-Hunter Battle-Offense SAVE: No Save STACK 99 ROLL OUT 4 pts Char Sheet 1 Target Initiative 1 Round 4 Accurate Ranged Shots A focus on accuracy rather than speed. Shooter focus' on a single target for the round. NO FOCUS USE Shooter gains +2 ToHIT and +2 Damage per Tier. Plus to damage is NOT per die. Shooter loses 1 attack (Minimum 1). This skill requires the use of a bow / crossbow. Applies to all ranged shots during the round. No Save 4 pts Move x2 1 Creature Initiative 1 Round 4 Hunters Charge Hunter charges up to an enemy for a frontal melee attack. Charge must be a straight path to the target and not end with a pivot. NO FOCUS USE Hunter gains bonuses to ToHIT (+8), Damage (+8), and Movement (X2). Detriments to Movement (minimum 4 squares), Number of attacks (Max 1), and AC (-4). SET FOR CHARGE - FTR LvI:1 No other attacks (including 'Extra' attacks) can be attempted in the same round. STACK 99 RANGE AREA OF EFFECT ROLL OUT No Save 8 pts 8 Squares 3x3 Squares Instant 2 Rounds **COUNTER:** Disruptive Factor Character draws attention to themselves in attempt to interrupt others. This action might disrupt other actions or break concentration of others. NO FOCUS USE All the Targets in the AoE must pass the Save to not be affected/interrupted. Enhancements are able to increase the range. This is a Counter Action and can only be used once in a round. RANGE No Save Self Instant 1 Round / Tier 8 pts by the bow 5 Instant Ranged Shots Hunter is able to use each of their attacks as separate initiatives during the round. Delivers each shot one at a time in the round using an instant rollout for each shot. NO FOCUS USE The Hunter must identify a specific bow for this skill and concentrate on this skill. Multiple bows can get this benefit with separate use of this skill for each bow. Each attack is instant & will be completed before the next attack from another person. STACK No Save Initiative 4 Rounds 8 pts By Weapon 1 Target Long Distance Crossbow Shots Hunter uses flight bolts with a crossbow to gain distance Damage is reduced by 2 points (Min 1). Distance is increased by 8 squares. NO FOCUS USE Hunter must use a crossbow with flight bolts. Bows cannot use this skill. No changes to Initative and ToHIT rolls. No Save 8 pts By Weapon By Weapon Initiative 2 Rounds **Penetrating Ranged Shots** Hunter focus' on burying the arrows deep into the targets the cost of accuracy. This skill only works with bows and for ranged attacks. NO FOCUS USE This skill requires the use of a bow and the ToHIT has a penalty of 2. The damage (upon a hit) gains a bonus of +6 Damage. The minimum damage is 8. This applies to all of the Hunters bow shots for the duration. ENHANCEMENTS: 2 No Save Melee Self 1 Round 4 pts Instant AoO on Melee Entry Rogue take AAO as target enters the battle Hallows Rogue an Attack of Opportunity when a target enters into melee range. NO FOCUS USE This is an 'Extra' Attack. Only 1 Extra attack is allowed per round. Rogue can interrupt the battle, resolve the Extra attack, then the battle continues. AVOID AN AoO - ROG Lvl:1 STACK 99 RANGE AREA OF EFFECT No Save 8 pts By Weapon 1 Target Initiative 5 Attacks

6 Held Shot - Single Target

Hunter keeps the target in sight and fires a carefully aimed shot.

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

Each attack held gains +2 ToHIT & Dmg. Up to a max bonus of +10 (5 attacks missed).

Hunter keeps prey in sight and fires a carefully aimed shot. Bow or crossbow. If the target is out of sight for an entire round or more the count must start over.

