


-Hunter

Altered Reality


| | | | | | | | | | | | | |
|-------|-----|--------------------------|--------------------------|-------|----|---------|-------|----------------|-----------|----------|-------|---------|
| LEVEL | 0.1 | <input type="checkbox"/> | <input type="checkbox"/> | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| | | | | | | 15% Max | Self | Self | 5 Minutes | 12 Hours | | |



Recipient becomes more attractive by their race's standards.
Caster lets colorful sparks cover the part they wish to change, which fade after a moment.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP


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|-------|-----|--------------------------|--------------------------|-------|----|---------|-----------|----------------|------------|----------|-------|------------------------|
| LEVEL | 0.1 | <input type="checkbox"/> | <input type="checkbox"/> | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | RM: 1 Blocks Vision |
| | | | | | | 20% Max | 4 Squares | 1 Target | Initiative | 1 Round | | |



Glowing Pie appears as thrown pie to block vision.
The caster makes a throwing gesture and a pie made out of colorful light appears, flying towards the target

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

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|-------|-----|--------------------------|--------------------------|-------|---|---------|--------|----------------|----------|----------|-------|------------------------|
| LEVEL | 0.3 | <input type="checkbox"/> | <input type="checkbox"/> | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 1 Rope not cut |
| | | | | | | 10% Max | 1 Rope | 1 Rope | 1 Minute | 2 Hours | | |




The caster conjures a rope that looks like two short ropes made out of colorful ribbons.
Does allow the Caster to roll a Save to merge the ropes into one.
Any use or actions with the rope after conjuring reveals it as single length of 4 squares.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

Battle-Offense


| | | | | | | | | | | | | |
|-------|-----|--------------------------|--------------------------|-------|----|---------|-----------|----------------|------------|----------|-------|-----------------------|
| LEVEL | 0.2 | <input type="checkbox"/> | <input type="checkbox"/> | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | RM: 1 Damage taken |
| | | | | | | 20% Max | 6 Squares | 1 Target | Initiative | Instant | | |



Bright Multi Colored flashes appear in the caster's hand. (ToHIT Required)
Caster rolls a Thrown ToHit. 1d3 Damage. Metal armor requires Save.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP


| | | | | | | | | | | | | |
|-------|-----|--------------------------|--------------------------|-------|----|---------|------------|----------------|------------|----------|-------|---------------------|
| LEVEL | 0.4 | <input type="checkbox"/> | <input type="checkbox"/> | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | AGL: 2 No Damage |
| | | | | | | 30% Max | 12 Squares | 1 Target | Initiative | Instant | | |



Colorful embers appear in the caster's palm.
ToHIT Required.
1d12 Damage. Save for half damage.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP


| | | | | | | | | | | | | |
|-------|---|--------------------------|--------------------------|-------|----|-------|------------|----------------|------------|----------|-------|---------|
| LEVEL | 4 | <input type="checkbox"/> | <input type="checkbox"/> | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| | | | | | | 4 pts | Char Sheet | 1 Target | Initiative | 1 Round | | |



A focus on accuracy rather than speed.
Shooter focus' on a single target for the round.
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.

COUNTER: None
ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 5 Initiative +4 4 SP

| | | | | | | | | | | | | |
|-------|---|--------------------------|-------------------------------------|-------|---|-------|---------|----------------|------------|----------|-------|---------|
| LEVEL | 4 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| | | | | | | 4 pts | Move x2 | 1 Creature | Initiative | 1 Round | | |



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.
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).
No other attacks (including 'Extra' attacks) can be attempted in the same round.

