0.3 TIRO: Armor of Light

LEVEL   Tier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30% Max	Self	1 Minute		Battle-Prep	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Self	4 Hours		none	TRO

641-1

Created by COPILOT

Details:
 - Bright Sparkly armor surrounds the Caster.

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

WHAT THIS DOES NOT DO:
 - Does NOT provide enough consistent light to read by.

Bonds and Connections
 - No Nae'Em connection.

Counter:
LVL: 3   Same Spell

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
 - Not required.

5   Point 80 ft Ahead

LEVEL   Tier 2

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

729-1

Created by COPILOT

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

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

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

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

Bonds and Connections
  - No Nae'Em connection.

Counter:
            No Counter Available.

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

Enhancements:

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

Focus Items and/or Kits:
  - Not required.

8 Critical Ranged Shot (Pre-Battle)

LEVEL   Tier 2

757-1

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

COST	RANGE	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

Created by COPILOT

Details:
 - This applies to a single selected weapon.

WHAT THIS DOES:
 - Does apply to only one ranged weapon per battle.

WHAT THIS DOES NOT DO:
 - Does NOT apply to a type of weapon (e.g. all longbows),

Bonds and Connections
 - No Nae'Em connection.

Counter:
            No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Init	12

Focus Items and/or Kits:
 - Not required.

16 Quick Ranged Shot (Pre-Battle)

LEVEL   Tier 4

777-1

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

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

Created by COPILOT

Details:
 - Quickly Shoots to potentaily start a battle.

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

WHAT THIS DOES NOT DO:
 - Does NOT work with any weapons except bows.
 - Does NOT work more than once per round.

Bonds and Connections
 - No Nae'Em connection.

Counter:
        No Counter Available.

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

Enhancements:

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

Focus Items and/or Kits:
 - Not required.

0.2 TIRO: Fire Crack!

LEVEL   Tier 1

412-1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	6 Squares	Initiative		Battle-Offense	Magical

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
99	1 Target	Instant		RM	1	TRO

Created by COPILOT

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

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

WHAT THIS DOES NOT DO:
  - Does NOT do any damage if the ToHIT roll fails.

Bonds and Connections
  - No Nae'Em connection.

Counter:
            No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
  - Not required.

0.4 TIRO: Quick Flash Fire

LEVEL   Tier 1

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

424-1

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30% Max	12 Squares	Initiative		Battle-Offense	Magical

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
99	1 Target	Instant		AGL	2		TRO

Created by COPILOT

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

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

WHAT THIS DOES NOT DO:
  - Does NOT set anything aflame.

Bonds and Connections
  - No Nae'Em connection.

Counter:
            No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
  - Not required.

4 Accurate Ranged Shots

LEVEL   Tier 1

724-1

#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.

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

WHAT THIS DOES NOT DO:
- Does NOT work with any non-Ranged weapon (Missile weapon).

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available.

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

Enhancements:

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

Focus Items and/or Kits:
- Not required.

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.

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

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

Bonds and Connections
  - No Nae'Em connection.

Counter:
LVL: 1   Set For Charge - FTR

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
  - Not required.

5 COUNTER: Disruptive Factor

LEVEL   Tier 2

801-1

Attempt to stop a specific spell or action.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	8 Squares	Instant	NOW	Battle-Offense	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	3x3 Squares	2 Rounds	2 RDS	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

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

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

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
18	Range X4	10

Focus Items and/or Kits:
- Not required.

5   Instant Ranged Shots

LEVEL   Tier 2

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

718-1

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.

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

WHAT THIS DOES NOT DO:
 - Does NOT allow the Hunter to stop an action/attack already in play,
    - the 'Instant' part applies to reacting to a normal attack or insterting an initiative.
 - Does NOT allow the use of any AoO attack.

Bonds and Connections
 - No Nae'Em connection.

Counter:
             No Counter Available.

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

Enhancements:

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

Focus Items and/or Kits:
 - Not required.

5 Long Distance Crossbow Shots

LEVEL   Tier 2

905-1

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.

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

WHAT THIS DOES NOT DO:
   - Does NOT allow use of the critical chart for non-blunt, non-criticals.
   - Does NOT apply to the use of a Crossbow.

Bonds and Connections
   - No Nae'Em connection.

Counter:
         No Counter Available.

