

HNT

715-2

1 Create A Field Bandage

LEVEL Tier 1

Create 1d3 Bandages. HNT Kit. 12 SP. 4 hrs. Campfire.
Bees Wax, Amaranth Leaves, Sea Water.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
0.40 pts	Touch	4 hours		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
9	1d3 Wraps	Permanent		None	HNT



By COPILOT

Details:

- GENERAL:
- Creates 1d3 bandages.
 - All bandages stop the bleeding,
 - Hunter Field Bandages also heal 2 HP,
 - When applied by a Hunter heals an additional 2 HP.
 - Requires the Hunter to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

- WHAT THIS SKILL DOES DO:
- Create 1d3 wraps (bandages).
 - Allows Hunter applied bandages to give 2 HP healing.
 - Use of Hunter Kit gives an additional +2 HP.

- WHAT THIS SKILL DOES NOT DO:
- Does NOT work if the components are not gathered and processed properly.

Bonds and Connections

- No Nae'Em connection.



Counter:

No Counter Available.

Creations:

- Field Bandage
- Stop Bleeding.
 - HNT: +2 HP.
 - Need: Campfire, HNT Kit, 12 Sp Pts, 4 Hours.
 - Bees Wax, Amaranth Leaves, Sea Water.
 - Market: 9 Max, Buy:10 GP, Sell:1 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
20	Rollout Instant	16



Focus Items and/or Kits:

- Using a kit gives an additional +2 HP.

1

Skinning A Hide

LEVEL

Tier 1

Results in usable hides.

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	12 Hours		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Animal	Permanent		none	HNT



By COPILOT

Details:

GENERAL:

- 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.
- Requires the person to maintain concentration,
 - i.e. the caster must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Only affects creatures with hides.
- Works hides into medium quality but no edging or forming done,
 - Only one tenth of normal value if sold.
- Includes a curing process.

WHAT THIS SKILL 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:



A Hide from Skinning



- By tier: 1st 2x4, 3rd 3x6, 5th 6x6.
- Non Hunters: not able to create this.
- Need: Campfire, 4 SP, 12 Hours.
 - Animal carcass, Salt, common stone.
- Market: 99 Max, Buy:2 GP, Sell:5 SP.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6



Focus Items and/or Kits:

- Hunters Kit is NOT passive.
- Yeilds 2 hides

HNT

711-1

1 Find North

LEVEL Tier 1

Hunter does a quick look and finds North.
GM indicates direction of North.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	Initiative	Natural Environment	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	Self	1 Hour	None	HNT



By COPILOT

Details:

GENERAL:

- GM indicates which direction is north.

WHAT THIS SKILL DOES DO:

- Takes 6 seconds (a round) to review the surroundings.
- Allows the hunter to use this in battle.
- Determines where North is.

WHAT THIS SKILL 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.

Enhancements:

LVL	ENHANCEMENTS	COST
20	Rollout Instant	16

Focus Items and/or Kits:

- Not required.

1

Create Singer's Salve

LEVEL

Tier 1

Campfire Only. Bittercress leaf, Wild garlic oil, Rocko's.
DOT damage, heal 2 per cycle, HNT: +4 per daily cycle.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	4 Hours		Creations	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
9	1d3 Salves	Used / EOY		None for creation	HNT



By COPILOT

Details:

- GENERAL:**
- All ingredients stay fresh until New Year, if kept within Hunter's Herb Sack.
 - Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

- WHAT THIS SKILL DOES DO: (create the Salve)**
- Creation requirements of the Hunter,
 - Must have basic cooking gear, but a workshop/kitchen is NOT required.
 - Acquire Bittercress leaf, Wild garlic oil, and Rocko's Hot Water,
 - Use a campfire or better to cook for 4 hours.
 - Hunter may repeat this up to 3 times per day,
 - each effort takes 4 hours and requires a separate set of ingredients.

- WHAT THIS SKILL DOES NOT DO:**
- Does NOT allow the creation of more than 9 concoctions. (Stacking)

- CREATION:**
- 1d3 Jars of Singers Salve (Max 9 per day),
 - Affects Damage caused by DOT,
 - Applied by a non-Hunter the salve reduces DOT type damage by 2 per cycle,
 - Applied by a HUNTER the salve reduces DOT type damage by 6 HP per cycle (+4 added).
 - A non-Hunter can usually sell this for 10 GP,
 - Hunter is usually able to sell this for 14 GP
 - Apothecary's selling price ranges from 25 GP up to 50 GP.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

Singers Salve



- Affects DOT Damage, heals 1 per cycle.
- HNT: heal 2 per cycle.
- Need: Campfire, 12 Skill Pts, 4 Hours.
Bittercress leaf, Wild garlic oil, Rocko's.
- Market: 9 Max, Buy:35 GP, Sell:14 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6



Focus Items and/or Kits:

- Hunters Kit is is NOT passive.
- Creates additional Salve (per creation process)

1 Create/Repair Arrows (24)

LEVEL Tier 1

24 arrows created. Tier based
1=Crude/Blunt, 2=Standard, 3=Flight.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
6 pts	Touch	4 Hours		Creations	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Self	Permanent		None	HNT



By COPILOT

Details:

GENERAL:

- Hunter is able to make crude arrows without a kit and few materials,
 - Other arrows require more skill and effort (below).
- Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Does allow the Hunter to make 24 arrows,
 - The type of arrows is based on Tier.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the hunter to create high quality arrows.

WHAT THE CREATION DOES:

- All arrows created have no bonuses even if the materials previously did.
- Time Required: arrows can be constructed every rollout.
 - Experience & special materials:
 - Tier 1: 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.
- All arrows are created with crude fletching,
 - All fletching (crude to professional) have the same stats.
 - Hunters kit will improve the fletching from crude to basic,
 - Profiession Bowyers/Fletchers have skills beyond hunters.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Arrows



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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6



Focus Items and/or Kits:

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

HNT

977-1

1 No Road Needed

LEVEL Tier 1

Can be much slower or much faster than the road.
Stay at normal road speed. No Double time. May need SKL:2

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	10 Minutes		Traveling (PMP)	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
	Traversable Land	8 Hours		May Need Skill Save	HNT

Keep course/speed

GM



By COPILOT

Details:

GENERAL:

- Hunter is able to stay on course when no path or road is available.
- Note: This sets a rate of travel for off road at what would be normal WALKING speed. This 1 Mark speed is calculated/estimated by the GM and should be much faster than the typical off road rate. That rate is usually x4 or x5 the road rate.
- However, it is possible a horsed party could travel faster on a road than to use this skill to travel the road walking rate straight through non-road trails.