COUNTER:Set For Charge - FTR Lvl:1
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP


-Hunter

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|--|---|---|-------|----|-------|------------|----------------|------------|----------------|--|---------|
| LEVEL | 5 | <div><div></div><div>JUST</div></div> | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| COUNTER: Disruptive Factor | | | | | 8 pts | 8 Squares | 3x3 Squares | Instant | 2 Rounds | | |
|  | | Character draws attention to themselves in attempt to interrupt others. This action might disrupt other actions or break concentration of others. All the Targets in the AoE must pass the Save to not be affected/interrupted. Enhancements are able to increase the range. This is a Counter Action and can only be used once in a round. | | | | | | | | COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP | |
| LEVEL | 5 | <div><div></div><div>+</div></div> | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| Instant Ranged Shots | | | | | 8 pts | by the bow | Self | Instant | 1 Round / Tier | | |
|  | | Hunter is able to use each of their attacks as separate initiatives during the round. Delivers each shot one at a time in the round using an instant rollout for each shot. The Hunter must identify a specific bow for this skill and concentrate on this skill. Multiple bows can get this benefit with separate use of this skill for each bow. Each attack is instant & will be completed before the next attack from another person. | | | | | | | | COUNTER: None ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP | |
| LEVEL | 5 | <div><div></div><div></div></div> | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| Long Distance Crossbow Shots | | | | | 8 pts | By Weapon | 1 Target | Initiative | 4 Rounds | | |
|  | | Hunter uses flight bolts with a crossbow to gain distance Damage is reduced by 2 points (Min 1). Distance is increased by 8 squares. Hunter must use a crossbow with flight bolts. Bows cannot use this skill. No changes to Initiative and ToHIT rolls. | | | | | | | | COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 5 Initiative +4 4 SP | |
| LEVEL | 5 | <div><div></div><div></div></div> | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| Penetrating Ranged Shots | | | | | 8 pts | By Weapon | By Weapon | Initiative | 2 Rounds | | |
|  | | Hunter focus' on burying the arrows deep into the targets the cost of accuracy. This skill only works with bows and for ranged attacks. This skill requires the use of a bow and the ToHIT has a penalty of 2. The damage (upon a hit) gains a bonus of +6 Damage. The minimum damage is 8. This applies to all of the Hunters bow shots for the duration. | | | | | | | | COUNTER: None ENHANCEMENTS: Lvl 5 Initiative +4 4 SP Lvl 9 Damage +50% 8 SP | |
| LEVEL | 6 | <div><div></div><div>+</div></div> | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| AoO on Melee Entry | | | | | 4 pts | Melee | Self | Instant | 1 Round | | |
|  | | Rogue take AAO as target enters the battle Allows Rogue an Attack of Opportunity when a target enters into melee range. This is an 'Extra' Attack. Only 1 Extra attack is allowed per round. Rogue can interrupt the battle, resolve the Extra attack, then the battle continues. | | | | | | | | COUNTER: Avoid An AoO - ROG Lvl:1  ENHANCEMENTS: Lvl 0 No Enhancements 0 SP | |
| LEVEL | 6 | <div><div></div><div></div></div> | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| Held Shot - Single Target | | | | | 8 pts | By Weapon | 1 Target | Initiative | 5 Attacks | | |
|  | | Hunter keeps the target in sight and fires a carefully aimed shot. Each attack held gains +2 ToHIT & Dmg. Up to a max bonus of +10 (5 attacks missed). Hunter keeps prey in sight and fires a carefully aimed shot. Bow or crossbow. If the target is out of sight for an entire round or more the count must start over. Each successive attack w/ same target +2 ToHit and Damage(Max +10). | | | | | | | | COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 5 Initiative +4 4 SP | |
| LEVEL | 6 | <div><div></div><div></div></div> | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| Shoot Thru Party to Target | | | | | 8 pts | By Weapon | By Weapon | Initiative | 1 Round | | |
|  | | Hunter is able to target the enemy just beyond or inter-mixed with their own group. Past known party members. Initiative +2. All ranged attacks in Rd. Hunter must announced BEFORE initiative roll to gain the Initiative bonus of +2. If not announced, the Hunter still is able to shoot through the group to the target. | | | | | | | | COUNTER: None ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 5 Initiative +4 4 SP | |

-Hunter

Battle-Prep

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






Solid Multi Colored flashes and surrounds the Caster.
AC becomes 16. Image of bright, sparkly magic armor around Caster.

