

Battle Actions/Prep

LEVEL1

STACK1

COST4 pts

RANGETouch


AREA OF EFFECT1 Item

ROLL OUT2 Minutes

DURATIONnd of Battle or 24 h

SAVE: 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

LEVEL5

STACK1

COST8 pts

RANGESelf


AREA OF EFFECT16 Squares ahead

ROLL OUT10 Minutes

DURATIONUp 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 Halved6 SP
Lvl 16 Rollout 1 Min8 SP
Lvl 16 AoE X216 SP

Battle Offense

LEVEL4

STACK99

COST4 pts

RANGEChar Sheet


AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION1 Round

SAVE: 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 X28 SP
Lvl 5 Initiative +44 SP

LEVEL4

+

STACK1

COST4 pts

RANGEMove x2


AREA OF EFFECT1 Creature

ROLL OUTInitiative

DURATION1 Round

SAVE: 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 +44 SP
Lvl 9 Damage +50%8 SP

LEVEL5

STACK1

COST8 pts

RANGEBy Weapon


AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION4 Rounds

SAVE: 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 Initative and ToHIT rolls.

COUNTER: None

ENHANCEMENTS:
Lvl 5 Initiative +44 SP
Lvl 14 Attacks +18 SP

LEVEL5

STACK1

COST8 pts

RANGEBy Weapon


AREA OF EFFECTBy Weapon

ROLL OUTInitiative

DURATION2 Rounds

SAVE: 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 +44 SP
Lvl 9 Damage +50%8 SP

LEVEL6

STACK99

COST8 pts

RANGEBy Weapon


AREA OF EFFECTBy Weapon

ROLL OUTInitiative

DURATION1 Round

SAVE: No Save

Shoot Thru Party to Target





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 annouced BEFORE initiative roll to gain the Initiative bonus of +2.
If not annouced, 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 +44 SP


-Hunter

LEVEL	7			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Held Shot, 1 Target				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.</p> <p>Each attack held gains +6 ToHit & Dmg. Up to a max bonus of +24</p> <p>Hunter keeps prey in sight and fires a carefully aimed shot. Bow or crossbow.</p> <p>If the target is out of sight for an entire round or more the count must start over.</p> <p>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


LEVEL	8	STACK	1	COST	8 pts	RANGE	By Weapon	AREA OF EFFECT	By Weapon	ROLL OUT	Initiative	DURATION	4 hours	SAVE:	No Save
<div></div> <p>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>													<div>COUNTER: None</div> <div>ENHANCEMENTS: Lvl 14 Duration X2 8 SP</div>		


LEVEL	10			STACK	1			COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Blunted Bow Shots (Bow Only)								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
Mounted Melee Attack						12 pts	1 Square	1 Horse	Initiative	1 Battle		
<div>  <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> </div>												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		
<h3>Targeting A Moving Target</h3>  <p>Hunter tracks and shoots. Only can be done with Bows.</p> <p>Allows Bow shots vs Moving targets with no penalties for 1 Rd.</p> <p>Reduces number of attacks by 1. Minimum of 1.</p> <p>Standard riding adjustment is Rider gets +6 AC. Beast gets -2 AC.</p> <p>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	
<div>  <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.</p> <p>LIST OF SPELL IN FULL DESCRIPTION.</p> </div>										

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		
 <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
						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
						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
						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

-Hunter

LEVEL

1

STACK

99

COST

6 pts

RANGE

Touch

AREA OF EFFECT

Self

ROLL OUT

4 Hours


DURATION

Permanent

SAVE:

No Save

Create/Repair Arrows (24)



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

12 pts

RANGE

Touch

AREA OF EFFECT

1d3 Potions

ROLL OUT

4 Hours


DURATION

Used / 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 Halved

6 SP

LEVEL

4

STACK

9

COST

12 pts

RANGE

Touch

AREA OF EFFECT

1d3 Salves

ROLL OUT

4 Hours


DURATION

Used / 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

COST

12 pts

RANGE

Touch

AREA OF EFFECT

1d3 bottles

ROLL OUT

4 Hours


DURATION

Used / 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 Halved

6 SP

LEVEL

8

STACK

99

COST

16 pts

RANGE

Touch

AREA OF EFFECT

1d3 Poultices

ROLL OUT

4 Hours


DURATION

Used / 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 +20

8 SP

Lvl 10 Rollout Halved

6 SP

LEVEL

10

STACK

99

COST

18 pts

RANGE

Touch

AREA OF EFFECT

1d3 Vials

ROLL OUT

4 Hours


DURATION

Used / 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 +20

8 SP

Lvl 10 Rollout Halved

6 SP

LEVEL

11

STACK

99

COST

16.8 pts

RANGE

Touch

AREA OF EFFECT

1 Bag

ROLL OUT

4 Hours


DURATION

Used / 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 +20


8 SP

Lvl 10 Rollout Halved

6 SP

-Hunter

LEVEL	11			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	None for creation
						24 pts	Touch	1 Meal	4 Hours	Used / EOY		




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:Jave Meal Spice
FOCUS:+2 Meals
COUNTER: None
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:	No Save
						3 pts	Touch	1 Shelter	1 Minute	12 Hrs		



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


LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	3x8 Sq Perimeters	30 Minutes	8 Hours		



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 Halved 6 SP
Lvl 14 Damage X2 12 SP


LEVEL	6			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						10 pts	Touch	2x1 Squares	20 Minutes	2 Days		



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 Halved 6 SP
Lvl 17 Hidden 4 SP
Lvl 9 Duration +50% 6 SP

LEVEL	7			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	1 Square	3 x 3 Squares	4 Hours	1 day / Tier		




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 X2 8 SP
Lvl 16 AoE X2 16 SP

Natural Environment


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	May Need Skill Sav
						4 pts	10 Squares	10 Squares	5 Minutes	1 Hour		




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 X2 8 SP

-Hunter

LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Mav Need Skill Sav	GM
						4 pts	2 Squares	1 Animal	20 Minutes	2 Hours		Animal is calmed	




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 Halved	6 SP
Lvl 12	Range X2	8 SP
Lvl 14	Duration X2	8 SP

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		



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		




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:	Mav Need Skill Sav	GM
						4 pts	Self	Traversable Land	10 Minutes	8 Hours		Keep course/speed	



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		




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
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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		



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



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
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