WHAT THIS SKILL DOES DO:

- Allows the Hunter to guide up to 10 other people and maintian normal WALKING road speed,
 - through common natural environments that are either entirely open or have game trails,
- Allows the Hunter to use this skill while also using other skills,
 - Example Skills,
 - Point Person. Find North. Find/Follow Trail, or Hunters Marks.
- Requires a Skill Save or more IF the environment is extreme,
 - Examples of extreme environments,
 - Desert or Lava Flats,
 - Cliffs or Large uneven craggy ground,
 - Bogs or Marshes,
 - Thick jungles.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow Hunter to guide others faster than normal WALKING road speed.
- Does NOT allow use of Double Time travel.
- Does NOT allow use of 'Cover Trail'.

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
16	Rollout 1 Min	8



Focus Items and/or Kits:

- Use the Hunters Kit during rollout allows,
 - Duration to be set to 10 hours.

HNT

716-1

2 Make Fire with Sticks

LEVEL Tier 1

Create a fire with sticks only.
Dry Kindling needed. Damp kindling +20. Wet environ +20

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	10 Minutes		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Kindling	Permanent		None	HNT



By COPILOT

Details:

- GENERAL:**
- Method to create an initial spark is known by the Hunter.
 - Environment must not be extreme.
 - If the environment is extreme the GM will adjust the Save.
 - Does require the person to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

- WHAT THIS SKILL DOES DO**
- Requires a Save only if the situation/Environment is extreme,
 - Non-Hunters use NON-Skill -40,
 - Hunters roll a Skill Save,

WHAT THIS SKILL DOES NOT DO:

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

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

2

Benign Approach

LEVEL

Tier 1

Approach animals in a benign way to get close. No attacks
In sight of animal. Blending. Calm. Non-aggressive.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	10 Squares	5 Minutes		Natural Environment	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	10 Squares	1 Hour		May Need Skill Save	HNT



By COPILOT

Details:

- GENERAL:
- 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).
-
- Does require the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done.

- WHAT THIS SKILL DOES DO:
- Uses 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.
 - Allows Hunter to get twice as close to a creature as normal @ half movement.
 - Hunter uses blending, calm movements, non-aggressive actions, etc.
 - Does get affected by how aware/skittish the creature is by nature.
 - May require a Skill Save to approach the creature closer than 4 squares.

- WHAT THIS SKILL DOES NOT DO:
- Does NOT give any reasonable defense vs attacks.
 - Does NOT work as a cammo/lage only skill, but may include very limited camoflage.

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.

2 Create Sunrise Potion

LEVEL Tier 1

Campfire Only. Anise Leaf, Ginger Oil, Honey.
Effect: Heal +2 HP @ Sunrise. HNT +4 HP.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	4 Hours		Creations	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
9	1d3 Potions	Used / EOY		None for creation	HNT



By COPILOT

Details:

GENERAL:

- All ingredients stay fresh until New Year, if kept within Hunter's 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.
- Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO: (create the Salve)

- Creation requirements of the Hunter,
 - Must have basic cooking gear, but a workshop/kitchen is NOT required.
 - Acquire Anise Leaf, Ginger Oil, Honey,
 - Use a campfire or better to cook for 4 hours.
- Hunter may repeat this up to 3 times per day,
 - each effort takes 4 hours and requires a separate set of ingredients.

WHAT THIS SKILL 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.

CREATION:

- 1d3 Sunrise Potions (Max 9 per day)
- Add HP each morning (@ sunrise),
 - Applied by a non-Hunter the potion adds 2 HP (heals),
 - Applied by a HUNTER the potion adds 4 HP (heals).
- A non-Hunter can usually sell this for 1 GP,
- Hunter is usually able to sell this for 2 GP

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Sunrise Potion



- Morning Heal +2 HP. Good to EOY.
- HNT: +4 HP.
- Need: Hunters Kit, Campfire, 12 Sp Pts, 4 Hrs. Anise Leaf, Ginger Oil, Honey.
- Market: 9 Max, Buy:5 GP, Sell:1 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6



Focus Items and/or Kits:

- Hunters Kit is NOT passive.
- Creates additional Potion (per creation process)

HNT

721-1

2 Create LeanTo Shelter (2 ppl)

LEVEL Tier 1

Rough lean-to or tent struction.
Quickly built (1 min) & lasts 12 hrs, unless rough weather.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
3 pts	Touch	1 Minute		Fences and Shelters	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
7	1 Shelter	12 Hrs		None	HNT



By COPILOT

Details:

- GENERAL:**
- This is only a temporary shelter and isn't very sturdy.
 - Hunters Kit is not required.
- WHAT THIS SKILL DOES DO:**
- Does create temporary shelter,
- WHAT THIS SKILL DOES NOT DO:**
- Does NOT create a sturdy shelter
 - It cannot withstand a storm or similar weather.
- WHAT THE CREATION DOES:**
- Setup a Lean-To very quickly.
 - The structure is will last 12 hours in mild weather conditions,
 - The Hunters Skill Save (1 per hour) will be needed for,
 - High winds,
 - Heavy snow/sleet,
 - Extreme rain/water flow that threatens to move the structure.
 - Has a maximum occupancy,
 - 2 people of Human to Minotaur size,

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



- Lean-To for 2 ppl
- Lean-To's or other type of minimal shelter.
 - This shelters do NOT stay up during rough weather.
 - Holds up to 2 persons

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required.

HNT

717-1

2 Perimeter Safety

LEVEL Tier 1

Creates noticable sounds when stepped on.
To cross first a SNS-20 to find, then can cross.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	30 Minutes		Fences and Shelters	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	3x8 Sq Perimeters	8 Hours		None	HNT



By COPILOT

Details:

GENERAL:

- When area is crossed then sounds of snaps, breaks,etc.
- Heavy wind, rain, or snow makes the duration 4 hr.
- Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Requires the hunter to spend the 1 hour rollout time prep'ing the area.
- Allows the hunter to create a square-wide perimeter
 - The perimeter is made of sticks, stones, leaves etc.
- Requires any who cross the perimeter to roll a Senses Save -20.

WHAT THIS SKILL 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,

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	Damage X2	12

Focus Items and/or Kits:

- Not required.

3

Mental Alarm Clock

LEVELTier 1

Set a wake up time in your head.
Wake within next 24 hrs. 1 Rd to clear head.



Created by COPILOT

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	10 Minutes	Class Specialty	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	Self	24 Hours	None	FTR-HNT



Details:

GENERAL:

- If used when awake the 'Alarm' still alerts the character.
- Requires the Hunter/Fighter to maintain concentration,
 - i.e. the Hunter/Fighter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Allows the character to be fully awake the next round from waking.
 - 6 seconds after the alarm wakes the character the are able to act/react.
 - During the first 6 rounds they can only defend, but not move or attack.

WHAT THIS SKILL DOES NOT DO:

- Does NOT take effect if character is exhausted from things like...
 - Double time travel,
 - Lack of sleep,
 - HP at 0,
 - Etc...
- Does NOT have any effect verses sleep enforced by magic.
- Does NOT work if the wake up time is beyond 24 hours.

