






-Hunter


Battle Actions/Prep


LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	
						8 pts	Self	Self	10 Minutes	Up To 1 day			No surprise.
 <p>Point person initailly surveys the area, then continues to scout a head of the party. Point person moves to be 30 ft ahead of the group, party gains Init+2 for 1st rd of battle Point person acts as a scout watching for potentail issues. Point person is not able use any skills or efforts that require a maintained concentration.</p>													
											COUNTER: None		
											ENHANCEMENTS:		
											Lvl 10	Rollout Halved	6 SP
											Lvl 16	Rollout 1 Min	8 SP
											Lvl 12	AoE X2	6 SP


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			
<div><p>A focus on accuracy rather than speed. Shooter focus' on a single target for the round. Shooter gains +2 ToHIT and +2 Damage per Tier. Plus to damage is NOT per die. Shooter loses 1 attack (Minimum 1). This skill requires the use of a bow / crossbow. Applies to all ranged shots during the round.</p></div>													
											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:	No Save	
Hunters Charge						4 pts	Move x2	1 Creature	Initiative	1 Round			
 <p>Hunter charges up to an enemy for a frontal melee attack. Charge must be a straight path to the 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:Set For Charge Lvl:1		
											ENHANCEMENTS:		
											Lvl 9	Range +50%	6 SP
											Lvl 5	Initiative +4	4 SP
											Lvl 9	Damage +50%	8 SP


LEVEL	5		+	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Instant Ranged Shots						8 pts	by the bow	Self	Instant	1 Round / Tier		
 <p>Hunter is able to use each of their attacks as separate initiatives during the round. Delivers each shot one at a time in the round using an instant rollout for each shot. The Hunter must identify a specific bow for this skill and concentrate on this skill. Multiple bows can get this benefit with separate use of this skill for each bow. Each attack is instant & will be completed before the next attack from another person.</p>												
COUNTER: None												
ENHANCEMENTS:												
Lvl 9 Range +50% 6 SP												
Lvl 14 Duration X2 8 SP												


LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	By Weapon	1 Target	Initiative	4 Rounds			
<div><div></div><div><p>Hunter uses flight bolts with a crossbow to gain distance</p><p>Damage is reduced by 2 points (Min 1). Distance is increased by 8 squares.</p><p>Hunter must use a crossbow with flight bolts. Bows cannot use this skill. No changes to Initiative and ToHIT rolls.</p></div></div>													COUNTER: None
ENHANCEMENTS:													
Lvl 12 Range X2												8 SP	
Lvl 5 Initiative +4												4 SP	



LEVEL	5	<div></div> <div></div>	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 with bows and for ranged attacks. This skill requires the use of a bow and the ToHIT has a penalty of 2. The damage (upon a hit) gains a bonus of +6 Damage. The minimum damage is 8. This applies to all of the Hunters bow shots for the duration.</p>						
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:	No Save	
Held Shot - Single Target						8 pts	By Weapon	1 Target	Initiative	5 Attacks			
				<p>Hunter keeps the target in sight and fires a carefully aimed shot.</p> <p>Each attack held gains +2 ToHIT & Dmg. Up to a max bonus of +10 (5 attacks missed).</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 +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


-Hunter

LEVEL	6	STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Shoot Thru Party to Target				8 pts	By Weapon		By Weapon		Initiative		1 Round				
		<p>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.</p>													
		<p>COUNTER: None</p>													
		<p>ENHANCEMENTS:</p>													
		Lvl 9 Range +50%											6 SP		
		Lvl 5 Initiative +4											4 SP		




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



LEVEL	9			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2						
Mounted Melee Attack						12 pts	1 Square	1 Horse	Initiative	1 Battle	Attack is attempted							
				<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>								<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl</td><td>0</td><td>No Enhancements</td><td>0 SP</td></tr></table>			Lvl	0	No Enhancements	0 SP
Lvl	0	No Enhancements	0 SP															

LEVEL	10			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save		
Blunted Bow Shots (Bow Only)						12 pts	By Weapon	1 Target	Initiative	4 Rounds				
				<p>Hunter aims to subdue, not kill.</p> <p>Full damage is applied till end of round, then only 1/4 of the damage remains.</p> <p>Hunter must use a bow with blunted missiles. Crossbowyers cannot use this skill.</p> <p>No changes to Initiative and ToHIT rolls.</p> <p>Damage is from the critical blunt column. Use 'Blunt' on Criticals chart.</p>								COUNTER: None		
												ENHANCEMENTS:		
												Lvl 14	Duration X2	8 SP

