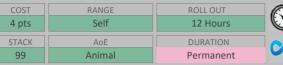
## . Skinning A Hide

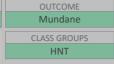
LEVEL Tier 1

Save needed. Size by Tier. 1st:2x4, 3rd:3x6, 5th:6x6.





COLLE	CTION	
Class Sp	pecialty	
SAVE	COL	
SKL	1	( )





Created by COPILOT

#### Details:

- At Tier 1 hunter is able to skin smaller animals (Sheep and smaller),
  - Provides a medium quality hide up to 2x4 ft / 60x120 cm.
- At Tier 3 hunter is able to skin medium animals (deer and smaller).
  - Provides a medium quality hide up to 3x6 ft / 90x180 cm.
- At Tier 5 hunter is able to skin large animals (grizzle bears and smaller).
  - Provides a medium quality hide up to 6x6 ft / 180x180 cm.

#### WHAT THIS DOES:

- Does only affect creatures with hides.
- Does work hides into medium quality but no edging or forming done,
  - Only one tenth of normal value if sold.
- Does include a curing process.

#### WHAT THIS DOES NOT DO:

- Does NOT work on living animals.
- Does NOT yield any product if,
  - Process is interrupted or stopped before end of duration,
  - Save fails.

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

A Hide from Skinning

- By tier: 1st 2x4, 3rd 3x6, 5th 6x6.
- Non Hunters: not able to create this.
- Need: Campfire, 4 SP, 12 Hours.
  - Animal carcass, Salt, common stone.
- Market: 99 Max, Buy:2 GP, Sell:5 SP.

#### **Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6

- Hunters Kit is NOT passive.
- Yeilds 2 hides



## Find North

#### GM indicates direction of North.

COST	RANGE	ROLL OUT
4 pts	Self	Initiative
STACK	AoE	DURATION
99	Self	1 Hour



COLLEC	CTION	
Natural Env	/ironm	ent
SAVE	COL	
none		

OUTCOME Mundane HNT



Created by BING AI

#### Details:

- GM indicates which direction is north.

#### WHAT THIS DOES:

- Does take 6 seconds (a round) to review the surroundings.
- Does allow the hunter to use this in battle.
- Does determine where North is.

#### WHAT THIS DOES NOT DO:

- Does NOT allow the hunter to teach this to non-hunters.
- Does NOT reveal the location of any other direction.

#### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### **Creations:**

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

#### **Enhancements:**

LVL ENHANCEMENTS COST 20 Rollout Instant

#### Focus Items and/or Kits:

## Create Singer's Salve

LEVEL

Affects DOT damage, +2 per cycle, HNT: +4 per cycle.

COST 4 pts	RANGE Touch	ROLL OUT 4 Hours		COLLECTION Creations	OUTCOME Mundane
STACK 99	AoE 1 Salve	DURATION End Of Year	1	SAVE COL none	CLASS GROUPS HNT



Created by COPILOT

#### Details:

- Recipe for 3 Salves,
  - 1 Bunch of Bittercress Leaf.
  - 1 Jar of Wild Garlic Oil,
  - 1 shot of Rocko's Hot Water.
  - All ingredients stay fresh until New Year, if kept within Hunter's Herb Sack.
- Anyone can give 2 HP per cycle of DOT, Hunter gives 4 HP per cycle of DOT.
  - Note: Casters casting ANY healing spell works as normal.
  - If the person is healed mid cycle the Hunters salve still adds +2 SP in that cycle.

Concoction originally created by the character Reginal "Singer".

#### WHAT THIS DOES:

- Does require the Hunter to cook for 4 hours,
  - requires constant attention of the Hunter,
  - Only other activity allowed during 4 hrs is talking, (no casting or other actions)
    - Workshop/kitchen is NOT required, but a campfire is needed.
- Does allow the Hunter to repeat this up to 3 times per day,
  - each effort takes 4 hours and requires a separate set of ingredients.

#### WHAT THIS DOES NOT DO:

- Does NOT use any magical process to create the concoction.
- Does NOT allow the creation of more than 9 concoctions.

#### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

Singers Salve

- Affects DOT damage, +1 per cycle.
- HNT: +2 per cycle.
- Need: Campfire, 12 SP, 4 Hours.

Bittercress leaf, Wild garlic oil, Rocko's.

- Market: 9 Max, Buy: 35 GP, Sell: 14 GP.

#### **Enhancements:**

LVL ENHANCEMENTS COST 10 Rollout Halved



- Hunters Kit is is NOT passive.
- Makes 2 additional Salves



4 pts

99

## **Create Sunrise Potion**

LEVEL

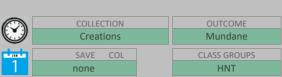
Yeild of 1d3 Potions. Effect: Heal +2/+4 HP @ Sunrise.

ROLL OUT

4 Hours

DURATION

Used / EOY





Created by COPILOT

#### Details:

RANGE

Touch

AoE

1 Potion

- Recipe for 3 potions,
  - 1 Bunch of Anise Leaf
  - 1 Jar of Ginger Oil,
  - 1/4 cup of honey,
  - All ingredients stay fresh until New Year, if kept in Hunters Herb Sack.
- This potion can be used at any time of the day, but will have the effect the next morning.
  - Any person can apply this potion for 2 HP to the morning HP gain for the creature.
  - If a Hunter applies this potion for 5 HP to the morning HP gain for the creature.

#### WHAT THIS DOES:

- Does require a Saving Throw after each Batch.
  - GM may change Save Column based on conditions.
  - Failure means ingredients used but no Potion(s) created.
- Does yield three Sunrise Potions.
- Does require the Hunter to cook for 4 hours,
  - requires constant attention of the Hunter,
  - Only other activity allowed during 4 hrs is talking, (no casting or other actions)
    - Workshop/kitchen is NOT required.
- Does allow the Hunter to repeat this up to 3 times per day,
  - each effort takes 4 hours and requires a separate set of ingredients.

#### WHAT THIS DOES NOT DO:

- Does NOT use any magical process to create the concoction.
- Does NOT allow the creation of more than 9 concoctions per day.

#### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:



- 4 hrs makes 1d3 Sunrise potions. No Save. (9 max/day)
- Anise leaf, Ginger Oil, Honey.
- Requires Hunters kit and campfire: Shelf life:EOY.
- Morning heal additional 2 HP. Hunter applied = 5

HP.

#### **Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6



- Hunters Kit is NOT passive.
- Creates 2 additional potions.

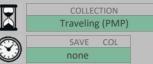


## No Road Needed

LEVEL

#### Stay at normal road speed. No Double time. May need SKL:2

COST 4 pts	RANGE Self	ROLL OUT  10 Minutes	
STACK	AoE Traversable Land	DURATION 8 Hours	(





HNT



Created by COPILOT

#### Details:

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

- This sets a rate of travel for off road at what would be normal WALKING speed. This 1 Mark speed is calculated/estimated by the GM and should be much faster than the typical off road rate. That rate is usually x4 or x5 the road rate.
- However, it is possible a horsed party could travel faster on a road than to use this skill to travel the road walking rate straight through non-road trails.

#### WHAT THIS DOES:

- Does allow the Hunter to guide up to 10 other people and maintian normal WALKING road speed, - through common natural environments that are either entirely open or have game trails,
- Does allow the Hunter to use this skill while also using other skills,
  - Example Skills.
    - Point Person. Find North. Find/Follow Trail, or Hunters Marks.
- Does require a SKL:2 Save or more IF the environment is extreme,
  - Examples of extreme environments,
    - Desert or Lava Flats,
    - Cliffs or Large uneven craggy ground,
    - Bogs or Marshes,
    - Extreme vegetation like jungles.

#### WHAT THIS DOES NOT DO:

- Does NOT allow Hunter to guide others faster than normal WALKING road speed.
- Does NOT allow use of Double Time travel.
- Does NOT allow use of 'Cover Trail'.