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

Enhancements:

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

Focus Items and/or Kits:
   - Not required.

5   Penetrating Ranged Shots

LEVEL   Tier 2

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

767-1

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.

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

WHAT THIS DOES NOT DO:
- Does NOT work with any weapon, except bows.

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available.

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

Enhancements:

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

Focus Items and/or Kits:
- Not required.

6 AoO on Melee Entry

LEVEL   Tier 2

665-1

Targets entering melee become open to an attack.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Melee	Instant	NOW	Battle-Offense	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Self	1 Round	1 RDS	none	ROG

Created by COPILOT

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

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

WHAT THIS DOES NOT DO:
- Does NOT allow other attacks flagged 'Extra' allowed in same round

Bonds and Connections
- No Nae'Em connection.

Counter:
LVL: 1   Avoid An AoO - ROG

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required.

6 Held Shot - Single Target

LEVEL   Tier 2

731-1

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

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

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

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

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available.

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

Enhancements:

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

Focus Items and/or Kits:
- Not required.

Created by COPILOT

6 Shoot Thru Party to Target

LEVEL   Tier 2

732-1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	By Weapon	Initiative	F	Battle-Offense	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	By Weapon	1 Round	1 RDS	none	HNT

Created by COPILOT

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

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

WHAT THIS DOES NOT DO:
- Does NOT give any bonuses ToHit or Damage.
- Does NOT give Initiative bonuses if not annouced before the Initiative rolls.

Bonds and Connections
- No Nae'Em connection.

Counter:
                No Counter Available.

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

Enhancements:

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

Focus Items and/or Kits:
- Not required.

9 Mounted Melee Attack

LEVEL   Tier 3

815-1

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.

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

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

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required.

10 Blunted Bow Shots (Bow Only)

LEVEL   Tier 3

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

763-1

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.

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

WHAT THIS DOES NOT DO:
- Does NOT allow use of the critical chart for non-blunt, non-criticals.
- Does NOT apply to the use of a Crossbow.

Bonds and Connections
- No Nae'Em connection.

Counter:
        No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8

Focus Items and/or Kits:
- Not required.

12 Targeting A Moving Target

LEVEL   Tier 3

772-1

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.

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

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

Bonds and Connections
  - No Nae'Em connection.

Counter:
            No Counter Available.

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

Enhancements:

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

Focus Items and/or Kits:
  - Not required.

14 Ranged Sucker Shot(s)

LEVEL   Tier 4

770-1

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.

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

WHAT THIS DOES NOT DO:
- Does NOT allow full number of attacks.

Bonds and Connections
- No Nae'Em connection.

Counter:
       No Counter Available.

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

Enhancements:

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

Focus Items and/or Kits:
- Not required.

15 Moving And Shooting

LEVEL   Tier 4

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

775-1

Created by COPILOT

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

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

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

WHAT THIS DOES NOT DO:
 - Does NOT allow the use of any non-ranged weapon.

Bonds and Connections
 - No Nae'Em connection.

Counter:
          No Counter Available.

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

Enhancements:

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

Focus Items and/or Kits:
 - Not required.

0.3 TIRO: I Have Your Item!

LEVEL   Tier 1

419-1

snatches item. Mgc armor: -1 Col.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30% Max	4 Sqs	Initiative		Call-Summon	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Item	1 Round		RM 1	TRO

1 RDS

Created by COPILOT

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

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

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

Bonds and Connections
 - No Nae'Em connection.

Counter:
            NO COUNTER AVAILABLE

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
 - Not required.

0.1 TIRO: Beauty Contestant:2nd Prize

LEVEL   Tier 1

422-1

Recipient becomes more attractive by their race's standards.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
15% Max	Self	5 Minutes		Altered Reality	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Self	12 Hours		none	TRO

Created by COPILOT

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

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

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

Bonds and Connections
  - No Nae'Em connection.

Counter:
        SAME SPELL WILL COUNTER.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
  - Not required.

0.1 TIRO: Pie Fight!

LEVEL   Tier 1

Blocks vision with Save.

410-1

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	4 Squares	Initiative		Altered Reality	Mundane

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
99	1 Target	1 Round		RM	1	TRO

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

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

WHAT THIS DOES NOT DO:
 - Does NOT have any other effect on the target outside of blocking vision.
 - Does NOT deal any damage.

