

5 Point 80 ft Ahead

729-1

LEVEL

Tier 2

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

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



Created by COPILOT

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

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

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

Focus Items and/or Kits:

- Not required.

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

8 Critical Ranged Shot (Pre-Battle)

LEVEL

Tier 2

757-1



Created by COPILOT

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

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

Details:

- This applies to a single selected weapon.

This DOES...

- Does apply to only one ranged weapon per battle.

This does NOT...

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

Focus Items and/or Kits:

- Not required.

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 Initiative	12



16 Quick Ranged Shot (Pre-Battle)


777-1

LEVEL

Tier 4

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

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



Created by COPILOT

Details:

- Quickly Shoots to potentially start a battle.

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

- Not required.

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 Increased +50%	8
14	Attacks +1	8
17	Damage +8 per die	16

4 Accurate Ranged Shots

724-1

LEVEL Tier 1

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

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



Created by COPILOT

Details:
- Hunter targets only 1 creature when using this skill.

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

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

Focus Items and/or Kits:
- Not required.

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



4 Hunters Charge

723-1

LEVEL

Tier 1


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

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

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

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

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

- 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	0


5 COUNTER: Disruptive Factor

801-1

LEVEL

Tier 2

Attempt to stop a specific spell or action.

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



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 1**
- This DOES...**
- Does require the target to pass the Save or fail to complete an action or effort.
 - Does require Rogue to activate this BEFORE the any targeted skill has enacted,
 - can be used in same initiative as the targeted skill,
 - but must this disruption must happen before the targeted skill has been started.

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

Focus Items and/or Kits:

- Not required.

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

5 Instant Ranged Shots

718-1

LEVEL Tier 2

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

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



Created by COPILOT

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



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

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

Focus Items and/or Kits:

- Not required.

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

5



Long Distance Crossbow Shots


905-1

LEVEL

Tier 2

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

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



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.

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

- Not required.

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



5 Penetrating Ranged Shots

767-1

LEVEL

Tier 2

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

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



Created by COPILOT

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

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

This does NOT...
- Does NOT work with any weapon, except bows.

Focus Items and/or Kits:
- Not required.

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 Increased +50%	8

6 AoO on Melee Entry

LEVEL


Tier 2

665-1



Created by COPILOT

Targets entering melee become open to an attack.

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

Details:

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



This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

- Not required.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 AVOID AN AoO - ROG

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

6 Held Shot - Single Target

731-1

LEVEL Tier 2

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

COST	RANGE	ROLL OUT	 	COLLECTION	OUTCOME
8 pts	By Weapon	Initiative		Battle-Offense	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	5 Attacks		none	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.

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

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

Focus Items and/or Kits:

- Not required.

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

6 Shoot Thru Party to Target

LEVEL



Tier 2

732-1



Created by COPILOT

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

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

Details:

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

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

- Not required.

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 Increased +50%	8
9	Range +50%	6
12	Range X2	8
20	Rollout Instant	16

9 Mounted Melee Attack



815-1




LEVEL

Tier 3

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

COST	RANGE	ROLL OUT		COLLECTION		OUTCOME
12 pts	1 Square	Initiative		Battle-Offense		Mundane
STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
99	1 Horse	1 Battle		SKL	2	FTR-HNT-ROG



Created by COPILOT

Details:

- Requires the use of a trained mount.

This DOES...

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

This does NOT...

- Does NOT allow more than 2 attacks 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.

Focus Items and/or Kits:

- Not required.

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

10 Blunted Bow Shots (Bow Only)

763-1

LEVEL Tier 3

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

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

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

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

Focus Items and/or Kits:

- Not required.

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

12 Targeting A Moving Target

772-1

LEVEL Tier 3

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

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



Created by COPILOT

Details:
- Hunter shoots at a moving target.

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

- Not required.

