

Battle Actions/Prep

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Touch	1 Item	2 Minutes	End of Battle or 24 hr	No Save

Ranged Weapon Expertise

Hunter selects one of their current weapons to focus on with attacks.
After the rollout the Hunter is able to use that weapon more efficiently.
The Hunter will gain a +1 for each of their Hunter Tiers for the duration.
The selected weapon must be a Ranged weapon.

COUNTER: None

LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	Self	16 Squares ahead	10 Minutes	Up To 1 day	No Save

Point 80 ft Ahead



Point person initially 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	16	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				16 pts	Melee	1 Creature	Pre-battle	Instant	No Save

Quick Ranged Shot (PreBattle)



Hunter starts a battle with a +15 Init to their bow attack.
Hunter creates a zero round by with this quick shot.
Only 1 attack is allowed.
Bonuses are given to Initiative +15, ToHIT +5, and Damage +5.

COUNTER: None

ENHANCEMENTS:
Lvl 17 Damage +8 / die 16 SP
Lvl 9 Damage +50% 8 SP
Lvl 14 Attacks +1 8 SP

Battle Offense

LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Char Sheet	1 Target	Initiative	1 Round	No Save

Accurate Ranged Shots



A focus on accuracy rather than speed with a bow or crossbow.
Applies to all bow/crossbow shots during the round.
Shooter gains +2 ToHIT and +2 Damage per Tier.
Plus to damage is NOT per die.

COUNTER: None

ENHANCEMENTS:
Lvl 12 Range X2 8 SP
Lvl 5 Initiative +4 4 SP

LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Move x2	1 Creature	Initiative	1 Round	No Save

Hunters Melee Charge



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.

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:
				8 pts	By Weapon	1 Target	Initiative	4 Rounds	No Save

CROSSBOW: Long Distance Shots



Hunter uses a crossbow with this skill to gain distance.
Distance is increased by 8 squares..
Hunter must use a crossbow.
Bows cannot be used with this skill.
No changes to Initiative and ToHIT rolls.

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:
				8 pts	By Weapon	By Weapon	Initiative	2 Rounds	No Save

Penetrating Ranged Shots



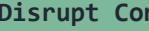
Hunter focus' on burying the arrows deep into the targets the cost of accuracy.
This skill only works for ranged bow attacks.
Adds 6 damage for all shots,
Subtracts 2 from the ToHITs.
This applies to all of the Hunters bow shots for the duration.

COUNTER: None

ENHANCEMENTS:
Lvl 5 Initiative +4 4 SP
Lvl 9 Damage +50% 8 SP

LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Shoot Thru Party to Target				8 pts	By Weapon	By Weapon	Initiative	1 Round	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.								<p>COUNTER: None ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 5 Initiative +4 4 SP</p>
LEVEL	7	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Held Shot, 1 Target				8 pts	By Weapon	1 Target	Initiative	5 Attacks	No Save
	Keeps the target in sight and fires a carefully aimed shot. Pre-battle is possible. Each attack held gains +6 ToHIT & Dmg. Up to a max bonus of +24. 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 +6 ToHit and Damage (Max +240).								<p>COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 5 Initiative +4 4 SP</p>
LEVEL	8	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Critical Shot At 19 to 20				8 pts	By Weapon	By Weapon	Initiative	4 hours	No Save
	Roll a natural 19 or 20 and treat as a critical Hit. 1 weapon per battle. Critical attacks for a SPECIFIC ranged weapon happen on 19 or 20. The specific weapon must be selected during the Rollout.								<p>COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 8 SP</p>
LEVEL	10	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Blunted Bow Shots (Bow Only)				12 pts	By Weapon	As per Weapon	Initiative	4 Rounds	No Save
	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</p>
LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Mounted Melee Attack				12 pts	1 Square	1 Horse	Initiative	1 Battle	No Save
	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</p>
LEVEL	12	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Targeting A Moving Target				12 pts	By Weapon	By Weapon	Initiative	1 Round	No Save
	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</p>
LEVEL	13	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
Ranged Sucker Shot(s)				16 pts	By Weapon	1 Target	Initiative	1 Round	No Save
	Hunter scopes out a stationary target that is unaware of any danger. The target must not have their guard up. Bonuses: +12 to Init, ToHIT, and Damage. Though, Initiative may not come into play. Detriments: One unaware target, Bow required, & half normal attacks. (Min 1) Target may have armor / be in a protected state. Required unguarded stance of target.								<p>COUNTER: None ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 17 Damage +8 / die 16 SP Lvl 12 AoE = 2 Recipients 10 SP</p>

Battle Reaction

LEVEL	5	JUST	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: Senses	
										Not Disrupted	
Disrupt Concentration			8 pts		8 Squares		3x3 Squares		Instant	2 Rounds	
			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.								
			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
AoO on Melee Entry				4 pts		Melee	Self	Instant	1 Round		