COUNTER: Same Spell


ENHANCEMENTS:

Lvl 0 No Enhancements 0 SP


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|--|---|-------|---|-------|-------|----------------|------------|----------|-------|--------------|--|--------|----------------|------|--------|---------------|------|--------|--------|------|
| LEVEL | 5 | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SNS: 2 |  | | | | | | | | | |
| Point 80 ft Ahead | | | | 8 pts | Self | Self | 10 Minutes | 4 Hours | | No surprise. | | | | | | | | | | |
|  | <p>Hunter takes on roll of a Point Person as the group moves forward.</p> <p>If surprised Hunter Saves to overcome group surprise.</p> <p>Hunter must be about 80 feet ahead of the group and alone in that point position.</p> <p>Hunter maintains concentration to gain the benefits.</p> <p>Sns:2 to avoid Surprise, Dazed, & Stun. No convo, 1000 yard stare.</p> | | | | | | | | | | <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 16</td><td>Rollout 1 Min</td><td>8 SP</td></tr><tr><td>Lvl 12</td><td>AoE X2</td><td>6 SP</td></tr></table> | Lvl 10 | Rollout Halved | 6 SP | Lvl 16 | Rollout 1 Min | 8 SP | Lvl 12 | AoE X2 | 6 SP |
| Lvl 10 | Rollout Halved | 6 SP | | | | | | | | | | | | | | | | | | |
| Lvl 16 | Rollout 1 Min | 8 SP | | | | | | | | | | | | | | | | | | |
| Lvl 12 | AoE X2 | 6 SP | | | | | | | | | | | | | | | | | | |

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| LEVEL | 8 | STACK | 1 | COST | | RANGE | | AREA OF EFFECT | | ROLL OUT | | DURATION | | SAVE: | No Save |
| Critical Ranged Shot (Pre-Battle) | | | | 8 pts | | By Weapon | | By Weapon | | 1 Minute | | 4 Hrs or 1 Battle | | | |
|  <p>Specific ranged weapon for entire battle. 1 weapon per battle. Critical attacks for a SPECIFIC ranged weapon happen on 18, 19, and 20. Can be enhanced for 12 pts (13th lvl) to rollout this skill during initiative. This skill cannot be stacked upon itself.</p> | | | | | | | | | | | | COUNTER: None ENHANCEMENTS: Lvl 12 Rollout Init 12 SP | | | |

Call-Summon

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|--|-----|---|----|---------|-------|----------------|------------|----------|-------|---------------|
| LEVEL | 0.3 | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | RM: 1 |
| TIRO: I Have Your Item! | | | | 30% Max | 4 Sqs | 1 Item | Initiative | 1 Round | | Item grabbed. |
|  | | <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 0 No Enhancements 0 SP</div> | | | | | | | | |

Communication-

| | | | | | | | | | | | | | | | |
|---|-----|---|----|------|--|----------|--|----------------|--|-----------|--|----------|--|-------|---------|
| LEVEL | 0.2 | STACK | 99 | COST | | RANGE | | AREA OF EFFECT | | ROLL OUT | | DURATION | | SAVE: | No Save |
| TIRO: Amplify Own Speech | | 20% Max | | Self | | 3x3x3 Sq | | Initiative | | 5 Minutes | | | | | |
|  <p>The caster takes a deep breath and speaks at an amplified volume. Amplifies sound out up to a 3 Square wide Cube. Amplify even whispers. Doesn't affect anyone but the caster. As normal for the resulting volume it does carry over walls/barriers.</p> | | <div>COUNTER: Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 0 No Enhancements 0 SP</div> | | | | | | | | | | | | | |

LEVEL

0.3

STACK

0

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

TIR0: Colored Signal Flare


15% Max

20 Squares

1 Flare

Initiative

1 Minute



A colored signal flare. Random between Red, Blue, Yellow, and Green. Roll 1d20

1 - 5

is

bright red,

5 - 10

is

bright blue,

10 - 15

is

bright yellow,

15 - 20

is

bright green.