Bonds and Connections
 - No Nae'Em connection.

Counter:
No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
 - Not required.

0.3 TIRO: 2 Rope Image

LEVEL   Tier 1

417-1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
10% Max	1 Rope	1 Minute		Altered Reality	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Rope	2 Hours		SKL 1	TRO

Created by COPILOT

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

WHAT THIS DOES:
- Does allow the Caster to roll a Save to merge the ropes into one.

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

Bonds and Connections
- No Nae'Em connection.

Counter:
         No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required.

1   Skinning A Hide

LEVEL   Tier 1

712-1

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

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

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

Bonds and Connections
- No Nae'Em connection.

Counter:
        No Counter Available.

Creations:

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6

Focus Items and/or Kits:
- Hunters Kit is NOT passive.
- Yeilds 2 hides

2 Benign Approach

LEVEL   Tier 1

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

714-1

Created by BING AI

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

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

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

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

Bonds and Connections
- No Nae'Em connection.

Counter:
          No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8

Focus Items and/or Kits:
- Not required.

3 Calm Animal

LEVEL   Tier 1

720-1

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

Created by COPILOT

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

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

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

WHAT THIS DOES NOT DO:
  - Does NOT require a save with a domesticated animal.

Bonds and Connections
  - No Nae'Em connection.

Counter:
            No Counter Available.

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

Enhancements:

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

Focus Items and/or Kits:
  - Not required.

-Hunter

3 Hunt/Fish/Gather

LEVEL   Tier 1

725-1

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	COL	CLASS GROUPS
1	20x20 Squares	Rollout		SKL	2	HNT

Created by COPILOT

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

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

WHAT THIS DOES NOT DO:
- Does NOT work more than 1 time per day.

Bonds and Connections
- No Nae'Em connection.

Counter:
            NO COUNTER AVAILABLE

Creations:

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Hunters Kit is NOT passive.
- Yeild x 1.5 (gain 50%)

9 Coastal Net Fishing

LEVEL   Tier 3

774-1

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.

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

NOTE: Net fishing is a team effort: Hunter may be the coordinator and bring in 6d20 meals,
      - Professional and permanent net fisherman brings in 12d20 meals.
      - Each helper person adds 5 uncooked meals to the total.

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

Bonds and Connections
  - No Nae'Em connection.

Counter:
            NO COUNTER AVAILABLE

Creations:

-Yeilds fish.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
  - Not required.

0.1 TIRO: Healing Bolus

LEVEL   Tier 1

408-1

1d12 HP healing.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30% Max	1 Square	Initiative		Health-Life-Death	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Recipient	Permanent		none	TRO

Created by COPILOT

Details:
 - A basic healing spell that heals 1d12.

WHAT THIS DOES:
 - Does heal 1d12 painlessly.
 - Does appear very bright.

WHAT THIS DOES NOT DO:
 - Does NOT heal Undead or Living Dead.
 - Does NOT heal any sicknesses, diseases or other ailments.
 - Does NOT deal any damage prior to healing the Recipient.

Bonds and Connections
 - No Nae'Em connection.

Counter:
       No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
 - Not required.

0.2 TIRO: Garish Pup Tent

LEVEL   Tier 1

xThe Caster creates a colorful tent.

414-1

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	8 Squares	1 Minute		Shelter-Rest-Protection	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1x2 Squares	8 Hours		none	TRO

Details:
  - The Caster creates a colorful tent.

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

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

Bonds and Connections
  - No Nae'Em connection.

Counter:
           No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
  - Not required.

2 Hunters Hut (10 ppl)

LEVEL   Tier 1

Stands for 2 days. Holds up to 10 people.

713-1

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	20 Minutes		Shelter-Rest-Protection	Mundane

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
3	2x1 Squares	8 Hours		SKL	2	HNT

Created by COPILOT

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

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

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

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available.

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

Enhancements:

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

Focus Items and/or Kits:
- Hunters Kit is NOT passive.
- AoE becomes 2x2 squares

2 Perimeter Safety

LEVEL   Tier 1

Creates noticable sounds when stepped on.

717-1

Created by BING AI

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

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

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

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

Bonds and Connections
- No Nae'Em connection.

Counter:
          No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Damage X2	12

Focus Items and/or Kits:
- Not required.