NO FOCUS USE

ENHANCEMENTS: 3

-Hunter STACK ROLL OLIT No Save 8 nts By Weapon By Weapon Initiative 1 Round 6 Shoot Thru Party to Target Hunter is able to target the enemy just beyond or inter-mixed with their own group. Past known party members. Initiative +2. All ranged attacks in Rd. NO FOCUS USE Hunter must annouced BEFORE initiative roll to gain the Initiative bonus of +2. If not annouced, the Hunter still is able to shoot through the group to the target. SKI · 2 12 pts 1 Square 1 Horse Initiative 1 Battle Attack is attempted Mounted Melee Attack Character is able to direct a trained mount into battle. Only 1 attack when moving. Max 2 attacks when stopped. NO FOCUS USE Requires the use of a trained mount. Single handed weapons only. Character is only able to use small or buckler shield. No Save 12 pts By Weapon 1 Target Initiative 4 Rounds 10 Blunted Bow Shots (Bow Only) Hunter aims to subdue, not kill. Full damage is applied till end of round, then only 1/4 of the damage remains. NO FOCUS USE Hunter must use a bow with blunted missiles. Crossbowyers cannot use this skill. No changes to Initative and ToHIT rolls. Damage is from the critical blunt column. Use 'Blunt' on Criticals chart. ENHANCEMENTS: 1 ROLL OUT No Save 12 pts By Weapon By Weapon Initiative 1 Round 12 Targeting A Moving Target Hunter tracks the movment and shoots! Init+4 and ToHIT+8 vs Moving targets for 1 Rd. NO FOCUS USE Bonuses of +2 per Tier to Initiative and ToHIT Penalties to Number of attacks reduced to half normal. Minimum is 1 attack. Standard 'Moving Target' AC adjustment of AC-4 is accounted for with ToHIT Bonus. Battle-Prep STACK ROLL OUT SNS: 2 Self Self 10 Minutes 8 pts 4 Hours No surprise. Point 80 ft Ahead Hunter takes on roll of a Point Person as the group moves forward. If surprised Hunter Saves to overcome group surprise. NO FOCUS USE Hunter must be about 80 feet ahead of the group and alone in that point position. Hunter maintains concentration to gain the benefits. Sns:2 to avoid Surprize, Dazed, & Stun. No convo, 1000 yard stare. No Save 1 Minute 4 Hrs or 1 Battle 8 pts By Weapon By Weapon Critical Ranged Shot (Pre-Battle) Specific ranged weapon for entire battle. 1 weapon per battle. Critical attacks for a SPECIFIC ranged weapon happen on 18, 19, and 20. NO FOCUS USE Can be enhanced for 12 pts (13th lvl) to rollout this skill during initiative. This skill cannot be stacked upon itself. ENHANCEMENTS: 1 Creation-Meta STACK 99 AREA OF EFFECT ROLL OUT DURATION No Save 8 pts Touch Self 4 Hours Permanent 6 Make/Repair Arrows CREATE: Hunter uses a sharp blade, skill, time and materials to create arrows. Kit required for all except blunt & crude arrows. Tier 1: 12 crude or blunt arrows. Required Tier 2: 12 standard arrows, require and arrow heads and sinew Tier 3: 12 flight arrows require, light weight shafts and sinew

Creations-STACK 99 AREA OF EFFECT DURATION No Save Touch 3 Salves 4 Hours **End Of Year** Create Singer's Salve CREATE: Hunter creates a Singer's Salve in their own way, resulting in 3 small corked jars. Qty:3 Helps with damage over time (DOT) if Save is passed. Hunter's Kit 1 bunch-Bittercress leaf, 1 jar-Wild garlic oil, 1 shot-Rocko's Hot Water. Required Requires a Campfire and Hunters KIT. Salve works against DOT. +2 (+4 if by Hunter) healed at each cycle of the DOT. **ENHANCEMENTS**

