

Battle Actions/Prep

LEVEL

5

STACK

1

COST

8 pts

RANGE

Self

AREA OF EFFECT

16 Squares ahead

ROLL OUT

10 Minutes


DURATION

Up To 1 day

SAVE:

No Save

Point 80 ft Ahead




Point person initailly surveys the area, then continues to scout a head of the party.
Point person moves 80 ft ahead of the group, party gains Init+4 for 1st rd of battle
Hunter acts as a scout (Point person) watching for potential issues.
Hunter is not able use any skills or efforts that require a maintained concentration.


COUNTER: None


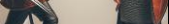
ENHANCEMENTS:


Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP
Lvl 16	AoE X2	16 SP


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

Battle Offense

LEVEL	4			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Accurate Ranged Shots						4 pts		Char Sheet		1 Target		Initiative		1 Round			
 <p>A focus on accuracy rather than speed with a bow or crossbow. Shooter loses 1 attack (Minimum 1) per Tier. Shooter gains +2 ToHIT and +2 Damage per Tier. Plus to damage is NOT per die. Applies to all bow/crossbow shots during the round.</p>				<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 5 Initiative +4 4 SP</div>													

LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4		1	4 pts	Move x2	1 Creature	Initiative	1 Round	No Save
Hunters Melee Charge								
 <p>Hunter charges up to an enemy for a melee attack.(Extra Attack) Charge must be a straight path to the non-moving target and not end with a pivot. Hunter gains bonuses to ToHit (+8), Damage (+8), and Movement (X2). Detriments to Movement (minimum 4 squares), Number of attacks (Max 1), and AC (-4). No other attacks (including 'Extra' attacks) can be attempted in the same round.</p>								
COUNTER:No Counter Available. Lvl:1								
ENHANCEMENTS:								
Lvl 9	Range +50%	6 SP						
Lvl 5	Initiative +4	4 SP						
Lvl 9	Damage +50%	8 SP						

LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Long Distance Crossbow Shots						8 pts	By Weapon	1 Target	Initiative	4 Rounds		
												
<p>Hunter uses a crossbow with this skill to gain distance.</p> <p>Distance is increased by 8 squares. Number of attacks -1.</p> <p>Hunter must use a crossbow.</p> <p>Bows cannot be used with this skill.</p> <p>No changes to Initiative and ToHIT rolls.</p>												
				COUNTER: None								
				ENHANCEMENTS:								
				Lvl 5	Initiative +4				4 SP			
				Lvl 14	Attacks +1				8 SP			

LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save						
Penetrating Ranged Shots						8 pts	By Weapon	By Weapon	Initiative	2 Rounds							
				<p>Hunter focus' on burying the arrows deep into the targets the cost of accuracy. This skill only works for ranged bow attacks. Adds 6 damage for all shots, Subtracts 2 from the ToHITs. This applies to all of the Hunters bow shots for the duration.</p>													
				<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 5</td><td>Initiative +4</td><td>4 SP</td></tr><tr><td>Lvl 9</td><td>Damage +50%</td><td>8 SP</td></tr></table>								Lvl 5	Initiative +4	4 SP	Lvl 9	Damage +50%	8 SP
Lvl 5	Initiative +4	4 SP															
Lvl 9	Damage +50%	8 SP															

LEVEL

6

STACK

99

COST

8 pts

RANGE

By Weapon

AREA OF EFFECT

By Weapon

ROLL OUT

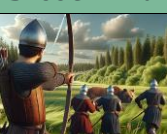
Initiative

DURATION

1 Round

SAVE:

No Save



Hunter is able to target the enemy just beyond or inter-mixed with their own group.
Past known party members. Initiative +2. All ranged attacks in Rd.
Hunter must announce BEFORE initiative roll to gain the Initiative bonus of +2.
If not announced, the Hunter still is able to shoot through the group to the target.
This will allow the hunter to shoot through up to 3 ranks of friends.