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

Focus Items and/or Kits:

- Not required.

3

Calm Animal

LEVEL

Tier 1

Hunters use mannerisms, food, time, to communicate calmness.
Requires a Save for non-domesticated animals.



By COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	2 Squares	20 Minutes		Natural Environment	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Animal	2 Hours		May Need Skill Save 	HNT

Animal is calmed

Details:

- GENERAL:**
- Note: In-game 'Animals' are defined as 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.
 - Requires the Hunter to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

- WHAT THIS SKILL DOES DO:**
- Calms animals, even in towns.
 - Hunter must use mannerisms, food, time, etc,
 - Whatever is available.
 - Has a better effect with domesticated animals, thus now Save is required
 - Normally requires a Skill save with wild animals.

- WHAT THIS SKILL 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.

HNT

725-1

3 Hunt/Fish/Gather

LEVEL Tier 1

Hunters can stop for the day and get food.
Once per day for 9 hours. 1d6 per Tier +6 meals per day.



By COPILOT

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	9 Hours	Natural Environment	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	20x20 Squares	Rollout	May Need Skill Save	HNT

Details:

- GENERAL:
- Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.
 - Note: Hunters are skilled within this topic,
 - More skilled than any other adventurers,
 - But Hunters, Fishermen, Gatherers are more efficient at these skills than Hunters.

- WHAT THIS SKILL DOES DO:
- Requires a roll a d6 per Tier plus 6 for the number of meals acquired the acquired,
 - Non-skilled can assist and add 2 meals each.
 - Allows the Hunter to hunt, fish, or gather once per day.

WHAT THIS SKILL DOES NOT DO:

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



- Hunt/Fish/Gather Yield
- Non-Hunter: 3 meals acquired in duration.
 - Hunter: d6 per Tier + Hunters Kit.
 - Need: Must be in the proper environment.
GM may alter the yield or add a Save.
 - Market: Each Meal... Max, Buy:8 SP, Sell:2 SP.

Enhancements:

LVL ENHANCEMENTS COST



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



3

Hunter Marks

LEVEL

Tier 1

Hunters leave messages in nature that others miss.
If Marks are not obvious then Skill Save is needed to notice.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	6 Squares	1 Minute		Communication	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Square	1 Month (30 days)		None	HNT



By COPILOT

Details:

- GENERAL :**
- If Hunter Marks are intentionally knocked about,
 - Knocked about could mean Marks are seen as damaged or could mean cast to look natural.
 - Any Hunter searching for them would need to Skill Save to find them,
 - GM would need to help reveal how much of the original message survived.
 - Hunters who are purposely looking for the marks will find them..
 - Hunters not looking for marks may still see them,
 - GM to roll Save.

- WHAT THIS SKILL DOES DO:**
- Allows the message to remain for a month in a natural environment.
 - Allows the Hunter to use a limited choice of words:
 - A personal mark (signature),
 - Right, Left, Back, Forward, 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 SKILL 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.

Example of what might be left as a message:
Personal Mark of 3 tents (would be recognized as a personal marking).
Right, Water, Forward 2, Safe. Or

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.



HNT

724-1

4 Accurate Ranged Shots

LEVEL Tier 1

Shoot slower, but more accurately
#Attack -1. ToHit & Dmg +2 per Tier.

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



By COPILOT

Details:

- GENERAL:**
- Requires the Hunter to use a Ranged weapon (bow or crossbow).
- WHAT THIS SKILL DOES DO:**
- Allows the Hunter to add 2 points of damage for each Tier they have attained.
 - Applies to all Ranged attacks with a bow/crossbow by the Hunter during the round.
- WHAT THIS SKILL DOES NOT DO:**

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
12	Range X2	8



Focus Items and/or Kits:

- Not required.

4 Hunters Melee Charge

LEVEL Tier 1

Hunter charges quickly and directly to the target.
EXTRAL Min 4 Sqs. 1 Attk. AC-4. ToHIT/Dmg +8. No pivot.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Move x2	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Creature	1 Round		None	HNT



By COPILOT

Details:



- GENERAL:**
- This is EXTRA effort.
 - Thus no other Extra effort can be done in the same round. (1 per round),
 - EXTRA effort stops the flow of the battle and is resolved immediately.
 - May incur AoO's during charge.
- WHAT THIS SKILL DOES DO:**
- Requires the Hunter to move in a straight uninterrupted line to the target,
 - The Hunter is not allowed to reach the target then pivot. It must be straight on,
 - It must be a minimum of 4 squares and a maximum of twice the movement allowance.
 - Allows the Hunter to gain +8 ToHIT and +8 Damage,
 - But limited to a maximum of 1 attacks.
 - Requires the Hunter to downgrade their AC by 4 (AC-4).
- WHAT THIS SKILL DOES NOT DO:**
- Does NOT allow more than 1 attack in a charge round.
 - Does NOT inhibit the Hunter from becoming the target of an AoO while charging.
 - Does NOT allow Hunter to end the charge with a pivot,
 - Charger must end facing the enemy to use this skill.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

- Not required.

HNT


726-1

4

Mimic Soft Nature Sounds

LEVELTier 1

Soft low volume natural sounds to discourage attention.
Create low natural sounds. Low volume and intensity.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Communication	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	6x6 Squares	20 Minutes		None	HNT



By COPILOT

Details:

- GENERAL:
- Audiences roll the save and failure indicates they believe the sound is real.
 - At higher levels may be combined with Ventriloquism skill.

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

- WHAT THIS SKILL DOES NOT DO:
- Does NOT hide the actions taken for the Hunter to make the sounds.
 - This is not ventriloquism.

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 Init	12
20	Rollout Instant	16

Focus Items and/or Kits:

- Not required.

HNT

727-1

4 Create Revive Salve

LEVEL Tier 1

Need Kitchen/Lab. Bittercress leaves, Pine Tar, Oak sap.
1d3 Salves. Effect: 1d3 HP & Awake 30 Min.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	4 Hours		Creations	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
9	1d3 Salves	Used / EOY		None for creation	HNT



By COPILOT

Details:

- GENERAL:
- All ingredients stay fresh until New Year, if kept within Hunter's Herb Sack.
 - Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

- WHAT THIS SKILL DOES DO: (create the Salve)
- Creation requirements of the Hunter,
 - A stocked Kitchen/Lab is required.
 - Acquire Bittercress leaves, Pine Tar, and Oak sap,
 - Use a stove to bake for 4 hours.
 - Hunter may repeat this up to 3 times per day,
 - each effort takes 4 hours and requires a separate set of ingredients.