			-Hur	nter				
L	STACK	99 COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Create Su	unrise Potion	4 pts	Touch	1 Potion	4 Hours	Used / EOY		
	Hunter creates a Sunrise Qty:3 To be used at 6 AM 1 Bunch of Anises leaf, 1 Potion used at sunrise he Requires a campfire and M	M to gain 2 ext 1 Jar of Ginger eals 2 HP. If h	ra HP (5 HP Oil, 1/4 cu	up of honey, Campf		Hu	unter's Kit Required	ENHANCEMENTS
	STACK		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
ΔηηΊν Δ Ε	ield Bandage	1 pt	Touch	1 Creature	Initiative	Permanent		
	Once per battle per targe Use of Hunter Kit (Out of Hunter slaps on a hurried If applied after a healin Requires a campfire. (F	f battle) gives d bandage that b	an addition binds the wo kill has no	nal +2 HP. Dund and heals 1 H	IP.		unter's Kit none	ENHANCEMENTS
	STACK	99 COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
Create Re	evive Salve	8 pts	Touch	1 Jar	4 Hours	Used / EOY	REATE:	Revive to waken
	Hunters Kit and KITCHEN r	<u> </u>	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
								JILL. Z
Create He	Hunter creates a Poultice Qty:1-3. Helps recover fr Sickness/Disease rolls an	rom Sickness/Dis				(-1).	REATE: unter's Kit Required	Help Sick/Dise
Create He	Hunter creates a Poultice Qty:1-3. Helps recover fr	e. rom Sickness/Dis re done in the r a Hunters Kit.	sease by mal morning usin	king the Save colung the Health:2 Sa	mn one better	CF (-1).	unter's Kit	ENHANCEMENTS SNS: 2
	Hunter creates a Poultice Qty:1-3. Helps recover for Sickness/Disease rolls an Requires a campfire and a	e. rom Sickness/Di re done in the r a Hunters Kit.	sease by mal morning usin	king the Save colung the Health:2 Sa	mn one better	DURATION Used / EOY	unter's Kit Required SAVE:	ENHANCEMENTS SNS: 2
	Hunter creates a Poultice Qty:1-3. Helps recover fr Sickness/Disease rolls ar Requires a campfire and a STACK Epellent Oil End result: 3 Small corke	e. rom Sickness/Dire done in the ra Hunters Kit. 99 COST 8 pts ed jars of repers. Save column kle, Palm, Marsk	sease by mal morning usin RANGE Touch llent. one better	king the Save colung the Health:2 Sa AREA OF EFFECT 1 Jar	mn one better	DURATION Used / EOY CR	unter's Kit Required	ENHANCEMENTS SNS: 2
	Hunter creates a Poultice Qty:1-3. Helps recover fr Sickness/Disease rolls ar Requires a campfire and a STACK Epellent Oil End result: 3 Small corke Qty:1-3. Repels Insects Ingredients are Honeysuck	e. rom Sickness/Disre done in the rate Hunters Kit. 99 COST 8 pts ed jars of repels. Save column kle, Palm, Marsha Hunters Kit.	RANGE Touch llent. one better hdaisy.	AREA OF EFFECT AREA OF EFFECT AREA OF EFFECT	ROLL OUT ROLL OUT A Hours	DURATION Used / EOY CR	SAVE: REATE: unter's Kit	ENHANCEMENTS SNS: 2 Attack
Create Re	Hunter creates a Poultice Qty:1-3. Helps recover fr Sickness/Disease rolls ar Requires a campfire and a STACK Epellent Oil End result: 3 Small corke Qty:1-3. Repels Insects Ingredients are Honeysuck Requires a campfire and a	e. rom Sickness/Disre done in the rate Hunters Kit. 99 COST 8 pts ed jars of repers. Save column kle, Palm, Marska Hunters Kit.	sease by mal morning usin RANGE Touch llent. one better hdaisy.	AREA OF EFFECT 1 Jar (col -1).	ROLL OUT 4 Hours	DURATION Used / EOY DURATION Used / EOY	SAVE: SAVE: SAVE: SAVE: SAVE:	ENHANCEMENTS SNS: 2 Attack
Create Re	Hunter creates a Poultice Qty:1-3. Helps recover fr Sickness/Disease rolls ar Requires a campfire and a STACK Epellent Oil End result: 3 Small corke Qty:1-3. Repels Insects Ingredients are Honeysuck Requires a campfire and a	e. rom Sickness/Dire done in the ra Hunters Kit. 99 COST 8 pts ed jars of repers. Save column kle, Palm, Marsha Hunters Kit. 99 COST 12 pts nt. d become clear had become clear had become clear had become clear had colored.	RANGE Touch llent. one better hdaisy. RANGE Touch	AREA OF EFFECT 1 Jar (col -1). AREA OF EFFECT 1 Vial Save. Fire and a Hunters	ROLL OUT 4 Hours ROLL OUT 4 Hours	DURATION Used / EOY CF DURATION Used / EOY CF HU	SAVE: REATE: Required	SNS: 2 Attacl SNS: 2 Clears Daze/S
