

Battle Actions/Prep

| LEVEL | 1 | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: |
|-------|---|-------|---|-------|-------|----------------|----------|------------------------|---------|
| | | | | 4 pts | Touch | 1 Item | 1 Minute | 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 Position

Point person initially surveys the area, then continues to scout a head of the party.
Party gains Init+2 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.
Hunter must move to 16sq ahead of group

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

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 | Per weapon | within Range | 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 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 | By Weapon | Initiative | 2 Rounds | No Save |

Penetrating Shots

Hunter focus' on burying the arrows deep into the targets the cost of accuracy.
This skill only works for ranged bow attacks.
Adds 4 damage per Tier 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 | 5 | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: |
|-------|---|-------|---|-------|-----------|----------------|------------|----------|---------|
| | | | | 8 pts | By Weapon | 1 Target | Initiative | 4 Rounds | No Save |

Xbow:Long Dist Shots

Hunter uses a crossbow with this skill to gain distance.
Distance is increased by 16 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 | 7 | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: |
|--|--|--|----|--------|-----------|----------------|------------|-----------|---------|
| | | | | 8 pts | By Weapon | 1 Target | Initiative | 5 Attacks | No Save |
| Held Shot, 1 Target | | | | | | | | | |
|  | 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). | 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 | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: |
| | | | | 8 pts | By Weapon | By Weapon | Initiative | 4 hours | No Save |
| Critical Shot 19-20 | | | | | | | | | |
|  | 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. | COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 8 SP | | | | | | | |
| LEVEL | 10 | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: |
| | | | | 12 pts | By Weapon | As per Weapon | Initiative | 4 Rounds | No Save |
| Blunted Bow Shots | | | | | | | | | |
|  | 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). | COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 8 SP | | | | | | | |
| LEVEL | 11 | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: |
| | | | | 12 pts | 1 Square | 1 Horse | Initiative | 1 Battle | No Save |
| Mounted Melee Attack | | | | | | | | | |
|  | 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. | COUNTER: None | | | | | | | |
| LEVEL | 12 | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: |
| | | | | 12 pts | By Weapon | By Weapon | Initiative | 1 Round | No Save |
| Moving Target Shot | | | | | | | | | |
|  | Hunter tracks and shoots. Only can be done with Bows or crossbow. 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. | COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 12 Range X2 8 SP Lvl 9 Damage +50% 8 SP | | | | | | | |
| LEVEL | 13 | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: |
| | | | | 16 pts | By Weapon | 1 Target | Initiative | 1 Round | No Save |
| Ranged Sucker Shot(s) | | | | | | | | | |
|  | 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. | COUNTER: None ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 17 Damage +8 / die 16 SP Lvl 12 AoE = 2 Recipients 10 SP | | | | | | | |
| LEVEL | 15 | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: |
| | | | | 16 pts | By Weapon | 1 Target | Initiative | 1 Round | No Save |
| Unstable Shooting | | | | | | | | | |
|  | Hunter uses a ranged weapon while shooting from an unstable position. Instability could be: Ships deck, Horseback, Slipping, Walking backwards, etc. . . Potentially negates some of the downsides of being unstable as your attempt to shoot. A ranged weapon must be used. The weapon will only have half of the normal distance. Full walking movement. Cannot move faster than a walk. | COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP Lvl 17 Damage +8 / die 16 SP | | | | | | | |

Battle Reaction

| | | | | | | | | |
|------------------------------|--|----------|------------|-----------------|-------------------------|------------------|-------------------|--|
| LEVEL 5 | | STACK 99 | COST 8 pts | RANGE 8 Squares | AREA OF EFFECT 1 Target | ROLL OUT Instant | DURATION 2 Rounds | SAVE: Senses Comparison Not Disrupted |
| Disrupt Concentration | | | | | | | | |



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 4 pts | RANGE Melee Wpn Range | AREA OF EFFECT Self | ROLL OUT Instant | DURATION 1 Round | SAVE: No Save |
| AoO on Melee Entry | | | | | | | | |



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.