- WHAT THIS SKILL DOES NOT DO:
- Does NOT allow the creation of more than 9 concoctions. (Stacking)

- CREATION:
- 1d3 Jars of Revive Salve (Max 9 per day),
 - Affects health and wakefulness,
 - Applied by a non-Hunter adds 2 HP @ sunrise and stimulates wakefulness for 30 min,
 - Applied by a HUNTER add 6 HP total @ sunrise and stimulates wakefulness for 30 min.
 - A non-Hunter can usually sell this for 1 GP,
 - Hunter is usually able to sell this for 2 GP

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

Revive Salve



- @sunrise +2 HP & Waken 30 Min.
- HNT: +4 HP: Dur: 4 hrs.
- Need: Kitchen/Lab, 12 Sp Pts, 4 Hours. Bittercress Leaves, Oak Sap, and Pine Sap.
- Market: 9 Max, Buy:2 GP, Sell:9 GP.

Enhancements:

LVL ENHANCEMENTS COST



- Focus Items and/or Kits:
- Hunters Kit is is NOT passive.
 - Makes 1 additional Salve (per creation process)

HNT



729-1

5

Point 80 ft Ahead

LEVELTier 2

Scout ahead for the party.
Self: 80ft in front. Grp:No supriz. Init+4 in 1st round.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	10 Minutes		Battle Actions/Prep	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	16 Squares ahead	Up To 1 day		None	HNT



By COPILOT

Details:

- GENERAL:
- Point person can prevent the party from being surprised.
 - Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.
 - NOTE: The Hunter takes 10 minutes Rollout to quickly survey the area before starting the task.
 - NOTE: a surprise round is round #0.

- WHAT THIS SKILL DOES DO:
- Allows point person to move ahead of the group and prevent surprise attacks,
 - Allows the point person to provide the party a +4 Initiative in first round.
 - Requires the point person to roll a Save when attempting to avoid surprise.
 - Will continue to work as expected even if methods are used to look ahead of the point person.
 - For instance, scrying spells, or pets that do NOT bring major attention.

- WHAT THIS SKILL DOES NOT DO:
- Does NOT allow enough time and forwarning to avoid encounters entirely.
 - Does NOT help if the point person is unaware, for example:
 - Doubletimed,
 - Dazed, Stunned, 1000 yard stare,
 - 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
16	AoE X2	16
16	Rollout 1 Min	8

Focus Items and/or Kits:

- Not required.

HNT



905-1

5 Long Distance Crossbow Shots

LEVEL Tier 2

Requires the Hunter to use a crossbow.

Distance +8 Sqs. # of Attacks -1.

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



By COPILOT

Details:

GENERAL:

- Hunter uses a crossbow and this skill to gain even more distance.
- The Hunter to rolls normal Initiatives and ToHITs.

WHAT THIS SKILL DOES DO:

- Requires the Hunter to use a crossbow.
- Allows Hunter to add 8 squares to the distance.
- Requires the Hunter to reduce the number of attacks by 1,
 - Use of the enhancement 'Attacks +1' @ 14 level negates this requirement.
- Allows the Hunter to use this on all allowed attacks within the Duration.

WHAT THIS SKILL DOES NOT DO:

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
14	Attacks +1	8

Focus Items and/or Kits:

- Not required.

HNT

767-1

5 Penetrating Ranged Shots

LEVEL Tier 2

Shots that do more damage at the cost of accuracy.
All bow shots: ToHits -2, Damage+8.



By COPILOT

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



2 RDS

Details:

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

WHAT THIS SKILL DOES DO:
- Gives the Hunter certain battle adjustments,
- ToHIT -2
- Damage has a bonus of +8.

- May deliver even more advantages with enhancements,
- 'Initiative +4' enhancement at 5th level cost 4 pts,
- 'Damage +50%' enhancements at 9th level cost 8 pts.

WHAT THIS SKILL DOES NOT DO:

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	Damage +50%	8

Focus Items and/or Kits:

- Not required.

FTR-HNT-ROG

801-1

5 Disrupt Concentration

LEVEL Tier 2

Attempt to interrupt a target that is concentrating.
INTERRUPT: Attempt to stop a specific spell or action.

COST	RANGE	ROLL OUT	<div><div>Now</div><div>2</div><div>RDS</div></div>	COLLECTION	OUTCOME
8 pts	8 Squares	Instant		Battle Reaction	Mundane
STACK	AoE	DURATION	<div><div>2</div><div>RDS</div></div>	SAVE	CLASS GROUPS
99	3x3 Squares	2 Rounds		Senses	FTR-HNT-ROG

Not Disrupted



By COPILOT

Details:



GENERAL :

- When using this skill no other attacks may be utilized. (Just 1)
- Examples of reasons to use this skill:
 - Draw attention 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.

Spells that can be disrupted (interrupted) during Rollout are:

- | | |
|-----------------------------------|------------------------------------|
| x -Dispel Magic Spell | 9 -Find Clues To True Name |
| 2 -Connect With A Fighter | 9 -Create Plague Bearer/Drifter |
| 2 -Triggered Forced Healing 2d8 | 9 -Dimension Portal |
| 3 -Repair Undead/Living Dead | 11-Astral Plane Projection |
| 3 -Invoke Temporary Imp | 11-Connect To An Arcane Focus Item |
| 4 -Slow Healing 10/Hr (Max=4 hrs) | 11-Summon Life From Death |
| 4 -Final Rites | 12-Circle - Dimensional Expulsion |
| 5 -Dimension Quick Portal for 3 | 13-Summon Strumos Item (Tae'Em) |
| 5 -Detect Magic | 13-Circle of Containment |
| 5 -Invoke Imp Partner (Year long) | 14-Consecration of Corpse |
| 6 -Create a Vae'Em Location. | 16-Reveal True Name |
| 7 -Speak To Dokour Target | 18-Arcane Removal (2 of 3) |
| 7 -Direction To Dokour Target | 19-Dead Spirit Conversation Circle |
| 7 -Create Permanent Nae'Em | 20-Raise The Dead |
| 7 -Invoke Skeleton/Drifter | 20-Invoke Wraith/Ghoul |
| 8 -Create Zombie/Skeleton | |

WHAT THIS SKILL DOES DO:

- Requires the target group to pass the Save or fail to complete an action or effort.
- Requires character to use this BEFORE the any targeted skill has enacted,
 - can be used in same initiative as the targeted skill,
- This action might,
 - draw more attention than intended (pull more aggro)
 - disrupt more issues that are in play than expected,

WHAT THIS SKILL 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.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
18	Range X4	10

Focus Items and/or Kits:

- Not required.