Class Specialty

LEVEL	1	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Create A Field Bandage				2 pts	Touch	1d3 Wraps	4 hours	Permanent		
	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.	CREATE:Field Bandage FOCUS:+2 HP COUNTER:None ENHANCEMENTS: Lvl 20 Rollout Instant	16 SP							

LEVEL	1	STACK	99	COST		RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Skinning A Hide				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									

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Make Fire with Sticks		4 pts	Touch	Kindling	10 Minutes	Permanent				

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

Communication

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

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:
	Mimic Soft Nature Sounds			4 pts	Self	6x6 Squares	Initiative	20 Minutes	No Save

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:
	Create Singer's Salve			12 pts	Touch	1d3 Salves	4 Hours	Used / EOY	None for creation

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

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
	Create/Repair Arrows (24)			6 pts	Touch	Self	4 Hours	Permanent	No Save

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

LEVEL	2	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
	Create Sunrise Potion			12 pts	Touch	1d3 Potions	4 Hours	Used / EOY	None for creation

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 Halved	6 SP

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

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		
ENHANCEMENTS:		
Lvl 10	Rollout Halved	6 SP

LEVEL	7	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
	Create Repellent Oil			12 pts	Touch	1d3 bottles	4 Hours	Used / EOY	None for creation

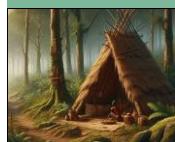
End result: 3 Small corked jars of repellent.

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 Halved	6 SP

LEVEL	8	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:										
				16 pts	Touch	1d3 Poultices	4 Hours	Used / EOY											
Create Fragility Poultice																			
 <p>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.</p>																			
<table border="1"> <tr> <td>CREATE:Fragility Poultice</td> </tr> <tr> <td>FOCUS:+1 Poultice</td> </tr> <tr> <td>COUNTER: None</td> </tr> <tr> <td>ENHANCEMENTS:</td> </tr> <tr> <td>Lvl 14 Save Roll +20</td> <td>8 SP</td> </tr> <tr> <td>Lvl 10 Rollout Halved</td> <td>6 SP</td> </tr> </table>										CREATE:Fragility Poultice	FOCUS:+1 Poultice	COUNTER: None	ENHANCEMENTS:	Lvl 14 Save Roll +20	8 SP	Lvl 10 Rollout Halved	6 SP		
CREATE:Fragility Poultice																			
FOCUS:+1 Poultice																			
COUNTER: None																			
ENHANCEMENTS:																			
Lvl 14 Save Roll +20	8 SP																		
Lvl 10 Rollout Halved	6 SP																		
LEVEL	10	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:										
				18 pts	Touch	1d3 Vials	4 Hours	Used / EOY											
Create Maidens Breath (Inhalent)																			
 <p>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.</p>																			
<table border="1"> <tr> <td>CREATE:Maidens Breath</td> </tr> <tr> <td>FOCUS:+1 Bottle</td> </tr> <tr> <td>COUNTER: None</td> </tr> <tr> <td>ENHANCEMENTS:</td> </tr> <tr> <td>Lvl 14 Save Roll +20</td> <td>8 SP</td> </tr> <tr> <td>Lvl 10 Rollout Halved</td> <td>6 SP</td> </tr> </table>										CREATE:Maidens Breath	FOCUS:+1 Bottle	COUNTER: None	ENHANCEMENTS:	Lvl 14 Save Roll +20	8 SP	Lvl 10 Rollout Halved	6 SP		
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COUNTER: None																			
ENHANCEMENTS:																			
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Lvl 10 Rollout Halved	6 SP																		
LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:										
				16.8 pts	Touch	1 Bag	4 Hours	Used / EOY											
Create Aelenes Tea																			
 <p>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.</p>																			
<table border="1"> <tr> <td>CREATE:Aelene's Tea</td> </tr> <tr> <td>FOCUS:+1 Serving</td> </tr> <tr> <td>COUNTER: None</td> </tr> <tr> <td>ENHANCEMENTS:</td> </tr> <tr> <td>Lvl 14 Save Roll +20</td> <td>8 SP</td> </tr> <tr> <td>Lvl 10 Rollout Halved</td> <td>6 SP</td> </tr> </table>										CREATE:Aelene's Tea	FOCUS:+1 Serving	COUNTER: None	ENHANCEMENTS:	Lvl 14 Save Roll +20	8 SP	Lvl 10 Rollout Halved	6 SP		
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COUNTER: None																			
ENHANCEMENTS:																			
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Lvl 10 Rollout Halved	6 SP																		
LEVEL	11	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:										
				24 pts	Touch	1 Meal	4 Hours	Used / EOY											
Create Java Meal Spice																			
 <p>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.</p>																			
<table border="1"> <tr> <td>CREATE:Java Meal Spice</td> </tr> <tr> <td>FOCUS:+2 Meals</td> </tr> <tr> <td>COUNTER: None</td> </tr> <tr> <td>ENHANCEMENTS:</td> </tr> <tr> <td>Lvl 14 Save Roll +20</td> <td>8 SP</td> </tr> <tr> <td>Lvl 10 Rollout Halved</td> <td>6 SP</td> </tr> </table>										CREATE:Java Meal Spice	FOCUS:+2 Meals	COUNTER: None	ENHANCEMENTS:	Lvl 14 Save Roll +20	8 SP	Lvl 10 Rollout Halved	6 SP		
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ENHANCEMENTS:																			
Lvl 14 Save Roll +20	8 SP																		
Lvl 10 Rollout Halved	6 SP																		
Fences and Shelters																			
LEVEL	2	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:										
				3 pts	Touch	1 Shelter	1 Minute	12 Hrs	No Save										
Create LeanTo Shelter (2 ppl)																			
 <p>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.</p>																			
<table border="1"> <tr> <td>CREATE:Lean-To for 2 ppl</td> </tr> <tr> <td>COUNTER: None</td> </tr> </table>										CREATE:Lean-To for 2 ppl	COUNTER: None								
CREATE:Lean-To for 2 ppl																			
COUNTER: None																			
LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:										
				4 pts	Touch	3x8 Sq Perimeters	30 Minutes	8 Hours	No Save										
Perimeter Safety																			
 <p>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.</p>																			
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LEVEL	6	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:										
				10 pts	Touch	2x1 Squares	20 Minutes	2 Days	No Save										
Hunters Hut (10 ppl)																			
 <p>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.</p>																			
<table border="1"> <tr> <td>CREATE:Hut</td> </tr> <tr> <td>FOCUS:Set AoE to 2x2</td> </tr> <tr> <td>COUNTER: None</td> </tr> <tr> <td>ENHANCEMENTS:</td> </tr> <tr> <td>Lvl 10 Rollout Halved</td> <td>6 SP</td> </tr> <tr> <td>Lvl 17 Hidden</td> <td>4 SP</td> </tr> <tr> <td>Lvl 9 Duration +50%</td> <td>6 SP</td> </tr> </table>										CREATE:Hut	FOCUS:Set AoE to 2x2	COUNTER: None	ENHANCEMENTS:	Lvl 10 Rollout Halved	6 SP	Lvl 17 Hidden	4 SP	Lvl 9 Duration +50%	6 SP
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COUNTER: None																			
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Lvl 17 Hidden	4 SP																		
Lvl 9 Duration +50%	6 SP																		