LEVEL	12			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	By Weapon	By Weapon	Initiative	1 Round		
<h2>Targeting A Moving Target</h2>												
		<p>Hunter tracks the movment and shoots!</p> <p>Init+4 and ToHIT+8 vs Moving targets for 1 Rd.</p> <p>Bonuses of +2 per Tier to Initiative and ToHIT</p> <p>Penalties to Number of attacks reduced to half normal. Minimum is 1 attack.</p> <p>Standard 'Moving Target' AC adjustment of AC-4 is accounted for with ToHIT Bonus.</p>										
		<p>COUNTER: None</p>										
		<p>ENHANCEMENTS:</p>										
		<p>Lvl 20 Rollout Instant 16 SP</p>										
		<p>Lvl 12 Range X2 8 SP</p>										
		<p>Lvl 9 Damage +50% 8 SP</p>										


Battle Reaction

LEVEL	5		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Observe: 2								
Disruptive Factor					8 pts	8 Squares	3x3 Squares	Instant	2 Rounds		Not Disrupted								
			<p>Character draws attention to themselves in attempt to interrupt others.</p> <p>This action might disrupt other actions or break concentration of others.</p> <p>All the Targets in the AoE must pass the Save to not be affected/interrupted.</p> <p>Enhancements are able to increase the range.</p> <p>This is a Counter Action and can only be used once in a round.</p>									<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr></table>		Lvl 18	Range X4	10 SP	Lvl 12	Range X2	8 SP
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			
			<p>Rogue take AAO as target enters the battle</p> <p>Allows Rogue an Attack of Opportunity when a target enters into melee range.</p> <p>This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.</p> <p>Rogue can interrupt the battle, resolve the Extra attack, then the battle continues.</p>								<p>COUNTER:Avoid An AoO - ROG Lvl:1</p> <p>ENHANCEMENTS:</p> <p>Lvl 0 No Enhancements 0 SP</p>	

-Hunter

Class Specialty

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	1 Salve	4 Hours	End Of Year		
<div>  <div> <h3>Create Singer's Salve</h3> <p>Hunter creates a Singer's Salve</p> <p>Affects DOT damage, +2 per cycle, HNT: +4 per cycle.</p> <p>Need: Campfire, 12 SP, 4 Hours, and Bittercress leaf, Wild garlic oil, Rocko's.</p> </div> </div>												
											<div> <div>CREATE:Singers Salve</div> <div>FOCUS:+2 Salves</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div> </div>	

[illegible]

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	
Skinning A Hide				4 pts	Self	Animal	12 Hours	Permanent			1 hide
 <p>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)</p>				<div> <div>CREATE:A Hide from Skinning</div> <div>FOCUS:2 Hides</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved</div> <div>6 SP</div> </div>							

LEVEL

5

STACK

99

COST

8 pts

RANGE

Touch

AREA OF EFFECT

1 Salve

ROLL OUT

4 Hours

DURATION

Used / EOY

SAVE:

SNS: 2

Revive to weakness

Create

Revive

Salve

Workshop/kitchen IS required.

Qty:1-3. Heals Unconscious creature 1d3 HP and revives for 30 min if Save passes

1 bunch of Bittercress leaves, 1 jar of Pine sap, 1 jar of Oak sap, Hunters Kit and KITCHEN required.

CREATE:

FOCUS:+2 Salves

COUNTER: None

ENHANCEMENTS:

Lvl 0 No Enhancements 0 SP

LEVEL

6

STACK

99

COST

8 pts

RANGE

Touch

AREA OF EFFECT

Self

ROLL OUT

4 Hours

DURATION


Permanent

SAVE:

No Save

Make/Repair

Arrows



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:

FOCUS: Required

COUNTER: None

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 1

Create Crude Arrows

0 SP

LEVEL

7

STACK

99

COST

8 pts

RANGE

Touch

AREA OF EFFECT

1 Poultice

ROLL OUT

4 Hours

DURATION


Used / EOY

SAVE:

SKL: 2

Help Sick/Disease

Create Health Poultice



Hunter creates a Poultice.

