

Battle Actions/Prep

LEVEL

5

STACK

1

COST

8 pts

RANGE

Self

AREA OF EFFECT

16 Squares ahead

ROLL OUT

10 Minutes


DURATION

Up To 1 day

SAVE:

No Save

Point 80 ft Ahead



Point person initailly surveys the area, then continues to scout a head of the party.

Point person moves 80 ft ahead of the group, party gains Init+4 for 1st rd of battle

Hunter acts as a scout (Point person) watching for potential issues.

Hunter is not able use any skills or efforts that require a maintained concentration.

COUNTER: None

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 16

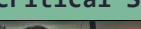
Rollout 1 Min

8 SP

Lvl 16

AoE X2

16 SP

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

LEVEL

16

STACK

1

COST

16 pts

RANGE

Melee

AREA OF EFFECT

1 Creature

ROLL OUT


Pre-battle

DURATION

Instant

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

LEVEL

4

STACK

1

COST

4 pts

RANGE

Move x2

AREA OF EFFECT

1 Creature

ROLL OUT

Initiative


DURATION

1 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 +4	4 SP
Lvl 9	Damage +50%	8 SP


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


LEVEL	5			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SOURCE	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.</p> <p>This skill only works for ranged bow attacks.</p> <p>Adds 6 damage for all shots,</p> <p>Subtracts 2 from the ToHITs.</p> <p>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

-Hunter


[illegible]


LEVEL	7			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>Keeps the target in sight and fires a carefully aimed shot. Pre-battle is possible. Each attack held gains +2 ToHit & Dmg. Up to a max bonus of +10 (5 attacks missed). Hunter keeps prey in sight and fires a carefully aimed shot. Bow or crossbow. If the target is out of sight for an entire round or more the count must start over. Each successive attack w/ same target +2 ToHit and Damage(Max +10).</p>																
<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Range +50%</td><td>6 SP</td></tr><tr><td>Lvl 5</td><td>Initiative +4</td><td>4 SP</td></tr></table>												Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP	Lvl 5	Initiative +4	4 SP
Lvl 12	Range X2	8 SP																		
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Lvl 5	Initiative +4	4 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		As per Weapon		Initiative		4 Rounds			
	<p>Hunter aims to subdue, not kill.</p> <p>Full damage is applied till end of round, then only 1/2 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 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			
		<p>Character is able to direct a trained mount into battle.</p> <p>Only 1 attack when moving. Max 2 attacks when stopped.</p> <p>Requires the use of a trained mount.</p> <p>Single handed weapons only.</p> <p>Character is only able to use small or buckler shield.</p>															
		COUNTER: None															

LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
12		1	12 pts	By Weapon	By Weapon	Initiative	1 Round	No Save
Targeting A Moving Target								
<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						

LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
13		1						No Save
Ranged Sucker Shot(s)								
			16 pts	By Weapon	1 Target	Initiative	1 Round	
 <p>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 ungarded 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

LEVEL	15			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save									
Moving And Shooting						16 pts	By Weapon	1 Target	Initiative	1 Round										
				<p>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. Number of attacks are halved. Minimum of 1. Full walking movement.</p>																
				<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 17</td><td>Damage +8 / die</td><td>16 SP</td></tr></table>								Lvl 12	Range X2	8 SP	Lvl 14	Duration X2	8 SP	Lvl 17	Damage +8 / die	16 SP
Lvl 12	Range X2	8 SP																		
Lvl 14	Duration X2	8 SP																		
Lvl 17	Damage +8 / die	16 SP																		

Battle Reaction

LEVEL5

JUST

STACK99

COST8 pts

RANGE8 Squares


AREA OF EFFECT3x3 Squares

ROLL OUTInstant

DURATION2 Rounds

SAVE: Senses

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 X410 SP
Lvl 12 Range X28 SP

LEVEL6

+

STACK99

COST4 pts

RANGEMELEE


AREA OF EFFECTSelf

ROLL OUTInstant

DURATION1 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

LEVEL1

STACK9

COST0.40 pts

RANGETouch


AREA OF EFFECT1d3 Wraps

ROLL OUT4 hours

DURATIONPermanent

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 Instant16 SP

LEVEL1

STACK99

COST4 pts

RANGESelf


AREA OF EFFECTAnimal

ROLL OUT12 Hours

DURATIONPermanent

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 Halved6 SP

LEVEL2

STACK99

COST4 pts

RANGETouch


AREA OF EFFECTKindling

ROLL OUT10 Minutes

DURATIONPermanent

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

FOCUS: COL -1

COUNTER: None

LEVEL3

STACK1

COST4 pts

RANGESelf


AREA OF EFFECTSelf

ROLL OUT10 Minutes

DURATION24 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 Halved6 SP
Lvl 14 Duration X28 SP

Communication

LEVEL3

STACK99

COST4 pts

RANGE6 Squares


AREA OF EFFECT1 Square

ROLL OUT1 Minute

DURATION1 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 Halved6 SP
Lvl 16 Rollout 1 Min8 SP
Lvl 14 Duration X28 SP