3 Create Temporary Shelter (3 ppl)

LEVEL   Tier 1

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

721-1

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.

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

WHAT THIS DOES NOT DO:
  - Does NOT create a sturdy shelter
    - It cannot withstand a storm or similar weather.

Bonds and Connections
  - No Nae'Em connection.

Counter:
        No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

7 Hunters Hidden Shelter (4 ppl)

LEVEL   Tier 2

755-1

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

Created by COPILOT

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

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

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

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
12	AoE X2	6
14	Duration X2	8

Focus Items and/or Kits:
- Not required.

0.4 TIRO: Aural Spark

LEVEL   Tier 1

418-1

random color of sparks for 1d20 minutes.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
10% Max	10 Squares	Initiative		Light-	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	2x2 Sqs	1d20 Minutes		none	TRO

Created by COPILOT

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

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

WHAT THIS DOES NOT DO:
  - Does NOT set anything flammable aflame.
  - Does NOT allow the caster to use it as a signal flare.

Bonds and Connections
  - No Nae'Em connection.

Counter:
          NO COUNTER AVAILABLE

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
  - Not required.

0.2 TIRO: Amplify Own Speech

LEVEL   Tier 1

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

416-1

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	Self	Initiative		Communication-	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	3x3x3 Sq	5 Minutes		none	TRO

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

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

WHAT THIS DOES NOT DO:
 - Does NOT affect anyone but the caster.

Bonds and Connections
 - No Nae'Em connection.

Counter:
LVL: 2   Same Spell

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
 - Not required.

0.3 TIRO: Colored Signal Flare

LEVEL   Tier 1

425-1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
15% Max	20 Squares	Initiative		Communication-	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
0	1 Flare	1 Minute		none	TRO

Created by COPILOT

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

WHAT THIS DOES:
 - Does light up the sky with a random color.
        - roll a d20:
            1 - 5   is   bright red,
            5 - 10 is   bright blue,
            10 - 15 is   bright yellow,
            15 - 20 is   bright green.

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

Bonds and Connections
 - No Nae'Em connection.

Counter:
LVL: 3   Same Spell

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
 - Not required.

0.4 TIRO: Sloppy Spying

LEVEL   Tier 1

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

415-1

Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
25% Max	12 Squares	Initiative		Communication-	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	3x3x3 Sqs	5 Minutes		none	TRO

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

WHAT THIS DOES:
- Does allow the Caster to see the location, but no sound is available.

WHAT THIS DOES NOT DO:
- Does NOT affect anyone except the caster.

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

Counter:
No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required.

0.2 TIRO: Random Friendship

LEVEL   Tier 1

411-1

Created by COPILOT

Potentially makes someone more tolerant of the caster.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
40% Max	10 Squares	Initiative		Personal-Connections	Mundane

STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
99	1 Target	Special		SKL	3	TRO

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

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

WHAT THIS DOES NOT DO:
- Does NOT force a binding friendship or change the view of the Target.
- Does NOT allow the Caster to force the Target to do anything.

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required.

4 Hunter Marks

LEVEL   Tier 1

Unworked items arranged to leave a message to another Hunter.

902-1

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.

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

WHAT THIS DOES NOT DO:
   - Does NOT do well in urban areas,
      - Message will only last an 1 day with in Urban environment.
   - Does NOT survive past any intentional physical disruption.

Bonds and Connections
   - No Nae'Em connection.

Counter:
            No Counter Available.

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

Enhancements:

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

Focus Items and/or Kits:
   - Not required.

0.4 TIRO: Tracking

674-1

LEVEL   Tier 1

Find and follow a trail while leaving an obvious trail.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
30% Max	Self	Initiative		Tracking-	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Trail	1 Hour		none	TRO

Created by COPILOT

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

WHAT THIS DOES:
- Does find a given path,
- Does require a Save,
  - Pass = path found if it is within area. Signposts planted,
    - The skill will leave a massive and obvious trail of its own on top of the path found.
  - Fail = path not found and a signpost planted in one spot,
    - It is considered a Fail when the Save was passed but the path is not in the area.

WHAT THIS DOES NOT DO:
- Does NOT obscure the original path with its own obvious trail.
  - only the part within the AOE and Duration.

Bonds and Connections
- No Nae'Em connection.

Counter:
       No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required.

1   Find North

LEVEL   Tier 1

GM indicates direction of North.