HNT

732-1

6 Shoot Thru Party to Target

LEVEL Tier 2

Target enemy on the other side of friends.
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	CLASS GROUPS
99	By Weapon	1 Round		None	HNT



By COPILOT

Details:

- GENERAL:**
- Hunter uses the knowledge of how other party members move and fight to be able to take an otherwise blocked shot.
- WHAT THIS SKILL DOES DO:**
- Allows the Hunter to shoot without penalties through up to 3 ranks of friends.
 - Allows the Hunter to shoot past a party member and target the enemy.
 - Allows this benefit to be used on all ranged attacks in the round.
 - Gives an Initiative bonus of +2 if annouced before the Initiatives are rolled.
- WHAT THIS SKILL 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.

HNT



665-1

6 AoO on Melee Entry

LEVEL Tier 2

Interrupt and attack an enemy that has come to you.

INTERRUPT: Targets entering melee become open to an attack.

COST	RANGE	ROLL OUT	 	COLLECTION	OUTCOME
4 pts	Melee	Instant		Battle Reaction	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Self	1 Round		None	HNT



By COPILOT

Details:



- GENERAL :
- This is EXTRA effort.
 - Thus no other Extra effort can be done in the same round. (1 per round),
 - EXTRA effort stops the flow of the battle and is resolved immediately.
 - INTERRUPTION (Rollout is Instant)
 - This skill pauses all action when enacted before any opposing effect can be done.
 - Such effect might be damage taken or an attack made.
 - Timing of movement:
 - Movement is halted and resumes when this AoO is resolved,
 - Movement (if possible) continues.

- WHAT THIS SKILL DOES DO:
- Does allow Only 1 AoO is allowed per round.
 - Does allows an AoO against those entering melee range.
 - This skill pauses all action when enacted before the target can complete their action.
 - Does allow Hunter to continue with normal actions/attacks.

WHAT THIS SKILL DOES NOT DO:

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.


HNT

713-1

6 Hunters Hut (10 ppl)

LEVEL Tier 2

Sturdier version of a Lean-To hut. Stands for 2 days.
Holds up to 10 people. Max Fragility Time -1.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
10 pts	Touch	20 Minutes		Fences and Shelters	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	2x1 Squares	2 Days		None	HNT



By COPILOT

Details:

GENERAL:

- Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.
- Generally, use of shelters aids with sickness/disease rolls.

WHAT THIS SKILL DOES DO:

- Allows Hunter to create a temporary shelter for up to 10 persons using available material.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow Hunter to make snow, or mud dwelling,
 - Ice huts (igloo's) are viable though.
- Does NOT allow Hunters to 'make' caves, but caves can be used without cost.

WHAT THE CREATION DOES:

- Allows Hunter to create a temporary shelter for up to 10 persons using available material,
 - Hunter may place the hut against a single or group of trees or convert a thicket like area,
 - If no materials are available then no points are spent and no structure is built,
 - By default it is a large sturdy Lean-To with closed ends in style.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Hut



- 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
17	Hidden	4



Focus Items and/or Kits:

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

HNT

731-1

7 Held Shot, Single Target

LEVEL Tier 2

Keep aiming longer and longer for a more accurate shot.
Conc 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	CLASS GROUPS
99	1 Target	5 Attacks		None	HNT



By COPILOT

Details:

GENERAL:

- Hunter must use a bow or crossbow and continuously focus on a single target.
- Hunter must not use/complete any other attacks or skills.
- Does require the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Hunter gains 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.
- Allows the Hunter to start holding their shot before rounds start.
- The unmoving Hunter gains a +25% to any Save Rolls to help them stay unnoticed,
 - This is providing the initial setup completed by the Hunter includes being unnoticed.

WHAT THIS SKILL DOES NOT DO:

- 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.

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
12	Range X2	8

Focus Items and/or Kits:

- Not required.

HNT

734-1

7 Create Repellent Oil

LEVEL Tier 2

Campfire Only: Honeysuckle, Marsh Daisy Leaves, & Root Ash.
Yeild 1d3 items. Repells insects. Large= Health Save.



By COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	4 Hours		Creations	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1d3 bottles	Used / EOY		None for creation	HNT

Details:

- GENERAL:
- All ingredients stay fresh until New Year, if kept within Hunter's Herb Sack.
 - Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

- WHAT THIS SKILL DOES DO: (create the Oil)
- Creation requirements of the Hunter,
 - Must have basic cooking gear, but a workshop/kitchen is NOT required.
 - Acquire Honeysuckle, Marsh Daisy Leaves, and Root Ash.,
 - Use a campfire or better to cook for 4 hours.
 - Hunter may repeat this up to 3 times per day,
 - each effort takes 4 hours and requires a separate set of ingredients.

- WHAT THIS SKILL DOES NOT DO:
- Does NOT allow the creation of more than 9 concoctions. (Stacking)

- CREATION:
- 1d3 Bottles of Repellent Oil (Max 9 per day),
 - Repells insects,
 - Applied by a non-Hunter small insects will not stay near,
 - Applied by a HUNTER any larges insect must roll a Health Save,
 - A failed Save by the insects will cause them to stay at a distance.
 - A non-Hunter can usually sell this for 2 GP,
 - Hunter is usually able to sell this for 5 GP

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Repellent Oil



- Repel large insects. Dur= 1 hr.
- HNT: 2 Hrs.
- Need: Campfire, 12 Sp pts, 4 Hours.
Honeysuckle, Marsh Daisy Leaves, and Root Ash.
- Market: 9 Max, Buy:18 GP, Sell:3 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6



Focus Items and/or Kits:

- Hunters Kit is is NOT passive.
- Creates additional bottle (per creation process)

HNT

755-1

7 Hunters HIDDEN Shelter (5 ppl)

LEVEL Tier 2

Take time to set up a hidden shelter.
Watch for: Smoke, noise, or movements that give it away.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	1 Square	4 Hours	Fences and Shelters	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
3	3 x 3 Squares	1 day / Tier	None	HNT



By COPILOT

Details:

GENERAL:

- Requires the EACH PERSON to maintain awareness,
 - i.e. they must stay aware of noise and commotion throughout the Rollout.
 - Be aware that the more activity around the shelter will likely make it easier to notice.
- Casual by-passers will not normally notice the shelter,
 - But noise, smoke, people entering/exiting may draw attention,
 - Note that active searchers are NOT casual by-passers.

WHAT THIS SKILL DOES DO: (Set up a hiddent shelter)

- After thoughtful set up the group can rest with little likelihood of interruption.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any effect when: (some examples)
 - In a urban environment,
 - In a subterranean location,
 - In an areas that have little to no plants or visual coverage.
- Does NOT inhibit sound or smells from within or without the shelter.

WHAT THE CREATION DOES:

- Does allow the Hunter to create a shelter that protects from non-extreme weather & temperature.
- The shelter:
 - allows up to 5 people,

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Hidden Shelter



- Shelter duration is 1 day / Tier.
- Holds up to 5 people.
- Concerns: Smoke, Noise, Movements.
- Area not used in: Urban, No coverage, Heavy traffic.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8
16	AoE X2	16



Focus Items and/or Kits:

- Hunters kit is NOT passive,
- Use of kit reduces Rollout in half.