Nae'ems

LEVEL	14	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Bestow House Authority				48 pts		1 Recipient		1 Target		1 Week		Permanent
	Character is able to draw followers to their banner. Character knows if the follower has acted properly according to House ideals. But, the creator of the House will NOT know the mind of the follower. This skill allows the character to create a house that they alone own. Only the character using the "House Authority" cause another to be a non-owner authority.	FOCUS:Sense Allegience COUNTER:None										

Natural Environment

LEVEL	1	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Find North			4 pts		Self	Self		Initiative	1 Hour			
	Reviews surrounding area. GM indicates direction of North. Reviews surrounding area.											
											COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant	16 SP

LEVEL	2	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	May Need Skill Sav
Benign Approach				4 pts		10 Squares	10 Squares		5 Minutes	1 Hour		

LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	May Need Skill Save	
Calm Animal				4 pts	2 Squares	1 Animal	20 Minutes	2 Hours		Animal is calmed	
The hunter calms a wild animal in their own way.											
									COUNTER:	None	
									ENHANCEMENTS:		
									Lvl 10	Rollout Halved	6 SP
									Lvl 12	Range X2	8 SP
									Lvl 14	Duration X2	8 SP

LEVEL	3	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	4 pts	RANGE	Self	AREA OF EFFECT	20x20 Squares	ROLL OUT	9 Hours	DURATION	Rollout	SAVE:	May Need Skill Sav
Hunt/Fish/Gather																	

LEVEL	8			STACK	1	COST	8 pts	RANGE	Self	AREA OF EFFECT	Ocean	ROLL OUT	16 Hours	DURATION	Permanent	SAVE:	No Save
Coastal Net Fishing  <p>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</p>																	

Traveling (PMP)

LEVEL 1

STACK

COST

4 pts

RANGE

Self

AREA OF EFFECT

Traversable Land

ROLL OUT

10 Minutes

DURATION

8 Hours

SAVE: May Need Skill Save

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

12 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

10 Minutes

DURATION

20 Hours

SAVE: No Save

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

STACK 99

COST

12 pts

RANGE

Touch

AREA OF EFFECT

Trail 1 Mark Long

ROLL OUT

12 Hours

DURATION

Permanent

SAVE: No Save

Cover Wilderness Trail



Hunter slows down to ensure no trail 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

STACK 1

COST

12 pts

RANGE

Self

AREA OF EFFECT

1 Mark

ROLL OUT

20 Minutes

DURATION

12 Hours

SAVE: Skill

Find Follow

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