Bonds and Connections
Counter:  No Counter Available.
Creations:

#### **Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
16	Rollout 1 Min	8



#### Focus Items and/or Kits:

Use the Hunters Kit during rollout allows, - Duration to be set to 10 hours.

## Make Fire with Sticks

LEVEL

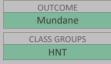
Dry Kindling needed. Damp kindling +1 Col. Wet environ +1 Col

COST	RANGE	ROLL OUT	
4 pts	Touch	10 Minutes	
STACK	AoE	DURATION	•
99	Kindling	Permanent	1



COLLEC		
SAVE SKL	COL 1	•







Created by COPILOT

#### Details:

- Material must be dry,
- Method to create an initial spark is needed.
- Environment must not be extreme.

#### WHAT THIS DOES:

- Does require a Save:
  - Non-Hunters use NON-Skill:3 Save
  - Hunters roll a Skill:1 Save.
- Does require dry kindling.
  - Wet Kin

#### WHAT THIS DOES NOT DO:

- Does NOT create magical fire.

#### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:



- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

#### **Enhancements:**

LVL ENHANCEMENTS COST 0 No Enhancements 0



- Kit is NOT required but helps.
- A better Save column in extreme environments.

# Apply A Field Bandage

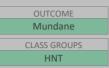
LEVEL Tier 1

[Cloth/moss, before healing]=1 attempt. Binds. HP+1.

COST	RANGE	ROLL OUT
0 pts	Touch	Initiative
STACK	AoE	DURATION
99	1 Creature	Permanent



COLLECTION			
Battle Actions/Pre	р		
SAVE COL			
none			





Created by BING AI

#### Details:

- This is an unclean rough attempt to apply first aid.
- require some sort of cloth or moss to act as a bandage.
- Use of Hunter Kit (Out of battle) gives an additional +2 HP.

#### WHAT THIS DOES:

- Does require a Hunter to create the bandage prior to it's use.
- Does have the desired effect regardless who uses the bandage.
- Does bind a wound non-magically and adds +1 to HP.
- Does work even if the target has already been bound in a mundane way.

#### WHAT THIS DOES NOT DO:

- Does NOT work if the bandaged person has already been healed with magic during this battle.

#### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

#### **Enhancements:**

LVL ENHANCEMENTS COST
20 Rollout Instant 16

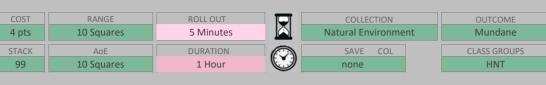


- Using a kit gives an additional +2 HP.
  - This does NOT apply if done in battle.

## 2 Benign Approach

LEVEL Tier 1

#### Approach animals in a benign way to get close. No attacks





Created by BING AI

#### Details:

- Allows the hunter to get closer to a animal in a benign way than a non-hunter could.
- Hunter spends 20 minutes to evaluate and prepare the approach.
- During the rollout (prep time) and the duration the hunter stays focused,
  - Hunter must not be involved in anything other than minor activities.
- Using this skill takes entire round (No Attack).
- The Hunter is expected to use:
  - natural materials to blend with,
  - calm slow movments,
  - non-invasive actions,
  - contact with the surrounding flora.

#### WHAT THIS DOES:

- Does use knowledge about the animal regarding:
  - Line of sight for approach,
  - Sounds likely to cause alarm and less alarm,
  - Scents which signal danger,
  - Movements kept to a calm non-aggressive nature.
- Does allow Hunter to get twice as close to a creature as normal.
- Does get affected by how aware/skittish the creature is by nature.
- Does require a SKL2 Save to approach the creature.
- Does require the Hunter to move very slow. Half the normal movement.
- Does take the entire round to move the half distance.
- Does stay in effect if the TARGET MOVES CLOSER than 3 squares to the Hunter.

#### WHAT THIS DOES NOT DO:

- Does NOT give any reasonable defense vs attacks.
- Does NOT work as a cammoflage only skill, but may include very limited camoflage.
- Does NOT work when there is no vegetation to blend with.

#### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

- No creations. Usable only as a spell/skill.

#### **Enhancements:**

LVL ENHANCEMENTS COST

12 Range X2 8

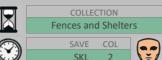
#### Focus Items and/or Kits:

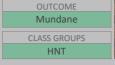
## 2 Hunters Hut (10 ppl)

LEVEL Tier 1

Stands for 2 days. Holds up to 10 people.

COST 4 pts	RANGE Touch	ROLL OUT 20 Minutes
STACK	AoE	DURATION
3	2x1 Squares	8 Hours







Created by COPILOT

#### Details:

- The shelter is a lean-to style with open ends
- Hunter can create it againt a single or group of trees or convert a thicket like area If no materials are available then no points are spent
- Hunter will use SKL:2 to determine if shelter will hold for the whole duration
- People in the shelter with Sickness/Disease will heal 50% quicker

#### WHAT THIS DOES:

- Does allow hunter to Create a temporary shelter for up to 10 persons using available material.
- Does allow people in the shelter with Sickness/Disease will heal 50% quicker.
- Does Hunter will use SKL:2 to determine if shelter will hold for the whole duration.

#### WHAT THIS DOES NOT DO:

- Does NOT take any points from the hunter if no materials are available.
- Does NOT allow hunter to make an ice, snow, or mud dwelling

#### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:



- If left up the shelter will fall after 2 days.
- Holds up to 10 people.

#### **Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
17	Hidden	4

- Hunters Kit is NOT passive.
- AoE becomes 2x2 squares

OUTCOME

Mundane

CLASS GROUPS HNT

## 2 Perimeter Safety

LEVEL Tier 1

#### Creates noticable sounds when stepped on.

COST 4 pts	RANGE Touch	ROLL OUT 30 Minutes
STACK	AoE	DURATION
99	3x8 Sq Perimeters	8 Hours





Created by BING Al

#### Details:

- When area is crossed then sounds of snaps, breaks, etc.
- Heavy wind, rain, or snow makes the duration 4 hr.

#### WHAT THIS DOES:

- Does require the hunter to spend the 1 hour rollout time prep'ing the area.
- Does allow the hunter to create a square-wide perimeter
  - The perimeter is made of sticks, stones, leaves etc.

#### WHAT THIS DOES NOT DO:

- Does NOT stop a Hunter from traversing this area if they are using this skill.
  - Will not trigger the traps.
- Dones NOT keep the duration of 8 hours during a storm,
  - Duration then becomes 4 Hours.

#### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

#### **Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Damage X2	12

#### Focus Items and/or Kits:

OUTCOME Mundane

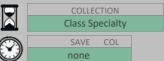
FTR-HNT

## Mental Alarm Clock

LEVEL Tier 1

Set time to wake and wake at that time. 1 Rd to clear head.

COST 4 pts	RANGE Self	ROLL OUT 10 Minutes	
STACK	AoE	DURATION	(
1	Self	18 Hours	





Created by COPILOT

#### Details:

- Can only be used during normal sleep.

#### WHAT THIS DOES:

- Does requires 10 minutes of prep time.
  - Does require the character to view the surroundings to understand what it's normal sounds are.
- Does allow the character to be fully awake the next round from waking.

#### WHAT THIS DOES NOT DO:

- Does NOT take effect if character is exhausted.
- Does NOT have any effect verses sleep enforced by magic.

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

#### **Enhancements:**

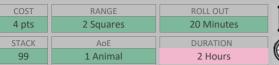
LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8

#### Focus Items and/or Kits:

## Calm Animal

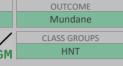
LEVEL

#### Hunter to Use Save col 2. Situation reduces Save col to 1.





00111	.011011	ent
SAVE	COL	<b></b>
SKL	2	<b>7</b> G
	Natural Er	57.172 662





Created by COPILOT

#### Details:

Note: In-game 'Animals' are non-civilized creatures found in the real world.