COUNTER: None

ENHANCEMENTS:

Lvl 9

Range +50%


6 SP


Lvl 5


Initiative +4


4 SP

-Hunter



LEVEL	7		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	By Weapon	1 Target	Initiative	5 Attacks		
	<p>Keeps the target in sight and fires a carefully aimed shot. Pre-battle is possible. Each attack held gains +2 ToHit & Dmg. Up to a max bonus of +10 (5 attacks missed). Hunter keeps prey in sight and fires a carefully aimed shot. Bow or crossbow. If the target is out of sight for an entire round or more the count must start over. Each successive attack w/ same target +2 ToHit and Damage(Max +10).</p>										COUNTER: None
										ENHANCEMENTS:	
										Lvl 12 Range X2	8 SP
										Lvl 9 Range +50%	6 SP
										Lvl 5 Initiative +4	4 SP



LEVEL	10		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					12 pts	By Weapon	As per Weapon	Initiative	4 Rounds		
	<p>Hunter aims to subdue, not kill. Full damage is applied till end of round, then only 1/2 of the damage remains. Hunter must use a bow with blunted missiles. Crossbowyers cannot use this skill. No changes to Initiative and ToHit rolls. Damage roll Crit (Blunt column). Initially full then 1/2 (Min 1).</p>										COUNTER: None
										ENHANCEMENTS:	
										Lvl 14 Duration X2	8 SP

LEVEL	11		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					12 pts	1 Square	1 Horse	Initiative	1 Battle		
	<p>Character is able to direct a trained mount into battle. Only 1 attack when moving. Max 2 attacks when stopped. Requires the use of a trained mount. Single handed weapons only. Character is only able to use small or buckler shield.</p>										COUNTER: None




LEVEL	12		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					12 pts	By Weapon	By Weapon	Initiative	1 Round		
	<p>Hunter tracks and shoots. Only can be done with Bows. Allows Bow shots vs Moving targets with no penalties for 1 Rd. Reduces number of attacks by 1. Minimum of 1. Standard riding adjustment is Rider gets +6 AC. Beast gets -2 AC. Standard flying adjustment is Rider gets +6 AC. Beast gets -2 AC.</p>										COUNTER: None
										ENHANCEMENTS:	
										Lvl 20 Rollout Instant	16 SP
										Lvl 12 Range X2	8 SP
										Lvl 9 Damage +50%	8 SP

Battle Reaction

LEVEL	5		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Senses
					8 pts	8 Squares	3x3 Squares	Instant	2 Rounds		Not Disrupted
	<p>Counters current issues that a target is concentrating to maintain. This action is meant to disrupt and break concentration of another. All the Targets in the AoE must pass the Save to not be affected/interrupted. This is a Counter Action and can only be used once in a round. LIST OF SPELL IN FULL DESCRIPTION.</p>										COUNTER: None
										ENHANCEMENTS:	
										Lvl 18 Range X4	10 SP
										Lvl 12 Range X2	8 SP


LEVEL	6		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Melee	Self	Instant	1 Round		
	<p>Rogue take AAO as target enters the battle Allows Rogue an Attack of Opportunity when a target enters into melee range. This is an 'Extra' Attack. Only 1 Extra attack is allowed per round. Rogue can interrupt the battle, resolve the Extra attack, then the battle continues.</p>										COUNTER:No Counter Available. Lvl:1

Class Specialty

LEVEL	1		STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					0.40 pts	Touch	1d3 Wraps	4 hours	Permanent		
	<p>Creates 1d3 bandages Bandage will stop bleeding. When applied by a Hunter it will also heal 2 HP. Components are fairly easy to find. Requires a Hunters Kit and a campfire.</p>										CREATE:Field Bandage
										FOCUS:+ 2 HP	
										COUNTER: None	
										ENHANCEMENTS:	
										Lvl 20 Rollout Instant	16 SP

-Hunter

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	Animal	12 Hours	Permanent		



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

CREATE:A Hide from Skinning


FOCUS:2 Hides

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
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LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	Kindling	10 Minutes	Permanent		




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

FOCUS:COL -1

COUNTER: None

LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	Self	10 Minutes	24 Hours		



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


COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP

Communication

LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	6 Squares	1 Square	1 Minute	1 Month (30 days)		



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


CREATE:

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP
Lvl 14	Duration X2	8 SP

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	6x6 Squares	Initiative	20 Minutes		