Create Re	Hunter creates a Poultice Qty:1-3. Helps recover fr Sickness/Disease rolls ar Requires a campfire and a STACK Epellent Oil End result: 3 Small corke Qty:1-3. Repels Insects Ingredients are Honeysuck Requires a campfire and a STACK Lear Mind Inhalent Hunter creates an inhaler Qty:1-3. Dazed or stunned This helps Save column.	e. rom Sickness/Dire done in the rate Hunters Kit. 99 COST 8 pts ed jars of repersons. Save column Marska Hunters Kit. 99 COST 12 pts nt. d become clear kit. 99 COST 12 pts nt. Ingredients	RANGE Touch llent. one better hdaisy. RANGE Touch RANGE Touch RANGE Touch headed with ires a campis s are Garlic	AREA OF EFFECT 1 Vial Save. Fire and a Hunters C, Ginger, Hemlock	ROLL OUT 4 Hours ROLL OUT 4 Hours	DURATION Used / EOY CF DURATION Used / EOY CF HU DURATION Used / EOY CF	SAVE:	SNS: 2 Attacl SNS: 2 Clears Daze/S ENHANCEMENTS SKL: 2
Create CI	Hunter creates a Poultice Qty:1-3. Helps recover fr Sickness/Disease rolls ar Requires a campfire and a STACK Epellent Oil End result: 3 Small corke Qty:1-3. Repels Insects Ingredients are Honeysuck Requires a campfire and a STACK Lear Mind Inhalent Hunter creates an inhaler Qty:1-3. Dazed or stunned This helps Save column. (Hunter creates an inhaler	e. rom Sickness/Distret done in the rate Hunters Kit. 99 COST 8 pts ed jars of repers. Save column Marska Hunters Kit. 99 COST 12 pts nt. d become clear kit.	RANGE Touch llent. one better hdaisy. RANGE Touch RANGE Touch contact the second s	AREA OF EFFECT 1 Jar (col -1). AREA OF EFFECT 1 Vial Save. Fire and a Hunters C, Ginger, Hemlock	ROLL OUT 4 Hours ROLL OUT 4 Hours	DURATION Used / EOY DURATION Used / EOY CR DURATION Used / EOY CR	SAVE: SAVE: SAVE: SAVE: SAVE: SAVE: SAVE: SAVE: SAVE:	SNS: 2 Attacl SNS: 2 Clears Daze/S ENHANCEMENTS SKL: 2
Create CI	Hunter creates a Poultice Qty:1-3. Helps recover fr Sickness/Disease rolls ar Requires a campfire and a STACK Epellent Oil End result: 3 Small corke Qty:1-3. Repels Insects Ingredients are Honeysuck Requires a campfire and a STACK Lear Mind Inhalent Hunter creates an inhaler Qty:1-3. Dazed or stunned This helps Save column. (Hunter creates an inhaler STACK Eva Meal Spice Hunter creates a bit of s	e. rom Sickness/Disre done in the rate Hunters Kit. 99	RANGE Touch llent. one better hdaisy. RANGE Touch RANGE Touch headed with ires a campes s are Garlie RANGE Touch A8 hrs. (can keep the pe	AREA OF EFFECT 1 Vial Save. Fire and a Hunters C, Ginger, Hemlock AREA OF EFFECT 1 Meal AREA OF EFFECT 1 Meal	ROLL OUT 4 Hours ROLL OUT 4 Hours	DURATION Used / EOY CR DURATION Used / EOY CR DURATION Used / EOY CR HU DURATION Used / EOY CR	SAVE: SAVE: SAVE: SAVE: SAVE: SAVE: SAVE: Required.	SNS: 2 Attack SNS: 2 Clears Daze/St ENHANCEMENTS SKL: 2 Stay awake 48
Create Re Create CJ	Hunter creates a Poultice Qty:1-3. Helps recover fr Sickness/Disease rolls ar Requires a campfire and a STACK Epellent Oil End result: 3 Small corke Qty:1-3. Repels Insects Ingredients are Honeysuck Requires a campfire and a STACK Lear Mind Inhalent Hunter creates an inhaler Qty:1-3. Dazed or stunned This helps Save column. (Hunter creates an inhaler STACK Eva Meal Spice Hunter creates a bit of s Qty:1-3. Recipeint will Hunter creates a small ed 1 does per 24 hours. Ing	e. rom Sickness/Dire done in the rate Hunters Kit. 99 COST 8 pts ed jars of repersons. Save column Marska Hunters Kit. 99 COST 12 pts nt. d become clear Market	RANGE Touch llent. one better hdaisy. RANGE Touch RANGE Touch headed with ires a campes s are Garlie RANGE Touch A8 hrs. (can keep the pe	AREA OF EFFECT 1 Vial Save. Fire and a Hunters C, Ginger, Hemlock AREA OF EFFECT 1 Meal AREA OF EFFECT 1 Meal	ROLL OUT 4 Hours ROLL OUT 4 Hours	DURATION Used / EOY CR DURATION Used / EOY CR DURATION Used / EOY CR HU DURATION Used / EOY CR	SAVE:	SNS: 2 Attacl SNS: 2 Clears Daze/S ENHANCEMENTS SKL: 2