COUNTER: No Counter Available. Lvl:1

Class Specialty

| | | | | | | | | |
|-------------------------------|--|---------|-------------|-------------|--------------------------|------------------|--------------------|---------------|
| LEVEL 1 | | STACK 9 | COST 12 pts | RANGE Touch | AREA OF EFFECT 1d3 Wraps | ROLL OUT 4 hours | DURATION Permanent | SAVE: No Save |
| Create A Field Bandage | | | | | | | | |



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 4 pts | RANGE Self | AREA OF EFFECT Animal | ROLL OUT 12 Hours | DURATION Permanent | SAVE: No Save |
| Skinning A Hide | | | | | | | | |



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 4 pts | RANGE Touch | AREA OF EFFECT Kindling | ROLL OUT 10 Minutes | DURATION Permanent | SAVE: No Save |
| Make Fire with Sticks | | | | | | | | |



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

COUNTER: None

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



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

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



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

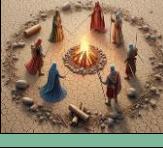
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|---|---|-------|------|-------------|------------|----------------|----------|----------|---------------|--|--|--|
| LEVEL | 4 | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: No Save | | | |
| Soft Nature Sounds | | 4 pts | 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 |
| Create Singer's Salve | | | 12 pts | | Touch | 1d3 Salves | 4 Hours | Used / EOY | | |

| | | | | | | | | | | | | | | | | | |
|-------|---|--------------------------|--------------------------|-------|----|------|--------|-------|-------|----------------|-------------|----------|---------|----------|------------|-------|-------------------|
| LEVEL | 7 | <input type="checkbox"/> | <input type="checkbox"/> | STACK | 99 | COST | 12 pts | RANGE | Touch | AREA OF EFFECT | 1d3 bottles | ROLL OUT | 4 Hours | DURATION | Used / EOY | SAVE: | None for creation |
|-------|---|--------------------------|--------------------------|-------|----|------|--------|-------|-------|----------------|-------------|----------|---------|----------|------------|-------|-------------------|

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|----------------------------------|----------|-------|----|------|--------|-------|-------|----------------|---------------|----------|---------|----------|------------|-------|-------------------|
| 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 | | | | | | | | | | | | | | | |

| LEVEL | 10 | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: |
|--|----|-------|----|----------|----------|-------------------|------------|--------------|-------------------|
| | | | | 18 pts | Touch | 1d3 Vials | 4 Hours | Used / EOY | None for creation |
| Create Midens 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. | | | | | | | | | |
| | | | | 16.8 pts | Touch | 1 Bag | 4 Hours | Used / EOY | 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. | | | | | | | | | |
| | | | | 24 pts | Touch | 1 Meal | 4 Hours | Used / EOY | None for creation |
| Create Java Meal Spice  Hunter creates a bit of spice. Qty:1d3 doses created. Recipient 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. Noticeable & distinct taste. | | | | | | | | | |
| 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)  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. | | | | | | | | | |
| | | | | 4 pts | Touch | 5x5 Sq Perimeters | 30 Minutes | 8 Hours | No Save |
| Perimeter Safety  Hunter uses materials from the environment to alert the party of intruders. 5x5 perimeter. Snaps/breaks/cracks sounds when crossed. Hunter uses materials from the environment to alert the party of intruders. | | | | | | | | | |
| | | | | 10 pts | Touch | 2x3 Squares | 20 Minutes | 2 Days | No Save |
| Hunters Hut (10 ppl)  The hunter creates a shelter out of available materials Creates temporary shelter for 10 persons. Inside= Fragility Max time -1. The hunter creates a shelter out of available materials. If left up the shelter will fall after 2 days. After duration the shelter will no longer keep the weather out. | | | | | | | | | |
| | | | | 12 pts | 1 Square | 3 x 3 Squares | 4 Hours | 1 day / Tier | No Save |
| HIDDEN Shelter  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:Maidens Breath | |
| FOCUS:+1 Bottle | |
| COUNTER: None | |
| ENHANCEMENTS: | |
| Lvl 14 Save Roll +20 | 8 SP |
| Lvl 10 Rollout Halved | 6 SP |