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 Increased +50%	8
9	Range +50%	6
12	Range X2	8
20	Rollout Instant	16



14 Ranged Sucker Shot(s)

770-1

LEVEL

Tier 4

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

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

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

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

Focus Items and/or Kits:

- Not required.

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
12	Range X2	8
17	Damage +8 per die	16
18	AoE = 2 Targets	10
18	Range X4	10

15 Moving And Shooting

775-1

LEVEL Tier 4

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

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



Created by COPILOT

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

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

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

Focus Items and/or Kits:
- Not required.

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 per die	16



1 Skinning A Hide

712-1

LEVEL

Tier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	12 Hours		Flora-Fauna-Nature	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Animal	Permanent		SKL 1	HNT



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 (grizzly bears and smaller).
 - Provides a medium quality hide up to 6x6 ft / 180x180 cm.

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

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



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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



- Flame Bolt Breakable. BUY:30 GP.
- Direct ToHIT. Dmg:2d10. AGL:2 to avoid. Dist:12 Sqs.
 -
 - Campfire. Creation SP: x3 spell cost.



Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Halved	6



2 Benign Approach


714-1

LEVEL

Tier 1

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

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



Created by BING AI

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

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

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

Focus Items and/or Kits:

- Not required.

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

3 Calm Animal

720-1

LEVEL

Tier 1



Created by COPILOT

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

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

Details:

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

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

This DOES...

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

This does NOT...

- Does NOT require a save with a domesticated animal.

Focus Items and/or Kits:

- Not required.

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	Duration +50%	6
12	Range X2	8
12	Rollout Halved	6
14	Duration X2	8
18	Range X4	10

3 Hunt/Fish/Gather

725-1

LEVEL

Tier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	9 Hours		Food-Water	Mundane
STACK	AoE	DURATION		SAVE SKL	CLASS GROUPS
1	20x20 Squares	9 Hours		COL 2	HNT



Created by COPILOT

Details:

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

This DOES...

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

This does NOT...

- Does NOT work more than 1 time per day.



Focus Items and/or Kits:

- Requires a Kit.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:



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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

9 Coastal Net Fishing

774-1

LEVEL Tier 3

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

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



Created by COPILOT

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

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

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

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

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

Focus Items and/or Kits:

- Not required.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:



-Yeilds fish.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

2 Hunters Hut (10 ppl)

713-1

LEVEL

Tier 1

Stands for 2 days. Holds up to 10 people.

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



Created by COPILOT

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

- Kit required to use this skill.

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
12	Rollout Halved	6

2 Perimeter Safety

717-1

LEVEL

Tier 1

Creates noticable sounds when stepped on.

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

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

- Not required.

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 Halved	6
14	Damage X2	12

3 Create Temporary Shelter (3 ppl)

721-1

LEVEL Tier 1

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

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



Created by COPILOT

Details:

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

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

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

7 Hunters Hidden Shelter (4 ppl)

LEVEL Tier 2

755-1



Created by COPILOT

Hunting blind for 4 people. Not for urban use.

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

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

- Not required.

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

4 Hunter Marks

902-1

LEVEL Tier 1

Unworked items arranged to leave a message to another Hunter.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	6 Squares	1 Minute	Personal-Connections	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	1 Square	1 Month (30 days)	none	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.

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

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

Focus Items and/or Kits:

- Not required.

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	Rollout Halved	6
14	Duration X2	8
16	Rollout 1 Min	8
20	AOE X4	20


1 Find North

711-1

LEVEL

Tier 1

GM indicates direction of North.

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



Created by BING AI

Details:

- GM indicates which direction is north.

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

- Not required.

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

9

Cover Trail

LEVEL

Tier 3

759-1



Created by COPILOT

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

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

Details:

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

This DOES...

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



This does NOT...

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

Focus Items and/or Kits:

- Not required.

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
12	Rollout Halved	6

12 Find/Follow Trail

LEVEL



Tier 3

765-1



Created by COPILOT

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

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

Details:

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

This DOES...