COUNTER:Same Spell


ENHANCEMENTS:

Lvl 0

No Enhancements

0 SP

| LEVEL | COST | STACK | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: |
|-------|---------|-------|------------|----------------|------------|-----------|---------|
| 0.4 | 25% Max | 99 | 12 Squares | 3x3x3 Sqs | Initiative | 5 Minutes | No Save |



TIRO: Sloppy Spying
 Ghostly Multi Colored flashes surround the caster for the duration.
 Caster is the only one that sees the effects of this spell.
 Others have no indication beyond a lot of multi colored magic floating around.


COUNTER: None

ENHANCEMENTS:

| | | |
|-------|-----------------|------|
| Lvl 0 | No Enhancements | 0 SP |
|-------|-----------------|------|

-Hunter

Creation-Meta

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|--|-----|--|----------|---------|------------|----------------|----------|----------|---|---------|
| LEVEL | 0.1 | STACK | 3 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| TIRO: Water From A Plant | | 20% Max | 1 Square | 1 Plant | Initiative | 10 Minutes | | | | |
|  | | <p>The caster enchants a plant to pour water. Water pours as if from a spout, but instead it is from the plant. This only creates enough water to fill up a waterskin throughout the Duration. Does NOT have any affect against plant creatures.</p> | | | | | | | <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 0 No Enhancements 0 SP</div> | |

LEVEL

6

STACK

99

COST

8 pts

RANGE

Touch

AREA OF EFFECT

Self

ROLL OUT

4 Hours

DURATION


Permanent

SAVE:

No Save

Make/Repair

Arrows



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.
 Tier 2: 12 standard arrows, require and arrow heads and sinew
 Tier 3: 12 flight arrows require, light weight shafts and sinew

CREATE:

FOCUS: Required

COUNTER: None

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 1

Create Crude Arrows

0 SP

Creations-

| | | | | | | | | | | | | | | | | | |
|-------|---|--|--|-------|----|-------|--|-------|--|----------------|--|----------|--|-------------|--|-------|---------|
| LEVEL | 1 | | | STACK | 99 | COST | | RANGE | | AREA OF EFFECT | | ROLL OUT | | DURATION | | SAVE: | No Save |
| | | | | | | 4 pts | | Touch | | 1 Salve | | 4 Hours | | End Of Year | | | |

LEVEL

1

STACK

99

COST

4 pts

RANGE

Touch

AREA OF EFFECT

1 Potion

ROLL OUT

4 Hours


DURATION

Used / EOY

SAVE:

No Save

Create Sunrise Potion



Hunter creates a Sunrise Potion in their own way.

Qty:3 To be used at 6 AM to gain 2 extra HP (5 HP with Hunter) if Save passes.

1 Bunch of Anises leaf, 1 Jar of Ginger Oil, 1/4 cup of honey, Campfire, & KIT.

Potion used at sunrise heals 2 HP. If hunter applies it then 4 HP.

Requires a campfire and Hunters Kit.

CREATE:

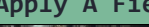
FOCUS:+2 Potions

COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved

6 SP

| | | | | | | | | | | | | |
|---|---|--|--|---|----|-------|-------|----------------|------------|-----------|-------|---------|
| LEVEL | 2 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| Apply A Field Bandage | | | | | | 0 pts | Touch | 1 Creature | Initiative | Permanent | | |
|  <p>Once per battle per target. Always binds. HP+1 Use of Hunter Kit (Out of battle) gives an additional +2 HP. Hunter slaps on a hurried bandage that binds the wound and heals 1 HP. If applied after a healing spell this skill has no effect. Requires a campfire. (Kit/Kitchen NOT required)</p> | | | | <div> <div>FOCUS:none</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div> <div>Lvl 20</div> <div>Rollout Instant</div> <div>16 SP</div> </div> </div> | | | | | | | | |

LEVEL

5

STACK

99

COST

8 pts

RANGE

Touch

AREA OF EFFECT

1 Salve

ROLL OUT

4 Hours

DURATION


Used / EOY

SAVE:

SNS: 2

Revive to awaken

Create Revive Salve



Workshop/kitchen IS required.