| | |
|-----------------------|------|
| CREATE:Aelene's Tea | |
| FOCUS:+1 Serving | |
| COUNTER: None | |
| ENHANCEMENTS: | |
| Lvl 14 Save Roll +20 | 8 SP |
| Lvl 10 Rollout Halved | 6 SP |

| | |
|------------------------|------|
| CREATE:Java Meal Spice | |
| FOCUS:+2 Meals | |
| COUNTER: None | |
| ENHANCEMENTS: | |
| Lvl 14 Save Roll +20 | 8 SP |
| Lvl 10 Rollout Halved | 6 SP |

Nae'Ems

| | | | | | | | | | |
|-------------------------------|--------|--|----------|-------------|-------------------|-------------------------|-----------------|--------------------|---------------|
| LEVEL 14 | NAE'EM | | STACK 99 | COST 48 pts | RANGE 1 Recipient | AREA OF EFFECT 1 Target | ROLL OUT 1 Week | DURATION Permanent | SAVE: No Save |
| Bestow House Authority | | | | | | | | | |

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.

Natural Environment

| | | | | | | | | |
|-------------------|--|----------|------------|------------|---------------------|---------------------|-----------------|---------------|
| LEVEL 1 | | STACK 99 | COST 4 pts | RANGE Self | AREA OF EFFECT Self | ROLL OUT Initiative | DURATION 1 Hour | SAVE: No Save |
| Find North | | | | | | | | |

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

| | | | | | | | | |
|------------------------|--|----------|------------|------------------|---------------------------|--------------------|-----------------|--------------------------|
| LEVEL 2 | | STACK 99 | COST 4 pts | RANGE 10 Squares | AREA OF EFFECT 10 Squares | ROLL OUT 5 Minutes | DURATION 1 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.

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|--------------------|--|---------|------------|-----------------|-------------------------|---------------------|------------------|--|
| LEVEL 3 | | STACK 3 | COST 4 pts | RANGE 2 Squares | AREA OF EFFECT 1 Animal | ROLL OUT 20 Minutes | DURATION 2 Hours | SAVE: Comparison SKL Animal is calmed |
| 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).

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|-------------------------|--|---------|------------|------------|------------------------------|------------------|------------------|--------------------------|
| LEVEL 3 | | 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 | | | | | | | | |

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.

| | | | | | | | | |
|----------------------------|--|---------|------------|------------|----------------------|-------------------|--------------------|---------------|
| 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: $6d20 + 5/\text{assistant}$.
Cook: 1 hr per 30 meals

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|-----------------------|--|-------|------------|------------|---------------------------------|---------------------|------------------|--|
| LEVEL 1 | | STACK | COST 4 pts | RANGE Self | AREA OF EFFECT Traversable Land | ROLL OUT 10 Minutes | DURATION 8 Hours | SAVE: May Need Skill Sav GM 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.

| 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 3 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 | | | | | | | | | | |
| <p>COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 8 SP</p> | | | | | | | | | | |
| LEVEL | 9 | 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 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. | | | | | | | | | | |
| <p>COUNTER:Find/Follow Trail- HNT Lvl:1 🌱 ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP</p> | | | | | | | | | | |
| LEVEL | 12 | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | Skill |
| | | | | 12 pts | Self | 1 Mark | 12 Hours | Rollout | | Find Follow ✘ |
| Find Wilderness Trail | | | | | | | | | | |
| Hunter becomes the tracker. Succeed=GM rolls Skill Save to find/follow Movement is reduced in half. | | | | | | | | | | |
| <p>COUNTER:Cover Trail - HNT Lvl:1 🌱 ENHANCEMENTS: Lvl 14 Duration X2 8 SP</p> | | | | | | | | | | |