HNT

757-1

8

Critical Shot At 19 to 20

LEVELTier 2

Natural 19-20 ToHITS are critical Hits. 1 Ranged wpn only.
4 hrs.



By COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	By Weapon	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	By Weapon	4 hours		None	HNT

Details:

- GENERAL:**
- Can be applied in or out of battle,
 - Doubling the duration (Enhancement) can not be done after the skill has been started.
 - Does require the person to maintain concentration,
 - i.e. the caster must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done.
- WHAT THIS SKILL DOES DO:**
- Is set to only one ranged weapon per battle,
 - The potentail effect lasts the entire duration, but only for 1 selected weapon.
 - Critical Rolls for Ranged Shot,
 - Normal Critical Roll is a Natural 20,
 - This skill changes the allow rols to a Natural 19 or 20,
 - any of these natural rolls allows Hunter to use the Critical Range chart.
- WHAT THIS SKILL 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.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8

Focus Items and/or Kits:

- Not required.

HNT

774-1

8 Coastal Net Fishing

LEVEL Tier 2

Not a Solo skill. Hunter direct 3+ helpers
Yield: 5d20 +5/helper. Cook:1 hr / 30 meals.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	16 Hours		Natural Environment	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Ocean	Permanent		None	HNT



By COPILOT

Details:

- GENERAL:**
- Hunter coordinates net fishing from piers or ships.
 - 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.
 - Requires the Hunter to maintain awareness and focus on the task,
 - i.e. the caster must stay focused throughout the Rollout.
 - i.e. other activities that require concentration may not be done.
- WHAT THIS SKILL IS ABOUT:**
- Hunter must have time to set up, net fish, and tear down (All in the Rollout time):
 - 4 Hrs prep time for the crew and equip, 8 Hrs fishing time, 4 Hrs cleaning and gutting fish.
 - Yeild based on amount of help:
 - Yeild with help is 5d20 uncooked meals,
 - Each helper person adds 5 uncooked meals to the total.
 - Raw food to Cooking,
 - Cooking / prep time is 1 hour per 30 fish.
 - Requires nets and other proper fishing gear.
- WHAT THIS SKILL DOES NOT DO:**
- Does NOT account for spoilage or processing,
 - These side issues are not to interrupt more of the game unless very significant.
 - Does NOT allow the Hunter to complete this skill alone,

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



-Yeilds fish.



Enhancements:

LVL ENHANCEMENTS COST

Focus Items and/or Kits:

- Not required.

HNT

754-1

8

Create Fragility Poultice

LEVEL

Tier 2

Need Kitchen/Lab.

Bees Wax, Seaweed, and Anis Leaves.

Yield 1d3 items.

Effect: Fragility issues -1 level

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Touch	4 Hours		Creations	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1d3 Poultices	Used / EOY		None for creation	HNT



By COPILOT

Details:

- GENERAL:**
- All ingredients stay fresh until New Year, if kept within Hunter's Herb Sack.
 - Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

- WHAT THIS SKILL DOES DO:** (create the Poultice)
- Creation requirements of the Hunter,
 - A stocked Kitchen/Lab is required.
 - Acquire Bees Wax, Seaweed, and Anis Leaves,
 - Use a stove to bake for 4 hours.
 - Hunter may repeat this up to 3 times per day,
 - each effort takes 4 hours and requires a separate set of ingredients.

- WHAT THIS SKILL DOES NOT DO:**
- Does NOT allow the creation of more than 9 concoctions. (Stacking)

- CREATION:**
- 1d3 Jars of Fragility Poultice (Max 9 per day),
 - Affects health and wakefulness,
 - Applied by a non-Hunter it will lower the Fragility level by 1,
 - Applied by a HUNTER it will also reduce the max time (rounds, hours, days) by 1..
 - A non-Hunter can usually sell this for 4 GP,
 - Hunter is usually able to sell this for 8 GP

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



- Fragility Poultice
- Current Fragility level -1.
 - HNT: Max Time -2.
 - Need: Kitchen/Lab, 16 Sp Pts, 4 Hours.
 - Bees Wax, Seaweed, and Anis Leaves.
 - Market: 9 Max, Buy:60 GP, Sell:7 GP.



Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save Roll +20	8



Focus Items and/or Kits:

- Hunters Kit is is NOT passive.
- Makes 1 additional Poultice (per creation process)

HNT

756-1

9 1000 Yard Stare (1 to 4 days)

LEVEL Tier 3

Long constant pace, with no rest. Walk x3 in 20 hours.
Max 3 days. Encntr unlikely. Suprise likely. Wake=2 rds.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	10 Minutes		Traveling (PMP)	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Self	20 Hours		None	HNT



By COPILOT

Details:

GENERAL:

- Requires the Hunter to maintain concentration enough to keep moving,
 - i.e. the Hunter must stay concious throughout the Duration.
 - i.e. other activities that require concentration may not be done,
- Spell will not continue when/if casters concentration is broken.

WHAT THIS SKILL DOES DO:

- This effort can be repeated day after day for 4 days at a pace 3x of normal walking.
- Due to constant 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'.
- This skill goes against the watchful training a Hunter has therefore a hunter must save
 - Skills Save once per use at the 8 hr mark,
 - Fail means Hunter can not maintain the stare and GM rolls for encounter,
 - Pass means Hunter can maintain stare for duration,
 - and the normal check for encounters would be after the 16th hour.
- Allows the hunter to maintain a fast walking pace for 16 hours
- Allows the hunter to travel 3X normal walking distance,
- Allows the hunter to be surprised

WHAT THIS SKILL 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.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8

Focus Items and/or Kits:

- Not required.

HNT

759-1

9 Cover Wilderness Trail

LEVEL Tier 3

Hunter masks the trail where poss. Another HNT may find it.

JUST 1: 1/2 Move until 10th lvl enhancement resets to full.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	12 Hours		Traveling (PMP)	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Trail 1 Mark Long	Permanent		none	HNT



By COPILOT

Details:



GENERAL :

- Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.
- Another Hunter may be able to find a Covered Trail.
- When using this skill only one attack may be utilized. (Just 1),
 - While covering the trail the Hunter can use 1 attack a round and still cover a trail.
 - The moment this skill is no longer used this limitation goes away,
 - Therefore, delaying battle by even 1 round to stop this skill is a good strategy.

WHAT THIS SKILL DOES DO:

- Does allow the hunter to cover a trail,
 - up to 8 persons (including the Hunter),
 - result shows a look of undisturbed natural area.
- Can be used on minor side roads that are not hard packed,
 - Hard pack roads/paths often don't leave a discernable trail.
- Hunter's movement is halved.
- Using the enhancement 'Rollout Halved' at 10th level will reset the movement to Full.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any effect in non-natural areas.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Find/Follow Trail- HNT

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6

Focus Items and/or Kits:

- Not required.