Qty:1-3. Heals Unconscious creature 1d3 HP and revives for 30 min if Save passes

1 bunch of Bittercress leaves, 1 jar of Pine sap, 1 jar of Oak sap, Hunters Kit and KITCHEN required.



CREATE:

FOCUS:+2 Salves

COUNTER: None

ENHANCEMENTS:

Lvl 0 No Enhancements 0 SP

| LEVEL | 7 | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 2 |  |
|--|---|-------|----|-------|-------|----------------|----------|------------|-------|-------------------|---|
| | Create Health Poultice | | | 8 pts | Touch | 1 Poultice | 4 Hours | Used / EOY | | Help Sick/Disease | |
|  | <p>Hunter creates a Poultice.</p> <p>Qty:1-3. Helps recover from Sickness/Disease by making the Save column one better (-1).</p> <p>Sickness/Disease rolls are done in the morning using the Health:2 Save.</p> <p>Requires a campfire and a Hunters Kit.</p> | | | | | | | | | | <p>CREATE:</p> <p>FOCUS:+2 Poultices</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 14 Save -1 Col 8 SP</p> <p>Lvl 10 Rollout Halved 6 SP</p> |

-Hunter

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|----------------------|---|--|--|-------|----|-------|-------|----------------|----------|------------|-------|--------|----------|
| LEVEL | 7 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SNS: 2 | |
| Create Repellent Oil | | | | | | 8 pts | Touch | 1 dose | 4 Hours | Used / EOY | | | Attacked |



End result: 3 Small corked jars of repellent.
Qty:1-3. Repels Insects. Save column one better (col -1).
Ingredients are Honeysuckle, Palm, Marshdaisy.
Requires a campfire and a Hunters Kit.

CREATE:
FOCUS:+2 Doses.
COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

Flora-Fauna-Nature

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|-----------------|---|--|--|-------|----|-------|-------|----------------|----------|-----------|-------|--------|--------|
| LEVEL | 1 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 1 | |
| Skinning A Hide | | | | | | 4 pts | Self | Animal | 12 Hours | Permanent | | | 1 hide |



Hunter settles in to clean, trim, skin, and cure an animal hide.
Pass Save to complete 1 hide in the 12 hours. (1 per day)
Hide finished at end of duration. This includes Skinning, Trimming, Cleaning, Drying.
Tier of Hunter indicates the size of the finished hide regardless of size of creature.
1st= Small(2x4 ft/60x120 cm) 3rd= Med(3x6 ft/90x180 cm) 5th= Lrg(6x6 ft/180x180 cm).

CREATE:
FOCUS:2 Hides
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP

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|-----------------|---|--|--|-------|----|-------|------------|----------------|-----------|----------|-------|---------|--|
| LEVEL | 2 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save | |
| Benign Approach | | | | | | 4 pts | 10 Squares | 10 Squares | 5 Minutes | 1 Hour | | | |



Use of 'Calm Animal' skill will greatly help this effort.
Approaching animals and not alarming them (much). No attacks.
How close depends on the animal, situation, and the level of the hunter.
If started outside of range the animal may leave while not noticing the hunter.
Using this within range means the animal is aware, and hopefully not scared.

COUNTER: None
ENHANCEMENTS:
Lvl 12 Range X2 8 SP

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|-------------|---|--|--|-------|----|-------|-----------|----------------|------------|----------|-------|--------|------------------|
| LEVEL | 3 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 2 | |
| Calm Animal | | | | | | 4 pts | 2 Squares | 1 Animal | 20 Minutes | 2 Hours | | | Animal is calmed |



The hunter calms a wild animal in their own way.
Some animals flee before effect happens. Skill:2
Calming animals can be more difficult with some creatures that are very skittish.
Hunter should use calming mannerisms, slow patient movement, and food to help.
Must Save using column 2, but can use column 1 if the situation fits (as per GM).

COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 12 Range X2 8 SP
Lvl 14 Duration X2 8 SP

Food-Water

| | | | | | | | | | | | | | |
|------------------|---|--|--|-------|---|-------|-------|----------------|----------|----------|-------|--------|---------------|
| LEVEL | 3 | | | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 2 | |
| Hunt/Fish/Gather | | | | | | 4 pts | Self | 20x20 Squares | 9 Hours | Rollout | | | Aquired food. |



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

CREATE:
FOCUS:+ 50%
COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

Health-Life-Death

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|---------------------|-----|--|--|-------|----|---------|----------|----------------|------------|-----------|-------|---------|--|
| LEVEL | 0.1 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save | |
| TIRO: Healing Bolus | | | | | | 30% Max | 1 Square | Recipient | Initiative | Permanent | | | |




A rainbow of colors surrounds the person being healed.
1d12 HP healing. Does heal 1d12 painlessly.
Does NOT heal Undead or Living Dead.
Does NOT heal any sicknesses, diseases or other ailments.
Does NOT deal any damage prior to healing the Recipient.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

-Hunter

Light-

| | | | | | | | | | | | | |
|-------------------|-----|--|--|-------|----|---------|------------|----------------|------------|--------------|-------|---------|
| LEVEL | 0.4 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| TIRO: Aural Spark | | | | | | 10% Max | 10 Squares | 2x2 Sqs | Initiative | 1d20 Minutes | | |




Colorful lights surround an area.
Non-flammable point of low light. 1 of 5 colors.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

Personal-Connections

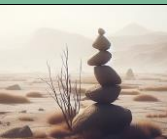
| | | | | | | | | | | | | |
|-------------------------|-----|--|--|-------|----|---------|------------|----------------|------------|----------|----------|--------|
| LEVEL | 0.2 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 3 |
| TIRO: Random Friendship | | | | | | 40% Max | 10 Squares | 1 Target | Initiative | Special | Friends! | |



Colorful heart-shaped sparkles around casters hands.
Potentially makes someone more tolerant of the caster.
Does last only 10 minutes (outside of battle) or one round (in battle).
Does allow the Target to make a Save.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

| | | | | | | | | | | | | |
|--------------|---|--|--|-------|----|-------|-----------|----------------|----------|-------------------|-------|---------|
| LEVEL | 4 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| Hunter Marks | | | | | | 4 pts | 6 Squares | 1 Square | 1 Minute | 1 Month (30 days) | | |




Hunter can leave marks that look like naturally dispersed and meaningless arrangements.
No Save to find, just need to look
Hunter can leave marks that look normal to others but are meaningless to others. Others are NOT able to make sense of these arrangements.

CREATE: - No creations. Usable only 1 sp
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 16 Rollout 1 Min 8 SP
Lvl 14 Duration X2 8 SP

Shelter-Rest-Protection


| | | | | | | | | | | | | |
|-----------------------|-----|--|--|-------|----|---------|-----------|----------------|----------|----------|-------|---------|
| LEVEL | 0.2 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| TIRO: Garish Pup Tent | | | | | | 20% Max | 8 Squares | 1x2 Squares | 1 Minute | 8 Hours | | |



Bright Multi Colored flashes form a broken down colorful tent.
Bright multicolored pup tent. 2 participants.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP


| | | | | | | | | | | | | |
|----------------------|---|--|--|-------|---|-------|-------|----------------|------------|----------|---------|--------|
| LEVEL | 2 | | | STACK | 3 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 2 |
| Hunters Hut (10 ppl) | | | | | | 4 pts | Touch | 2x1 Squares | 20 Minutes | 8 Hours | Created | |



The hunter creates a shelter out of avialable materials
Creates temporary shelter for 8 persons.
The hunter creates a shelter out of avialable materials.
If left up the shelter will fall within 2 days.
After duration the shelter will no longer keep the weather out.