Qty:1-3. Helps recover from Sickness/Disease by making the Save column one better (-1).

Sickness/Disease rolls are done in the morning using the Health:2 Save.

Requires a campfire and a Hunters Kit.

CREATE:

FOCUS:+2 Poultices

COUNTER: None

ENHANCEMENTS:

Lvl 14

Save -1 Col

8 SP

Lvl 10

Rollout Halved

6 SP

LEVEL

7

STACK

99

COST

8 pts

RANGE

Touch

AREA OF EFFECT

1 dose

ROLL OUT

4 Hours

DURATION


Used / EOY

SAVE:

SNS: 2

Attacked

Create Repellent Oil



End result: 3 Small corked jars of repellent.

Qty:1-3. Repels Insects. Save column one better (col -1).

Ingredients are Honeysuckle, Palm, Marshdaisy.

Requires a campfire and a Hunters Kit.

CREATE:

FOCUS:+2 Doses.

COUNTER: None


ENHANCEMENTS:


Lvl 0


No Enhancements

0 SP


-Hunter


LEVEL	10		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	
					12 pts	Touch	1 Vial	4 Hours	Used / EOY	Clears Daze/Stun		
 <p>Hunter creates an inhalent. Qty:1-3. Dazed or stunned become clear headed with Save. This helps Save column. (Col-1). Requires a campfire and a Hunters KIT. Hunter creates an inhalent. Ingredients are Garlic, Ginger, Hemlock.</p>												
<div>CREATE: FOCUS:+2 Vials COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP Lvl 10 Rollout Halved 6 SP</div>												

LEVEL	11		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 1	
					12 pts	Touch	1 Jar	4 Hours	Used / EOY	Stay Awake		
 <p>Hunter creates a very recognizably tasty tea which helps with Skill Point recovery. Qty:1-3. Deeper sleep and raises Skill Pts at 6am. Pts + 2. Hunter creates a very recognizably tasty tea which helps with Skill Point recovery. Cabbage, Ginger, Palm, Oak, KIT</p>												
<div>CREATE: FOCUS:+2 Jars COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP Lvl 10 Rollout Halved 6 SP</div>												


LEVEL	11		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
					12 pts	Touch	1 Meal	4 Hours	Used / EOY	Stay awake 48 hrs		
 <p>Hunter creates a bit of spice. Qty:1-3. Recipeint will remain alert 48 hrs. (cannot be past 48). Hunter creates a small edible that will keep the person awake for most of the day. 1 does per 24 hours. Ingredients are Anise, Peppermint, Hemlock. Requires a campfire and a Hunters KIT.</p>												
<div>CREATE: FOCUS:+2 Meals COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP Lvl 10 Rollout Halved 6 SP</div>												


Communication

LEVEL	4		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)			
 <p>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.</p>												
<div>CREATE: - No creations. Usable only COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP Lvl 14 Duration X2 8 SP</div>												

LEVEL	4		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	
					4 pts	Self	6x6 Squares	Initiative	20 Minutes	Success		
 <p>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.</p>												
<div>COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 12 Rollout Init 12 SP</div>												


Fences and Shelters

LEVEL	2		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
					4 pts	Touch	2x1 Squares	20 Minutes	8 Hours	Created		
 <p>The hunter creates a shelter out of avialable materials Creates temporary shelter for 10 persons. 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>												
<div>CREATE: 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</div>												

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			
 <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>												
<div>COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Damage X2 12 SP</div>												


-Hunter

LEVEL	3		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Create Temporary Shelter (3 ppl)					4 pts	Touch	1 Shelter	10 Minutes	2 Days		



Quickly built (1 min) & lasts 2 days, unless rough weather. Very heavy rains and/or heavy winds will destroy this.

- Shelter fits up to 3 people.
- Any rolls to help the sick or diseased gains five (+5).