HNT

763-1

10 Blunted Bow Shots (Bow Only)

LEVEL Tier 3

Damage roll Crit (Blunt col). Full then 1/2 (Min 1)
Bow (only) w/blunts.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	By Weapon	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	As per Weapon	4 Rounds		None	HNT



By COPILOT

Details:

GENERAL:

- Hunter is required to use blunted ammo on all attacks.
 - Damage roll Crit (Blunt column). Initially full then 1/2.,
 - If HP damage is not indicated then the damage is 1 HP.
- Crossbows deliver too much thrust and does not work well with this skill/ammo.

WHAT THIS SKILL DOES DO:

- Requires the Hunter to use a bow.
- Requires the Hunter to roll a normal ToHIT.
- Requires the Hunter to use the 'Critical' chart for any sucessful hits,
 - the 'Critical' chart is the blunt arrow damage with a minimum of 1 pt damage.
- Allows the Hunter to use this on all attacks in this round if using blunted ammo.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow use of the critical chart for non-blunt, non-criticals.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8

Focus Items and/or Kits:

- Not required.

HNT

768-1

10 Create Maidens Breath (Inhalent)

LEVEL Tier 3

Campfire Only: Marigold wine, Hemlock ash, Wild garlic oil.
Yeild of 1d3 items. Effect: Dazed or stunned made better.



By COPILOT

Details:

GENERAL:

- All ingredients stay fresh until New Year, if kept within Hunter's Herb Sack.
- Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO: (create the inhalent)

- Creation requirements of the Hunter,
 - Must have basic cooking gear, but a workshop/kitchen is NOT required.
 - Acquire Marigold wine, Hemlock ash, Wild garlic oil,
 - Use a campfire or better to cook for 4 hours.
- Hunter may repeat this up to 3 times per day,
 - each effort takes 4 hours and requires a separate set of ingredients.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the creation of more than 9 concoctions. (Stacking)

CREATION:

- 1d3 servings of tea in 1 bag (Max 9 per day),
- Repells insects,
 - Applied by a non-Hunter makes the duration only half as long,
 - Applied by a HUNTER ends the effect (Duration ends).
- A non-Hunter can usually sell this for 5 Silver Pcs,
- Hunter is usually able to sell this for 1 GP.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Maidens Breath



- Anti- Stun, daze, confusion: Dur: 1/2.
- HNT: Ends (Dur: x0).
- Need: Campfire, 18 Sp Pts, 4 Hours.
Marigold wine, Hemlock ash, Wild garlic oil.
- Market: 9 Max, Buy:10 GP, Sell:1 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save Roll +20	8



Focus Items and/or Kits:

- Hunters Kit is is NOT passive.
- Makes 1 additional Bottle (per creation process)

11 Mounted Melee Attack

LEVEL Tier 3

Use a trained mount and run them down.
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	CLASS GROUPS
99	1 Horse	1 Battle	None	FTR-HNT-ROG



By COPILOT

Details:

GENERAL:

- Requires the use of a trained mount.

WHAT THIS SKILL DOES DO:

- Requires the attack to use a single handed full axe, hammer, or blade, - smaller weapons cannot be used. (Hatchets, tools, daggers, etc)
- Allows the rider to attack from the mount when moving, - due to the movement to and past the target only 1 attack is allowed.
- Allows 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 SKILL DOES NOT DO:

- Does NOT allow more than 2 attacks regardless of the number of attacks normally allowed.
- Does NOT give any extra protection to the mount via any skills,

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST

Focus Items and/or Kits:

- Not required.

11 Create Aelenes Tea

LEVEL Tier 3

Campfire Only: Amaranth & Anise leaves, and Ethereal Grass
Yeild of 1d3 items. Effect: Sleep and SP 2 (or 4) gain @6am

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16.8 pts	Touch	4 Hours		Creations	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Bag	Used / EOY		None for creation	HNT



By COPILOT

Details:

GENERAL:

- All ingredients stay fresh until New Year, if kept within Hunter's Herb Sack.
- Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO: (create the inhalent)

- Creation requirements of the Hunter,
 - Must have basic cooking gear, but a workshop/kitchen is NOT required.
 - Acquire Amaranth & Anise leaves, and Ethereal Grass,
 - Use a campfire or better to cook for 4 hours.
- Hunter may repeat this up to 3 times per day,
 - each effort takes 4 hours and requires a separate set of ingredients.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the creation of more than 9 concoctions. (Stacking)

CREATION:

- A bag of 1d3 servings of Tea (Max 9 per day),
- Repells insects,
 - Applied by a non-Hunter for sound sleep and +2 Skill pts at 6am,
 - Applied by a HUNTER for sound sleep and +4 Skill pts at 6am (additional 2).
- A non-Hunter can usually sell this for 9 to 12 GP,
- Hunter is usually able to sell this for 11 to 18 gp..

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Aelene's Tea



- Serving helps sound sleep and +2 SP @6am.
- HNT: Extra +2 SP @6am.
- Need: Campfire, 16 Sp Pts, 4 Hours.
Amaranth & Anise leaves, and Ethereal Grass.
- Market: 9 Max, Buy:60 GP, Sell:13 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save Roll +20	8



Focus Items and/or Kits:

- Hunters Kit is is NOT passive.
- Makes 1 additional serving.

11 Create Java Meal Spice

LEVEL Tier 3

Campfire Only. Peppermint Oil, Beetle Shells, Gingerroot
Yeild= 1d3 servings. Effect: 24 or 48 hrs awake.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
24 pts	Touch	4 Hours		Creations	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Meal	Used / EOY		None for creation	HNT



By COPILOT

Details:

- GENERAL:
- All ingredients stay fresh until New Year, if kept within Hunter's Herb Sack.
 - Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

- WHAT THIS SKILL DOES DO: (create the inhalent)
- Creation requirements of the Hunter,
 - Must have basic cooking gear, but a workshop/kitchen is NOT required.
 - Acquire Peppermint Oil, Beetle Shells, Gingerroot,
 - Use a campfire or better to cook for 4 hours.
 - Hunter may repeat this up to 3 times per day,
 - each effort takes 4 hours and requires a separate set of ingredients.