CREATE:
FOCUS:Set AoE to 2x2
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 9 Duration +50% 6 SP

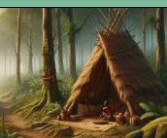
| | | | | | | | | | | | | |
|------------------|---|--|--|-------|----|-------|-------|-------------------|------------|----------|-------|---------|
| LEVEL | 2 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| Perimeter Safety | | | | | | 4 pts | Touch | 3x8 Sq Perimeters | 30 Minutes | 8 Hours | | |



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

COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 14 Damage X2 12 SP



| | | | | | | | | | | | | |
|----------------------------------|---|--|--|-------|----|-------|-------|----------------|------------|----------|-------|---------|
| LEVEL | 3 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| Create Temporary Shelter (3 ppl) | | | | | | 4 pts | Touch | 1 Shelter | 10 Minutes | 2 Days | | |




Quickly built (1 min) & lasts 2 days, unless rough weather.
Very heavy rains and/or heavy winds will destroy this.
- Shelter fits up to 3 people.
- Any rolls to help the sick or diseased gains five (+5).


CREATE:
COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

-Hunter


| | | | | | | | | | | | | | | | | | | |
|---|-------------|------|--|-------|---|---|----------|----------------|----------|----------------|-------|---------|--------|-------------|------|--------|--------|------|
| LEVEL | 7 | | | STACK | 3 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save | | | | | | |
| Hunters Hidden Shelter (4 ppl) | | | | | | 8 pts | 1 Square | 3 x 3 Squares | 1 Hour | 8 Hours / Tier | | | | | | | | |
|  <p>Hunter creates a hunting blind for up to 4 people. Inhabitants should be aware of possible issues:</p> <ul style="list-style-type: none">- High winds will knock this down- smoke from fires may be noticed- Not useable in obvious locations (urban) | | | | | | <div>CREATE: </div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 12</td><td>AoE X2</td><td>6 SP</td></tr></table> | | | | | | | Lvl 14 | Duration X2 | 8 SP | Lvl 12 | AoE X2 | 6 SP |
| Lvl 14 | Duration X2 | 8 SP | | | | | | | | | | | | | | | | |
| Lvl 12 | AoE X2 | 6 SP | | | | | | | | | | | | | | | | |


Tracking-


| | | | | | | | | | | | | | |
|--|-----|--|--|--|----|------|---------|----------------|----------|----------|---------------|-----------------|------|
| LEVEL | 0.4 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save | |
| TIRO: Tracking | | | | 30% Max | | Self | 1 Trail | Initiative | 1 Hour | | | | |
|  | | | | Solid Multi Colored flashes to show everyone in sight where path is. Find and follow a trail while leaving an obvious trail with signposts. | | | | | | | COUNTER: None | | |
| | | | | | | | | | | | ENHANCEMENTS: | | |
| | | | | | | | | | | | Lvl 0 | No Enhancements | 0 SP |

| | | | | | | | | | | | | | | | | |
|--|-----------------|-------|--|---|----|-------|-------|----------------|------------|----------|-------|---|--|--------|-----------------|-------|
| LEVEL | 1 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save | | | | |
| Find North | | | | | | 4 pts | Self | Self | Initiative | 1 Hour | | | | | | |
|  | | | | <p>Reviews surrounding area.</p> <p>GM indicates direction of North.</p> <p>Reviews surrounding area.</p> | | | | | | | | <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 20</td><td>Rollout Instant</td><td>16 SP</td></tr></table> | | Lvl 20 | Rollout Instant | 16 SP |
| Lvl 20 | Rollout Instant | 16 SP | | | | | | | | | | | | | | |


Travel-Planes

| | | | | | | | | | | | | | | |
|--|-----|--|--|---|----|---------|-------------|----------------|------------|----------|-------|---------------|-----------------|------|
| LEVEL | 0.1 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save | | |
| TIRO: Quick Jump | | | | | | 20% Max | 1d6 Squares | Self | Initiative | Instant | | | | |
|  | | | | Colorful glow appears under caster's feet & follows them as they jump. 1d6 squares in direction indicated. | | | | | | | | COUNTER: None | | |
| | | | | | | | | | | | | ENHANCEMENTS: | | |
| | | | | | | | | | | | | Lvl 0 | No Enhancements | 0 SP |