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


COUNTER: None

ENHANCEMENTS:

Lvl 20	Rollout Instant	16 SP
Lvl 12	Rollout Init	12 SP

Creations

LEVEL	1			STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	None for creation
						12 pts	Touch	1d3 Salves	4 Hours	Used / EOY		



Hunter creates a Singer's Salve
1d3 Salves created. DOT Damage, heal 2 per cycle, HNT: Heal 4 per daily cycle. Does NOT require a kitchen or lab. Does require basic cooking gear. Ingredients listed as Bittercress leaf, Wild garlic oil, and Rocko's Hot Water. Concoction originally created by the character Reginal "Singer"

CREATE:Singers Salve


FOCUS:+1 Salves

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
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LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						6 pts	Touch	Self	4 Hours	Permanent		



Hunter uses a sharp blade, skill, time and materials to create arrows. Kit required for all except blunt & crude arrows.
Tier 1: 12 crude or blunt arrows.
Tier 2: 12 standard arrows, require and arrow heads and sinew
Tier 3: 12 flight arrows require, light weight shafts and sinew

CREATE:Arrows

FOCUS:Fletching

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
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-Hunter

LEVEL 2

STACK 9

COST12 pts

RANGETouch


AREA OF EFFECT1d3 Potions

ROLL OUT4 Hours

DURATIONUsed / EOY

SAVE: None for creation

Create Sunrise Potion



Hunter creates a Sunrise Potion.
Qty:1d3 potions created. To be used at 6 AM to gain 2 extra HP (5 HP with Hunter).
Does NOT require a kitchen or lab. Does require basic cooking gear.
Ingredients listed as Anise Leaf, Ginger Oil, and Honey.

CREATE:Sunrise Potion

FOCUS:+1 Potion

COUNTER: None

ENHANCEMENTS:
Lvl 10 Rollout Halved6 SP

LEVEL 4

STACK 9

COST12 pts

RANGETouch


AREA OF EFFECT1d3 Salves

ROLL OUT4 Hours

DURATIONUsed / EOY

SAVE: None for creation

Create Revive Salve



Hunter creates a Revive Salve (Caffiene)
Qty:1d3 salves created. Heals Unconscious creature 1d3 HP and revives for 30 min.
A stocked Kitchen/Lab is required.
Ingredients listed as Bittercress leaves, Pine Tar, and Oak sap.

CREATE:Revive Salve

FOCUS:+1 Salve

COUNTER: None

LEVEL 7

STACK 99

COST12 pts

RANGETouch


AREA OF EFFECT1d3 bottles

ROLL OUT4 Hours

DURATIONUsed / EOY

SAVE: None for creation

Create Repellent Oil



End result: 3 Small corked jars of repellent.
Qty:1d3 vials created. Repels Small Insects. HNT: Repels Large Insects w/ Save
Does NOT require a kitchen or lab. Does require basic cooking gear.
Ingredients listed as Honeysuckle, Marsh Daisy Leaves, & Root Ash.

CREATE:Repellent Oil

FOCUS:+1 Bottle

COUNTER: None

ENHANCEMENTS:
Lvl 10 Rollout Halved6 SP

LEVEL 8

STACK 99

COST16 pts

RANGETouch


AREA OF EFFECT1d3 Poultices

ROLL OUT4 Hours

DURATIONUsed / EOY

SAVE: None for creation

Create Fragility Poultice



Hunter creates a Poultice.
Qty:1d3 poultices created. Helps recover with Fragility Issues. Decreases level by 1.
A stocked Kitchen/Lab is required.
Ingredients listed as Bees Wax, Seaweed, and Anis Leaves.
Sickness/Disease rolls are done in the morning using the Health Save.

CREATE:Fragility Poultice

FOCUS:+1 Poultice

COUNTER: None

ENHANCEMENTS:
Lvl 14 Save Roll +208 SP
Lvl 10 Rollout Halved6 SP

LEVEL 10

STACK 99

COST18 pts

RANGETouch


AREA OF EFFECT1d3 Vials

ROLL OUT4 Hours

DURATIONUsed / EOY

SAVE: None for creation

Create Maidens Breath (Inhalent)



Hunter creates an inhalent.
Qty:1d3 Inhalents. Dazed or stunned become clear headed.
Does NOT require a kitchen or lab. Does require basic cooking gear.
Ingredients listed as Marigold wine, Hemlock ash, Wild garlic oil.