- WHAT THIS SKILL DOES NOT DO:
- Does NOT allow the creation of more than 9 concoctions. (Stacking)

- CREATION:
- 1d3 servings of tea in 1 bag (Max 9 per day),
 - Repells insects,
 - Applied by a non-Hunter then alert for 24 hours,
 - Applied by a HUNTER then alert for 48 hours total.
 - A non-Hunter can usually sell this for 1 GP,
 - Hunter is usually able to sell this for 2 GP.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Jave Meal Spice



- Distinct taste. Alert for 24 hrs.
- HNT: Alert for 48 hrs total.
- Need: Campfire, 24 Sp Pts, 4 Hours. Peppermint Oil, Beetle Shells, Gingerroot.
- Market: 9 Max, Buy:10 GP, Sell:1 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save Roll +20	8



Focus Items and/or Kits:

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



HNT

772-1

12 Targeting A Moving Target

LEVEL Tier 3

Hunter has no negatives when shooting at the target.
Number of attacks -1. Minimum of 1. Bow required.

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



By COPILOT

Details:

- GENERAL:**
- Hunter shoots at a moving target.
 - Standard riding adjustment is Rider gets +6 AC. Beast gets -2 AC.
 - Standard flying adjustment is Rider gets +6 AC. Beast gets -2 AC.

- WHAT THIS SKILL DOES DO:**
- Requires Hunter to use a bow or crossbow,
 - Reduces number of attacks by 1. Minimum of 1.
 - Allows the Hunter to ignore any negative adjustments due to movment.

- WHAT THIS SKILL DOES NOT DO:**
- Does NOT allow the use of any non-bow weapon with this skill.

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.




HNT

765-1

12 Find/Follow Wilderness Trail

LEVEL Tier 3

Attempt to find another Hunters trail.
JUST 1: Comparison Skill used, situation may add modifiers.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	20 Minutes		Traveling (PMP)	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Mark	12 Hours		Skill 	HNT

Find Follow



By COPILOT

Details:



- GENERAL :**
- Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.
 - Duration refers to how long the Hunter may work this skill before resting.
 - When using this skill only one attack may be utilized. (Just 1),
 - While tracking the Hunter can use 1 attack a round and still maintain tracking,
 - The moment this tracking skill is no longer used this limitation goes away,
 - Therefore, delaying battle by even 1 round to stop this skill is a good strategy.
- WHAT THIS SKILL DOES DO:**
- Requires a comparison Skill Save for this skill:
 - The tracking Hunter rolls a Skill Save and compares the result to the tracked Hunter roll of a Skill Save.
 - Modifiers may include:
 - Age of trail (How long it's been since the trail was made)
 - In an unusual or strange environment,
 - Weather,
 - Environment,
 - Actions taken by the tracked (covered trail?)
 - Hard packed areas.
 - Does reduce the Hunters movement by half.

WHAT THIS SKILL DOES NOT DO:

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Cover Trail - HNT

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8

Focus Items and/or Kits:

- Not required.



HNT

770-1

13 Ranged Sucker Shot(s)

LEVEL Tier 4

Take aim and shoot an unaware target. Bow only.
Init/ToHIT/Dmg +12. Attk 1/2(Min 1). AoE=1.

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



By COPILOT

Details:

- GENERAL:
- Hunter focuses on a single target.
 - Must select target prior to any initiative roll,
 - Target must be unaware.
 - Hunter may have other skills in play when executing this skill.

- WHAT THIS SKILL DOES DO:
- Requires the Hunter to use a bow.
 - Allows the Hunter the following bonuses,
 - Initiative +12
 - ToHIT +12
 - Damage +12
 - Reduces the hunters number of attacks in half.
 - Minimum of 1.
 - Requires the target to be unaware.
 - AOE is 1 target (for all shots in the round),
 - Enhancement 'AOE=2 Targets' allows the Hunter to aim for a 2nd target.

WHAT THIS SKILL DOES NOT DO:

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
12	AoE = 2 Recipients	10
17	Damage +8 / die	16

Focus Items and/or Kits:

- Not required.

ALL

991-1

14 Bestow House Authority

LEVEL Tier 4

Keep your House Organized. Can tell if a follower is true.
Creates A House for the character.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
48 pts	1 Recipient	1 Week		Nae'Ems	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	Permanent		None	ALL



By Perchance.org

Details:

GENERAL:

- Focus item makes the 'sensing' passive.
Otherwise character must actively work to 'sense' anothers level of alliegence.
Only the caster using the "House Authority" can cause another to be a non-owner authority.
- Does require the person to maintain concentration,
 - i.e. the person must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- There is only 1 Owner of a House, but there can be any number of Authorities of a House.
Each require this skill/spell to be exercised first.
- The owner/authority of a House may belong to other Houses.
Owners may disallow any other members within the house.
Authorities may only disallow other members that are NOT owners and NOT authorities.
- Players establishing a House:
 - Allow the owner and authorities of the house to know the approximate loyalty of a person.
 - Allow the person to be recognized for higher loyalty without revealing specifics.

WHAT THIS SKILL DOES NOT DO:

- Does NOT reveal any specifics regarding loyalty other than the reputation number,
 - the range of -1 to -9 is a negative reputation indicating the person is NOT loyal.
 - the range of 1 to 9 is a postive reputation indicating the person is loyal.



Bonds and Connections

- A subtle Nae'Em connection w/o communication.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not of any benefit during creation of the House.
- Focus items aid during any 'sensing' of alliegence.

HNT



775-1

15 Moving And Shooting

LEVEL Tier 4

Reduces shot distance 1/2, can walk full. Bow required.

Reduces # of attks 1/2 (Min 1). Init & ToHit +12.

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



By COPILOT

Details:

GENERAL:

- Can be used for any unstable footing of the shooter.
- Does require the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.

WHAT THIS SKILL DOES DO:

- Limits the Hunter to half of their normal attacks. Minimum of 1.
- Requires the Hunter to use a bow.
- Allows the Hunter to shoot up to half the distance of their weapon.
- Gives bonuses of +12 to Initiative and ToHit.
- Allows the Hunter to walk up to their full range of movement.

WHAT THIS SKILL 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.

Enhancements:

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

Focus Items and/or Kits:

- Not required.

HNT

777-1

16 Quick Ranged Shot (PreBattle)

LEVEL Tier 4

Hunter shoots first to start a round zero.
1 Attack. Init+15, if needed. ToHIT & Dmg +5

COST	RANGE	ROLL OUT	NEXT	COLLECTION	OUTCOME
16 pts	Melee	Pre-battle		Battle Actions/Prep	Mundane
STACK	AoE	DURATION	NOW	SAVE	CLASS GROUPS
1	1 Creature	Instant		None	HNT



By COPILOT

Details:

- GENERAL:
- Quickly Shoots to potentially start a battle.
 - Requires the Hunter to use a bow.
- WHAT THIS SKILL DOES DO:
- Allows battle bonuses: Initiative +15, ToHIT +5, and Damage +5.
 - Limits the Hunter to 1 attack in the round.
- WHAT THIS SKILL DOES NOT DO:
- Does NOT work with any weapons except bows.

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
14	Attacks +1	8
17	Damage +8 / die	16

Focus Items and/or Kits:

- Not required.