| | | | | | | | | | | | | |
|---|-----|--|--|--|----|---------|-----------|----------------|------------|----------|-------|-----------|
| LEVEL | 0.3 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | BRU: 2 |
| TIRO: Quick Push! | | | | | | 40% Max | 4 Squares | 1 Recipient | Initiative | Instant | | Not moved |
|  | | | | <p>Bright Multi Colored flashes travel towards the Target and surround them. Recipient forced to random spot up to 4 Squares away.</p> | | | | | | | | |
| <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 0 No Enhancements 0 SP</div> | | | | | | | | | | | | |

| | | | | | | | | | | | | | |
|--|---|--|--|--|---|-------|-------|----------------|------------|----------|-------|--|--|
| LEVEL | 8 | | | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 3 Able to do this. | |
| Hunters Stare (1-4 days) | | | | | | 8 pts | Self | Self | 10 Minutes | 12 Hours | | | |
|  | | | | <p>Hunter zones out as they walk a preset direction</p> <p>Walk X3 in 20 Hrs, Surprise likely, Encounters unlikely, 3 rounds to wake</p> <p>Hunter zones out as they walk a preset direction</p> | | | | | | | | <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 14 Duration X2 8 SP</p> | |

Utility-



| | | | | | | | | | | | | | | |
|--|-----|--|--|--|----|---------|-------|----------------|----------|----------|-------|---|--|--|
| LEVEL | 0.4 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save | | |
| TIRO: Tasty Cumber Meals | | | | | | 25% Max | Touch | Varies | 1 Minute | 1 Hour | | | | |
|  | | | | Multi Colored flashes extend from Caster's hand and form into consumable food. 1d12 meals appear at waist height of the Caster. | | | | | | | | <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 0 No Enhancements 0 SP</div> | | |

-Hunter

| | | | | | | | | | | | | | |
|-----------------------|---|--|--|-------|----|-------|-------|----------------|------------|-----------|-------|--------|---|
| LEVEL | 2 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 1 |  |
| Make Fire with Sticks | | | | | | 4 pts | Touch | Kindling | 10 Minutes | Permanent | | | start fire |



Hunter rubs two sticks together to create a small fire.
Make Fire with Sticks. 3 attempts.
Dry Kindling needed. Damp kindling +1 Col. Wet environ +1 Col
Hunters Kit helps (-1 col).
Hunters base Save is SKL:1. NON Hunters base Save is NON:3


| | | |
|---------------|---|---|
| FOCUS:COL -1 |  |  |
| COUNTER: None | | |
| ENHANCEMENTS: | | |
| Lvl 0 | No Enhancements | 0 SP |

| | | | | | | | | | | | | |
|--------------------|---|--|--|-------|---|-------|-------|----------------|------------|----------|-------|---------|
| LEVEL | 2 | | | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| Mental Alarm Clock | | | | | | 4 pts | Self | Self | 10 Minutes | 18 Hours | | |



Able to set a time and wake up at that time.
Fighter reviews the surroundings to understand normal sounds are during the rollout.
Fighter must not be exhausted or forced to sleep.
Does not guarantee restful sleep.
When waking it takes 1 full round before Fighter is able to be clear headed.

| | | |
|---------------|----------------|------|
| COUNTER: None | | |
| ENHANCEMENTS: | | |
| Lvl 10 | Rollout Halved | 6 SP |
| Lvl 14 | Duration X2 | 8 SP |

| | | | | | | | | | | | |
|--------------------------|--|----------|--|-------|-------|----------------|------------|------------|-------|---------|---|
| LEVEL 4 | | STACK 99 | | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SNS: 2 |  |
| Mimic Soft Nature Sounds | | | | 4 pts | Self | 6x6 Squares | Initiative | 20 Minutes | | Success | |



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

| | | |
|---------------|-----------------|-------|
| COUNTER: None | | |
| ENHANCEMENTS: | | |
| Lvl 20 | Rollout Instant | 16 SP |
| Lvl 12 | Rollout Init | 12 SP |