711-1

Created by BING AI

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

Details:
- GM indicates which direction is north.

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

WHAT THIS DOES NOT DO:
- Does NOT allow the hunter to teach this to non-hunters.
- Does NOT reveal the location of any other direction.

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
20	Rollout Instant	16

Focus Items and/or Kits:
- Not required.

9 Cover Trail

LEVEL   Tier 3

759-1

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

Created by COPILOT

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

JUST 1

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

WHAT THIS DOES NOT DO:
- Does NOT have any effect in non-natural areas.
- Does NOT have any effect when traveling faster than a walk.

Bonds and Connections
- No Nae'Em connection.

Counter:
LVL: 12   Find/Follow Trail- HNT

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6

Focus Items and/or Kits:
- Not required.

12 Find/Follow Trail

LEVEL   Tier 3

765-1

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

Created by COPILOT

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

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

NOTE: the Tracker and Tracked both use either the Skills or Non-Skills Saves,
  -
  - If the Tracker is a Hunter they use the Skills Save, if not then Non-Skills.
  - If the Tracked is a Hunter they use the Skills Save, If not then Non-Skills.

WHAT THIS DOES NOT DO:
- Does NOT work in populated and non-natural environments.

Bonds and Connections
- No Nae'Em connection.

Counter:
LVL: 9   Cover Trail - HNT

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6

Focus Items and/or Kits:
- Not required.

0.1 TIRO: Quick Jump

LEVEL   Tier 1

407-1

1d6 squares in direction indicated. Distance rolled.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	1d6 Squares	Initiative		Travel-Planes	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Self	Instant		none	TRO

Created by COPILOT

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

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

WHAT THIS DOES NOT DO:
- Does NOT allow the Caster to teleport.
- Does NOT allow the Caster to cast it on anyone but themselves.

Bonds and Connections
- No Nae'Em connection.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Counter:
            NO COUNTER AVAILABLE

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

Focus Items and/or Kits:
- Not required.

0.3 TIRO: Quick Push!

LEVEL   Tier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
40% Max	4 Squares	Initiative		Travel-Planes	Magical

STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
99	1 Recipient	Instant		BRU	2		TRO

420-1

Created by COPILOT

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

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

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

Bonds and Connections
- No Nae'Em connection.

Counter:
            No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required.

8 Hunters Stare (1-4 days)

LEVEL   Tier 2

756-1

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 COL	CLASS GROUPS
1	Self	12 Hours		SKL 3	HNT

Created by COPILOT

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

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

WHAT THIS DOES NOT DO:
- Does NOT allow the likelihood of an encounter
- Does NOT allow Hunter the ability to surprise others,

Bonds and Connections
- No Nae'Em connection.

Counter:
                NO COUNTER AVAILABLE

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

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8

Focus Items and/or Kits:
- Not required.

13 Faster Path

LEVEL   Tier 4

773-1

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.

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

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

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

Bonds and Connections
- No Nae'Em connection.

Counter:
            No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required.

0.4 TIRO: Tasty Cumber Meals

643-1

LEVEL   Tier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
25% Max	Touch	1 Minute		Utility-	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Varies	1 Hour		none	TRO

Created by COPILOT

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

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

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

Bonds and Connections
  - No Nae'Em connection.

Counter:
            No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
  - Not required.

2 Make Fire with Sticks

LEVEL   Tier 1

716-1

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.

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

WHAT THIS DOES NOT DO:
- Does NOT create magical fire.

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

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

2 Mental Alarm Clock

LEVEL   Tier 1

703-1

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

COST	RANGE	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.

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

WHAT THIS DOES NOT DO:
- Does NOT take effect if character is exhausted.
- Does NOT have any effect verses sleep enforced by magic.

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8

Focus Items and/or Kits:
- Not required.

4 Mimic Soft Nature Sounds

LEVEL   Tier 1

726-1

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.

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

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

Bonds and Connections
- No Nae'Em connection.

Counter:
        No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Init	12
20	Rollout Instant	16

Focus Items and/or Kits:
- Not required.

1 Create Singer's Salve

LEVEL   Tier 1

709-1

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	1 Salve	End Of Year	📅 1	none	HNT

Created by COPILOT

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

  Concoction originally created by the character Reginal "Singer".

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

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

Bonds and Connections
  - No Nae'Em connection.