CREATE: 

COUNTER: None

ENHANCEMENTS:


Lvl 0	No Enhancements	0 SP
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LEVEL	7		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Hunters Hidden Shelter (4 ppl)					8 pts	1 Square	3 x 3 Squares	1 Hour	8 Hours / Tier		



Hunter creates a hunting blind for up to 4 people. Inhabitants should be aware of possible issues:

- High winds will knock this down
- smoke from fires may be noticed
- Not useable in obvious locations (urban)

CREATE: 

COUNTER: None

ENHANCEMENTS:

Lvl 14	Duration X2	8 SP
Lvl 12	AoE X2	6 SP

Find or Reveal

LEVEL	1		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
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LEVEL	12		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Find/Follow Trail					12 pts	Self	1 Mark	20 Minutes	24 Hours		



Hunter becomes the tracker.
Succeed=GM rolls characters SKL:2. Move x 1/2.
Movement is reduced in half.
To move full speed and attempt tracking GM uses SKL:3 Save.


COUNTER:Cover Trail - HNT Lvl:1 

ENHANCEMENTS:


Lvl 10	Rollout Halved	6 SP
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Healing and Rest

LEVEL	2		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Apply A Field Bandage					0 pts	Touch	1 Creature	Initiative	Permanent		



Once per battle per target. Always binds. HP+1
Use of Hunter Kit (Out of battle) gives an additional +2 HP.
Hunter slaps on a hurried bandage that binds the wound and heals 1 HP.
If applied after a healing spell this skill has no effect.
Requires a campfire. (Kit/Kitchen NOT required)


FOCUS:none 


COUNTER: None

ENHANCEMENTS:


Lvl 20	Rollout Instant	16 SP
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Hide or Obscure

LEVEL	9		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Cover Trail					12 pts	Touch	1 Mark Trail	20 Minutes	12 Hours		



Hunter slows down to ensure no trail is left behind.
Hunters 'might' uncover trail. Max:1 mark covered.
Hunter slows down to ensure no trail is left behind.
Attempts to cover trail at full speed require GM to roll characters SKL:3 .

COUNTER:Find/Follow Trail- HNT Lvl:1 

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
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-Hunter

Natural Environment

LEVEL

2

STACK

99

COST

4 pts

RANGE

10 Squares

AREA OF EFFECT

10 Squares

ROLL OUT

5 Minutes


DURATION

1 Hour

SAVE:

No Save

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 X2 8 SP

LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
				4 pts	2 Squares	1 Animal	20 Minutes	2 Hours		Animal is calmed	
		<p>The hunter calms a wild animal in their own way.</p> <p>Some animals flee before effect happens. Hunter and animal use comparison Save.</p> <p>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.</p> <p>Must Save using column 2, but can use column 1 if the situation fits (as per GM).</p>									
											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:	No Save
Hunt/Fish/Gather				4 pts		Self		20x20 Squares		9 Hours		Rollout					
 <p>Able to hunt, fish, or gather once per day Skill Save:2 to be rolled, but adjusted for region. Roll a d6 per Tier for number of meals acquired.</p>																	

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



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

ENHANCEMENTS:

Lvl

0

No Enhancements

0 SP

Traveling (PMP)

LEVEL

1

STACK

COST

4 pts

RANGE

Self

AREA OF EFFECT

Traversable Land

ROLL OUT


10 Minutes

DURATION

8 Hours

SAVE:

No Save



Hunter is able to stay on course when no path or road is available.

Hunter is able to guide up to 10 people while maintaining the normal road speed.

Extreme environments require the GM roll a SKL:2 Save to keep the course and speed.

The Hunter can use this skill while also being the point person.

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	8			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:		SKL: 3	
Hunters Stare (1-4 days)						8 pts		Self		Self		10 Minutes		12 Hours				Able to do this.	
				<p>Hunter zones out as they walk a preset direction</p> <p>Walk X3 in 20 Hrs, Surprise likely, Encounters unlikely, 3 rounds to wake</p> <p>Hunter zones out as they walk a preset direction</p>												<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 14 Duration X2 8 SP</p>			

Utility or Misc

LEVEL

2

STACK

99

COST

4 pts

RANGE

Touch

AREA OF EFFECT

Kindling

ROLL OUT

10 Minutes


DURATION

Permanent

SAVE:

SKL: 1

start fire



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

ENHANCEMENTS:

Lvl 0

No Enhancements

0 SP

LEVEL

3

STACK

1

COST

4 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

10 Minutes


DURATION

18 Hours

SAVE:

No Save

Mental Alarm Clock



Able to set a time and wake up at that time.

Fighter reviews the surroundings to understand normal sounds are 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.

COUNTER: None

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 14

Duration X2

8 SP