CREATE:Maidens Breath

FOCUS:+1 Bottle

COUNTER: None

ENHANCEMENTS:
Lvl 14 Save Roll +208 SP
Lvl 10 Rollout Halved6 SP

LEVEL 11

STACK 99

COST16.8 pts

RANGETouch


AREA OF EFFECT1 Bag

ROLL OUT4 Hours

DURATIONUsed / EOY

SAVE: None for creation

Create Aelenes Tea



Hunter creates a very recognizably tasty tea which helps with Skill Point recovery.
Qty:1d3 doses in a pot. Deeper sleep and raises Skill Pts at 6am. Pts + 2.
Does NOT require a kitchen or lab. Does require basic cooking gear.
Ingredients listed as Amaranth & Anise leaves, and Ethereal Grass.
Multiple servings in a small bag.

CREATE:Aelene's Tea

FOCUS:+1 Serving

COUNTER: None

ENHANCEMENTS:
Lvl 14 Save Roll +208 SP
Lvl 10 Rollout Halved6 SP

LEVEL 11

STACK 99

COST24 pts

RANGETouch


AREA OF EFFECT1 Meal

ROLL OUT4 Hours

DURATIONUsed / EOY

SAVE: None for creation

Create Java Meal Spice



Hunter creates a bit of spice.
Qty:1d3 doses created. Recipeint will remain alert 48 hrs. (cannot be past 48).
Does NOT require a kitchen or lab. Does require basic cooking gear.
Ingredients listed as Peppermint Oil, Beetle Shells, Gingerroot.
Multiple servings in a small bag. Noticable & distinct taste.

CREATE:Java Meal Spice

FOCUS:+2 Meals

COUNTER: None

ENHANCEMENTS:
Lvl 14 Save Roll +208 SP
Lvl 10 Rollout Halved6 SP

Fences and Shelters

LEVEL2

STACK7

COST3 pts

RANGETouch


AREA OF EFFECT1 Shelter

ROLL OUT1 Minute

DURATION12 Hrs

SAVE: No Save

Create Lean-To Shelter (2 ppl)



Quickly built (1 min) & lasts 12 hrs, unless rough weather.
Very heavy rains and/or heavy winds will destroy this.
- Shelter fits up to 2 people.

CREATE:Lean-To for 2 ppl

COUNTER: None

LEVEL2

STACK99

COST4 pts

RANGETouch


AREA OF EFFECT3x8 Sq Perimeters

ROLL OUT30 Minutes

DURATION8 Hours

SAVE: No Save

Perimeter Safety



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

COUNTER: None

ENHANCEMENTS:
Lvl 10 Rollout Halved6 SP
Lvl 14 Damage X212 SP

LEVEL6

STACK3

COST10 pts

RANGETouch


AREA OF EFFECT2x1 Squares

ROLL OUT20 Minutes

DURATION2 Days

SAVE: No Save

Hunters Hut (10 ppl)



The hunter creates a shelter out of avialable materials
Creates temporary shelter for 10 persons. Inside= Fragility Max time -1.
The hunter creates a shelter out of avialable materials.
If left up the shelter will fall within 2 days.
After duration the shelter will no longer keep the weather out.