Hunter creates a very recognizably tasty tea which helps with Skill Point recovery.

Hunter creates a very recognizably tasty tea which helps with Skill Point recovery. Cabbage, Ginger, Palm, Oak, KIT

Qty:1-3. Deeper sleep and raises Skill Pts at 6am. Pts + 2.

Hunter's Kit

Required

<u>\$</u>

ENHANCEMENTS: 2

-Hunter Flora-Fauna-Nature STACK ROLL OUT DURATION 9 SKL: 1 4 pts Self Animal 12 Hours Permanent 1 hide 1 Skinning A Hide CREATE Hunter settles in to clean, trim, skin, and cure an animal hide. Pass Save to complete 1 hide in the 12 hours. (1 per day) Hunter's Kit Hide finished at end of duration. This includes Skinning, Trimming, Cleaning, Drying. Required Tier of Hunter indicates the size of the finished hide regardless of size of creature. 1st= Small(2x4 ft/60x120 cm) 3rd= Med(3x6 ft/90x180 cm) 5th= Lrg(6x6 ft/180x180 cm). No Save 4 pts 10 Squares 10 Squares 5 Minutes 1 Hour 2 Benign Approach Use of 'Calm Animal' skill will greatly help this effort. Approaching animals and not alarming them (much). No attacks. NO FOCUS USE How close depends on the animal, situation, and the level of the hunter. If started outside of range the animal may leave while not noticing the hunter. Using this within range means the animal is aware, and hopefully not scared. STACK 99 RANGE AREA OF EFFECT SKL: 2 4 pts 2 Squares 1 Animal 20 Minutes 2 Hours Animal is calmed Calm Animal The hunter calms a wild animal in their own way. Some animals flee before effect happens. Skill:2 NO FOCUS USE Calming animals can be more difficult with some creatures that are very skittish. Hunter should use calming mannerisms, slow patient movement, and food to help. Must Save using column 2, but can use column 1 if the situation fits (as per GM) Food-Water SKI:2 Self 20x20 Squares 9 Hours Aquired food. 4 pts 9 Hours 3 Hunt/Fish/Gather CREATE: Able to hunt, fish, or gather once per day Skill Save: 2 to be rolled, but adjusted for region. Hunter's Kit Spring/Summer: Pass=35 meals. Fail=3d8 meals. Required Fall/Winter: Pass=12 meals. Fail=2d4 meals. No Save 12 pts Self Ocean 16 Hours Permanent Coastal Net Fishing CREATE: Hunter coordinates a net fishing effort. Hunter coordinates fishing in deep waters. NO FOCUS USE 3-12 assistants needed. Meals gained: 6d20 + 5/assistant. Cook:1 hr per 30 meals Personal-Connections ROLL OUT DURATION No Save 4 pts 6 Squares 1 Square 1 Minute 1 Month (30 days) 4 Hunter Marks CREATE: Hunter can leave marks that look like naturally dispersed and meaningless arrangements. No Save to find, just need to look NO FOCUS USE Hunter can leave marks that look normal to others but are meaningless to others. Others are NOT able to make sense of these arrangements. ENHANCEMENTS: 4 Shelter-Rest-Protection 9 SKL: 2 8 Hours 4 pts Touch 2x1 Squares 20 Minutes Created 2 Hunters Hut (10 ppl) CREATE: -The hunter creates a shelter out of avialable materials Creates temporary shelter for 8 persons. The hunter creates a shelter out of avialable materials. If left up the shelter will fall within 2 days.