-Hunter

LEVEL

4

STACK

99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

Mimic 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

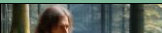


16 SP

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				
	<p>Hunter creates a Singer's Salve</p> <p>1d3 Salves created. DOT Damage, heal 2 per cycle, HNT: Heal 4 per daily cycle.</p> <p>Does NOT require a kitchen or lab. Does require basic cooking gear.</p> <p>Ingredients listed as Bittercress leaf, Wild garlic oil, and Rocko's Hot Water.</p> <p>Concoction originally created by the character Reginal "Singer"</p>														<div>CREATE:Singers Salve</div> <div>FOCUS:+1 Salves</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved</div> <div>6 SP</div>	<div></div> <div></div>

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




Hunter uses a sharp blade, skill, time and materials to create arrows.
 Kit required for all except blunt & crude arrows.

- Tier 1: 12 crude or blunt arrows.
- Tier 2: 12 standard arrows, require 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		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SOURCE / SAVE:
	2		9	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

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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	None for creation
Create Repellent Oil						12 pts	Touch	1d3 bottles	4 Hours	Used / EOY		
 <p>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.</p>				<div>CREATE:Repellent Oil</div> <div>FOCUS:+1 Bottle</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div>								

LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	
8	 	99	16 pts	Touch	1d3 Poultices	4 Hours	Used / EOY	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

-Hunter

LEVEL	10			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	None for creation
Create Maidens Breath (Inhalent)						18 pts	Touch	1d3 Vials	4 Hours	Used / EOY		



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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	None for creation
Create Aelenes Tea						16.8 pts	Touch	1 Bag	4 Hours	Used / EOY		



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

LEVEL	11			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	None for creation
Create Java Meal Spice						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:Java 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
Create LeanTo Shelter (2 ppl)						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
Perimeter Safety						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
Hunters Hut (10 ppl)						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
Hunters HIDDEN Shelter (5 ppl)						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

Nae'Ems

LEVEL14

NAE'EM

STACK99

COST48 pts

RANGE1 Recipient

AREA OF EFFECT1 Target

ROLL OUT1 Week

DURATIONPermanent

SAVE: No Save



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 Alliegence

COUNTER: None

Natural Environment

LEVEL1

STACK99

COST4 pts

RANGESelf

AREA OF EFFECTSelf

ROLL OUTInitiative

DURATION1 Hour

SAVE: No Save



Reviews surrounding area.

GM indicates direction of North.

Reviews surrounding area.

COUNTER: None

ENHANCEMENTS:
Lvl 20 Rollout Instant16 SP

LEVEL2

STACK99

COST4 pts

RANGE10 Squares

AREA OF EFFECT10 Squares

ROLL OUT5 Minutes

DURATION1 Hour

SAVE: May Need Skill Sav



Use of 'Calm Animal' skill will greatly help this effort.

Approaching animals and not alarming them (much). No attacks.

How close depends on the animal, situation, and the level of the hunter.

If started outside of range the animal may leave while not noticing the hunter.

Using this within range means the animal is aware, and hopefully not scared.

COUNTER: None

ENHANCEMENTS:
Lvl 12 Range X28 SP

LEVEL3

STACK99

COST4 pts

RANGE2 Squares

AREA OF EFFECT1 Animal

ROLL OUT20 Minutes

DURATION2 Hours

SAVE: May Need Skill Sav

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 Halved6 SP
Lvl 12 Range X28 SP
Lvl 14 Duration X28 SP

LEVEL3

STACK1

COST4 pts

RANGESelf

AREA OF EFFECT20x20 Squares

ROLL OUT9 Hours

DURATIONRollout

SAVE: May Need Skill Sav



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

LEVEL8

STACK1

COST8 pts

RANGESelf

AREA OF EFFECTOcean

ROLL OUT16 Hours

DURATIONPermanent

SAVE: No Save



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)

LEVEL1

STACK

COST4 pts

RANGESelf

AREA OF EFFECTTraversable Land

ROLL OUT10 Minutes

DURATION8 Hours

SAVE: May Need Skill Sav

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 Halved6 SP
Lvl 16 Rollout 1 Min8 SP

-Hunter

LEVEL

9

STACK

1

COST

12 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

10 Minutes

DURATION

20 Hours

SAVE: No Save



Hunter zones out as they walk a preset direction

Walk X3 in 20 Hrs, Surprise likely, Encounters unlikely, 2 rounds to fully wake.

Hunter zones out as they walk a preset direction

COUNTER: None

ENHANCEMENTS:

Lvl 14 Duration X2 8 SP

LEVEL

9

JUST

?

STACK

99

COST

12 pts

RANGE

Touch

AREA OF EFFECT

Trail 1 Mark Long

ROLL OUT

12 Hours

DURATION

Permanent

SAVE: No Save



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

JUST

?

STACK

1

COST

12 pts

RANGE

Self

AREA OF EFFECT

1 Mark

ROLL OUT

20 Minutes

DURATION

12 Hours

SAVE: Skill

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