoE

1 Salve

- 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.

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

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

### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## 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



- Hunters Kit is is NOT passive.
- Makes 2 additional Salves

## Create Health Poultice

LEVEL

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





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,

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

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

### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## **Creations:**



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

status.

### **Enhancements:**

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



- Hunters Kit is is NOT passive.
- Makes 2 additional Poultices.

## Create Repellent Oil

LEVEL

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

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



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.

#### WHAT 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.

#### WHAT THIS DOES NOT DO:

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

### **Bonds and Connections**

- No Nae'Em connection.

### Counter:

No Counter Available.

#### **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



- Hunters Kit is is NOT passive.
- Makes 2 additional Dose.

## 11 Create Clear Mind Inhalent

LEVEL Tier 3

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





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.

#### WHAT THIS DOES:

- Does require a commplete 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.

#### WHAT THIS DOES NOT DO:

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

### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## 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	
10	Rollout Halved	6	
14	Save -1 Col	8	



- Hunters Kit is is NOT passive.
- Makes 2 additional Vials.

769-1

## 11 Create Java Meal Spice

LEVEL Tier 3

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





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,

#### WHAT THIS DOES:

- Does require a commplete 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.

#### WHAT THIS DOES NOT DO:

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

### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## Creations:



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

### **Enhancements:**

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



- Hunters Kit is is NOT passive.
- Makes 2 additional Meals.



## Create Calming Tea

LEVEL

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	4 Hours		Creations-	Mundane
STACK	AoE	DURATION	113	SAVE COL	CLASS GROUPS
99	1 Jar	Used / EOY		SNS 1	HNT



#### 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,

#### WHAT THIS DOES:

- Does require a commplete 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.

#### WHAT THIS DOES NOT DO:

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

### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## **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
10	Rollout Halved	6
14	Save -1 Col	8



- Hunters Kit is is NOT passive.
- Makes 2 additional Jars.

## 0.1 TIRO: Water From A Plant

LEVEL Tier:

The caster enchants a plant to pour water. 1/2 skin.

COST	RANGE	ROLL OUT
20% Max	1 Square	Initiative
STACK	AoE	DURATION
3	1 Plant	10 Minutes



	COLLECTION			
7	Creation-Meta			
	SAVE COL			
	none			

	OUTCOME		
Mundane			
	CLASS GROUPS		
	TRO		



reated by COPILOT

#### Details:

- Water pours from a plant as if from a spout or spiggot.
- This only creates enough water to fill up a waterskin throughout the Duration.

#### WHAT THIS DOES:

- Does require a plant.
- Does make a plant spout water, but in small quantities.
- Does the water is safe to drink.

#### WHAT THIS DOES NOT DO:

- Does NOT spout a lot of water.
- Does NOT have any affect against plant-like creatures.

## **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## Creations:

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

## **Enhancements:**

LVL ENHANCEMENTS COST

0 No Enhancements 0

## Focus Items and/or Kits:

722-1

## Make/Repair Arrows

LEVEL

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





#### 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)

#### WHAT 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

#### WHAT THIS DOES NOT DO:

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

### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

## **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
10	Rollout Halved	6



- Hunters Kit (Tools).
- Kit includes materials for ameteur fletching.