Counter:
          No Counter Available.

Creations:

🫙 - 4 hrs creates 1d3 Singer slaves. No Save. (9 max/day)

🔥 - Bittercress leaf, Wild garlic oil, Rocko's.
  - Requires campfire and Hunters kit. Shelf life:EOY.
  - Shelf life: EOY. Stop damage over time (DOT)

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6

Focus Items and/or Kits:
  - Hunters Kit is is NOT passive.
  - Makes 2 additional Salves

1   Create Sunrise Potion

710-1

LEVEL   Tier 1

Yeild 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	📅 1	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.

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

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

Bonds and Connections
  - No Nae'Em connection.

Counter:
           No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6

Focus Items and/or Kits:
  - Hunters Kit is NOT passive.
  - Creates 2 additional potions.

2 Apply A Field Bandage

LEVEL   Tier 1

715-1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
0 pts	Touch	Initiative		Creations-	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Creature	Permanent		none	HNT

Created by BING AI

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

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

WHAT THIS DOES NOT DO:
- Does NOT work if the bandaged person has already been healed with magic during this battle.

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
20	Rollout Instant	16

Focus Items and/or Kits:
- Using a kit gives an additional +2 HP.
   - This does NOT apply if done in battle.

5 Create Revive Salve

LEVEL   Tier 2

727-1

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 Salve	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.

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

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

Bonds and Connections
  - No Nae'Em connection.

Counter:
              No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
  - Hunters Kit is is NOT passive.
  - Makes 2 additional Salves

7 Create Health Poultice

LEVEL   Tier 2

754-1

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 Poultice	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,

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

WHAT THIS DOES NOT DO:
- Does NOT provide the ingredients,
    - the ingredients must be found and saved.

Bonds and Connections
- No Nae'Em connection.

Counter:
No Counter Available.

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

Enhancements:

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

Focus Items and/or Kits:
- Hunters Kit is is NOT passive.
- Makes 2 additional Poultices.

7 Create Repellent Oil

LEVEL   Tier 2

734-1

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 dose	Used / EOY		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.

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

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

Bonds and Connections
 - No Nae'Em connection.

Counter:
              No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
 - Hunters Kit is is NOT passive.
 - Makes 2 additional Dose.

11 Create Clear Mind Inhalent

LEVEL   Tier 3

768-1

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.

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

WHAT THIS DOES NOT DO:
  - Does NOT provide the ingredients,
      - the ingredients must be found and saved.

Bonds and Connections
  - No Nae'Em connection.

Counter:
                No Counter Available.

Creations:

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

Enhancements:

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

Focus Items and/or Kits:
  - Hunters Kit is is NOT passive.
  - Makes 2 additional Vials.

11 Create Java Meal Spice

LEVEL   Tier 3

769-1

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		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,

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

WHAT THIS DOES NOT DO:
 - Does NOT provide the ingredients,
   - the ingredients must be found and saved.

Bonds and Connections
 - No Nae'Em connection.

Counter:
        No Counter Available.

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

Enhancements:

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

Focus Items and/or Kits:
 - Hunters Kit is is NOT passive.
 - Makes 2 additional Meals.

12 Create Calming Tea

LEVEL   Tier 3

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

771-1

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		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,

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

  WHAT THIS DOES NOT DO:
   - Does NOT provide the ingredients,
      - the ingredients must be found and saved.

Bonds and Connections
   - No Nae'Em connection.

Counter:
            No Counter Available.

Creations:

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

Enhancements:

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

Focus Items and/or Kits:
   - Hunters Kit is is NOT passive.
   - Makes 2 additional Jars.

0.1 TIRO: Water From A Plant

LEVEL   Tier 1

409-1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20% Max	1 Square	Initiative		Creation-Meta	Mundane

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Plant	10 Minutes		none	TRO

Created by COPILOT

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

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

WHAT THIS DOES NOT DO:
  - Does NOT spout a lot of water.
  - Does NOT have any affect against plant-like creatures.

Bonds and Connections
  - No Nae'Em connection.

Counter:
          No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
  - Not required.

6 Make/Repair Arrows

LEVEL   Tier 2

722-1

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)

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

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

Bonds and Connections
  - No Nae'Em connection.

Counter:
          No Counter Available.

Creations:

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

Enhancements:

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

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