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

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

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

This does NOT...

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

Focus Items and/or Kits:

- Not required.

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
12	Rollout Halved	6

8 Hunters Stare (1-4 days)

LEVEL Tier 2

756-1



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	10 Minutes		Travel-Planes	Mundane
STACK	AoE	DURATION		SAVE SKL	CLASS GROUPS
1	Self	12 Hours		COL 3	HNT

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

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

- This does NOT...**
- Does NOT allow the likelihood of an encounter
 - Does NOT allow Hunter the ability to surprise others,

Focus Items and/or Kits:

- Not required.

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

13 Faster Path

773-1

LEVEL Tier 4

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

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

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

NOTE: General areas that this can help in are,

- hills, plains, valleys,
- Woods, scrub, open fields, dry river beds.

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

Focus Items and/or Kits:

- Not required.

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

2 Make Fire with Sticks

716-1

LEVEL Tier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	10 Minutes		Utility-	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Kindling	Permanent		SKL 1	HNT



Created by COPILOT

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

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

- This does NOT...**
- Does NOT create magical fire.



- Focus Items and/or Kits:**
- Kit is NOT required but helps.
 - A better Save column in extreme environments.

- 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

2 Mental Alarm Clock

703-1

LEVEL Tier 1

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

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



Created by COPILOT

Details:
- Can only be used during normal sleep.

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

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

Focus Items and/or Kits:
- Not required.

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 Halved	6
14	Duration X2	8



4 Mimic Soft Nature Sounds

726-1

LEVEL

Tier 1

Create low natural sounds. Low volume and intensity.

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



Created by COPILOT

Details:

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

This DOES...

- Does allow the Hunter to create sounds which may be in the local environment.
- Does allow creation of soft low sounds with no penalty,
 - As the volume of a sound rises the GM may adjust the Save.
 - As the sounds become more distinct the GM may adjust the Save.

This does NOT...

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

Focus Items and/or Kits:

- Not required.

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 Initiative	12
20	Rollout Instant	16

1 Create Singer's Salve

709-1

LEVEL

Tier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	4 Hours		Creations-	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	3 Salves	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".

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

- Campfire and Hunters Kit is required.

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
12	Rollout Halved	6

1



Create Sunrise Potion


710-1

LEVEL

Tier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	4 Hours		Creations-	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Potion	Used / EOY		none	HNT



Created by COPILOT

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

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

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



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

- 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:

LVL	ENHANCEMENTS	COST
12	Rollout Halved	6

2 Apply A Field Bandage

LEVEL Tier 1

715-1



Created by BING AI

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

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

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

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

5 Create Revive Salve

727-1

LEVEL Tier 2

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

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



Created by COPILOT

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

- Workshop/kitchen IS required.

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

7 Create Health Poultice

754-1

LEVEL

Tier 2

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

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



Created by COPILOT

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

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

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



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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



- 4 hrs makes 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
12	Rollout Halved	6
14	Save -1 Col	8

7

Create Repellent Oil

734-1

LEVEL

Tier 2

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

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

- Campfire and Hunters Kit is required.

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	0

11 Create Clear Mind Inhalent

768-1

LEVEL Tier 3

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

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



Created by BING AI

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

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

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



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

- 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
12	Rollout Halved	6
14	Save -1 Col	8

11 Create Java Meal Spice

769-1

LEVEL Tier 3

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

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



Created by COPILOT

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

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

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



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

- 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
12	Rollout Halved	6
14	Save -1 Col	8

12 Create Calming Tea

771-1

LEVEL Tier 3

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		SAVE COL	CLASS GROUPS
99	1 Jar	Used / EOY	1	SNS 1	HNT



Created by COPILOT

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

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

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



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

- 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

Enhancements:

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

6 Make/Repair Arrows

722-1

LEVEL Tier 2

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

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



Created by COPILOT

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

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
12	Rollout Halved	6