2 Perimeter Safety

Hunter u
8x8 peri
Hunter u

Hunter uses materials from the environment to alert the party of intruders. 8x8 perimeter. Snaps/breaks/cracks sounds when crossed. Hunter uses materials from the environment to alert the party of intruders.

Touch

3x8 Sq Perimeters

30 Minutes

After duration the shelter will no longer keep the weather out.

4 pts

NO FOCUS USE

8 Hours

ENHANCEMENTS: 2

No Save

-Hunter STACK 99 ROLL OUT No Save 4 nts Touch 1 Shelter 10 Minutes 2 Davs 3 Create Temporary Shelter (3 ppl) CREATE: Quickly built (1 min) & lasts 2 days, unless rough weather. Very heavy rains and/or heavy winds will destroy this. NO FOCUS USE - Shelter fits up to 3 people. - Any rolls to help the sick or diseased gains five (+5). No Save 8 Hours / Tier 8 pts 1 Square 3 x 3 Squares 1 Hour 7 Hunters Hidden Shelter (4 ppl) CREATE: Hunter creates a hunting blind for up to 4 people. Inhabitants should be aware of possible issues: NO FOCUS USE - High winds will knock this down - smoke from fires may be noticed - Not useable in obvious locations (urban) ENHANCEMENTS: 2 Tracking-RANGE AREA OF EFFECT ROLL OUT DURATION STACK No Save 4 pts Self Self Initiative 1 Hour 1 Find North Reviews surrounding area. GM indicates direction of North. NO FOCUS USE Reviews surrounding area. No Save 1 Mark Trail 20 Minutes 12 pts Touch 12 Hours 9 Cover Trail Hunter slows down to ensure no trial is left behind. Hunters 'might' uncover trail. Max:1 mark covered. NO FOCUS USE Hunter slows down to ensure no trial is left behind. Attempts to cover trail at full speed require GM to roll characters SKL:3 . FIND/FOLLOW TRAIL- HNT LvI:12 ENHANCEMENTS: 1 STACK 1 ROLL OUT No Save 12 pts Self 1 Mark 20 Minutes 24 Hours 12 Find/Follow Trail Hunter becomes the tracker. Succeed=GM rolls characters SKL:2. Move x 1/2. NO FOCUS USE Movement is reduced in half. COVER TRAIL - HNT LvI:9 To move full speed and attempt tracking GM uses SKL:3 Save. Travel-Planes ROLL OUT SKL: 3 Self Self 10 Minutes 12 Hours Able to do this. 8 pts 8 Hunters Stare (1-4 days) Hunter zones out as they walk a preset direction Walk X3 in 20 Hrs, Surprise likely, Encounters unlikely, 3 rounds to wake NO FOCUS USE Hunter zones out as they walk a preset direction ENHANCEMENTS: 1 Utility-AREA OF EFFECT STACK 9 SKL: 1 Kindling 10 Minutes start fire 4 pts Touch Permanent 2 Make Fire with Sticks Hunter rubs two sticks together to create a small fire. Make Fire with Sticks. 3 attempts. Hunter's Kit Dry Kindling needed. Damp kindling +1 Col. Wet environ +1 Col COL-1 Hunters Kit helps (-1 col). Hunters base Save is SKL:1. NON Hunters base Save is NON:3 AREA OF EFFECT No Save 4 pts Self Self 10 Minutes 18 Hours Mental Alarm Clock Able to set a time and wake up at that time. Fighter reviews the surroundings to understand normal sounds are during the rollout. NO FOCUS USE Fighter must not be exhausted or forced to sleep. Does not guarrantee restful sleep. When waking it takes 1 full round before Fighter is able to be clear headed. **ENHANCEMENTS**

-Hunter

4 Mimic Soft Nature Sounds

4 pts

STACK 99

RANGE Self

AREA OF EFFECT 6x6 Squares

ROLL OUT Initiative

DURATION 20 Minutes

SNS: 2 Success



Hunter creates low sounds that can be mistaken for natural sounds. Indistinct natural outdoor sounds. Low volume and intensity. Hunter can create soft low sounds with no penalty, As the volume of a sound rises the GM may adjust the Save. As the sounds become more distinct the GM may adjust the Save.

NO FOCUS USE

SAVE:

ENHANCEMENTS: 2