CREATE:Hut

FOCUS:Set AoE to 2x2

COUNTER: None

ENHANCEMENTS:
Lvl 10 Rollout Halved6 SP
Lvl 17 Hidden4 SP
Lvl 9 Duration +50%6 SP

LEVEL7

STACK3

COST12 pts

RANGE1 Square


AREA OF EFFECT3 x 3 Squares

ROLL OUT4 Hours

DURATION1 day / Tier

SAVE: No Save

Hunters HIDDEN Shelter (5 ppl)



Hunter creates a hidden hut for up to 5 people that has a single entrance/exit.
Casual by-passers will not normally notice the shelter.
- smoke from fires may be noticed
- Not useable in obvious locations (urban, no coverage, or heavily trafficed areas)

CREATE:Hidden Shelter

FOCUS:Rollout 1/2

COUNTER: None

ENHANCEMENTS:
Lvl 14 Duration X28 SP
Lvl 16 AoE X216 SP

Natural Environment

LEVEL1

STACK99

COST4 pts

RANGESelf

AREA OF EFFECTSelf

ROLL OUTInitiative

DURATION1 Hour

SAVE: No Save

Find North



Reviews surrounding area.
GM indicates direction of North.
Reviews surrounding area.

COUNTER: None

ENHANCEMENTS:
Lvl 20 Rollout Instant16 SP

LEVEL2

STACK99

COST4 pts

RANGE10 Squares


AREA OF EFFECT10 Squares

ROLL OUT5 Minutes

DURATION1 Hour

SAVE: May Need Skill Sav

Benign Approach



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

COUNTER: None

ENHANCEMENTS:
Lvl 12 Range X28 SP

LEVEL3

STACK99

COST4 pts

RANGE2 Squares


AREA OF EFFECT1 Animal

ROLL OUT20 Minutes

DURATION2 Hours

SAVE: May Need Skill Sav

Calm Animal



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

COUNTER: None

ENHANCEMENTS:
Lvl 10 Rollout Halved6 SP
Lvl 12 Range X28 SP
Lvl 14 Duration X28 SP

-Hunter

LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	May Need Skill Sav
						4 pts	Self	20x20 Squares	9 Hours	Rollout		

Hunt/Fish/Gather



Able to hunt, fish, or gather once per day
Skill Save to be rolled, but adjusted for region.
Roll a d6 per Tier for number of meals acquired.

CREATE:Hunt/Fish/Gather Yield	
FOCUS:+ 50%	
COUNTER: None	

LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Self	Ocean	16 Hours	Permanent		

Coastal Net Fishing



Hunter coordinates a net fishing effort.
Hunter coordinates fishing in deep waters.
3-12 assistants needed.
Meals gained: 6d20 + 5/assistant.
Cook:1 hr per 30 meals

CREATE:	
COUNTER: None	

Traveling (PMP)

LEVEL	1			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	May Need Skill Sav GM
						4 pts	Self	Traversable Land	10 Minutes	8 Hours		Keep course/speed

No Road Needed



Hunter is able to stay on course when no path or road is available.
Hunter guides up to 10 other people while maintaining the normal WALKING road speed.
Extreme environments require the GM roll a Skill Save to keep the course and speed.
Hunter can use this skill while using other skills like Point Person, Find North.
Double time is NOT an option while using this skill.

FOCUS:Duration = 10 hrs	
COUNTER: None	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 16 Rollout 1 Min	8 SP

LEVEL	9			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	Self	Self	10 Minutes	20 Hours		

1000 Yard Stare (1 to 4 days)



Hunter zones out as they walk a preset direction
Walk X3 in 20 Hrs, Surprise likely, Encounters unlikely, 2 rounds to fully wake.
Hunter zones out as they walk a preset direction

COUNTER: None	
ENHANCEMENTS:	
Lvl 14 Duration X2	8 SP

LEVEL	9		JUST		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
			?				12 pts	Touch	Trail 1 Mark Long	12 Hours	Permanent		

Cover Wilderness Trail



Hunter slows down to ensure no trial is left behind.
Another Hunter 'might' uncover the trail. Max:1 Mark of travel covered per use.
Movement is at 1/2 speed, but 10th lvl enhancement 'Rollout halved' resets move to full.

COUNTER:Find/Follow Trail- HNT Lvl:1	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP

LEVEL	12		JUST		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Skill Find Follow
			?				12 pts	Self	1 Mark	20 Minutes	12 Hours		

Find/Follow Wilderness Trail



Hunter becomes the tracker.
Succeed=GM rolls Skill Save to find/follow
Movement is reduced in half.

COUNTER:Cover Trail - HNT Lvl:1	
ENHANCEMENTS:	
Lvl 14 Duration X2	8 SP