- Some animals respond with fight/Flight quicker than others,
- Frightened targets will resist more,
- Circumstances may affect the Save Column,
- Some wild animals react poorly to entrapment,
  - attempts to calm may worsen things involving entrapped animals,
  - not ALL animals refuse to calm in an entrapped situation.
- During the rollout (prep time) and the duration the hunter stays focused,
  - Hunter must not be involved in anything other than minor activities.

#### WHAT THIS DOES:

- Does calm animals, even in towns.
- Does must use mannerisms, food, time.
- Does have a better effect with domesticated animals.
- Does require a SKL:2 save with wild animals.

#### WHAT THIS DOES NOT DO:

- Does NOT require a save with a domesticated animal.

#### **Bonds and Connections**

- No Nae'Em connection.

Counter:

No Counter Available.

#### Creations:

- No creations. Usable only as a spell/skill.

#### **Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8
14	Duration X2	8

#### Focus Items and/or Kits:

## Hunt/Fish/Gather

LEVEL

Hunt/fish/gather once per day for 9 hours. D6 per Tier.

COST	RANGE	ROLL OUT	0
4 pts	Self	9 Hours	6
STACK	AoE	DURATION	6
1	20x20 Squares	Rollout	6





Created by COPILOT

#### Details:

- Roll a d6 per Tier for number of meals acquired.

#### WHAT THIS DOES:

- Does enable the Hunter to hunt, fish, or gather once per day.
- Does allow the hunter to roll a d6 per Tier for number of meals acquired.

#### WHAT THIS DOES NOT DO:

- Does NOT work more than 1 time per day.

#### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### **Creations:**

Hunt/Fish/Gather Yield

- Non-Hunter: 3 meals acquired in duration.
- Hunter: d6 per Tier + Hunters Kit.
- Need: Must be in the proper environment. GM may alter the yield or add a Save.
- Market: Each Meal... Max, Buy:8 SP, Sell:2 SP.

#### **Enhancements:**

LVL ENHANCEMENTS COST 0 No Enhancements



- Hunters Kit is NOT passive.
- Yeild x 1.5 (gain 50%)

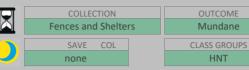


## Create Temporary Shelter (3 ppl)

LEVEL Tier 1

Quickly built (1 min) & lasts 2 days, unless rough weather.

COST	RANGE	ROLL OUT	Ī
4 pts	Touch	10 Minutes	I
STACK	AoE	DURATION	
99	1 Shelter	2 Days	1





Created by COPILOT

#### Details:

- This is only a temporaryshelter and isn't very sturdy.

#### WHAT THIS DOES:

- Does create temporary shelter,
  - Shelter fits up to 3 people.
- Does help those with Sickness/Disease,
  - Any rolls to help the sick or diseased gains five (+5).

#### WHAT THIS DOES NOT DO:

- Does NOT create a sturdy shelter
  - It cannot withstand a storm or similar weather.

#### Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

#### Creations:



- Lean to's or other type of minimal shelter.
- This shelters do NOT stay up during rough weather.
- Holds up to 3 persons

#### **Enhancements:**

LVL ENHANCEMENTS COST

0 No Enhancements 0

## **Accurate Ranged Shots**

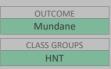
LEVEL Tier 1

#Attack -1. 1 Target. ToHit & Dmg +2 per Tier.

COST	RANGE	ROLL OUT	4
4 pts STACK	Char Sheet  AoE	Initiative	\ \ 
99	1 Target	1 Round	•



COLLECTION			
Battle Offense			
SAVE COL			
none			
	Battle Offense  SAVE COL		





Created by COPILOT

#### Details:

- Hunter targets only 1 creature when using this skill.

#### WHAT THIS DOES:

- Does allows the Hunter to add 2 points of damage for each Tier they have attained.
- Does require the Hunter to use a Ranged weapon (bow or crossbow).
- Does apply to all Ranged attacks by the Hunter during the round.

#### WHAT THIS DOES NOT DO:

- Does NOT work with any non-Ranged weapon (Missile weapon).

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

#### **Enhancements:**

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
12	Range X2	8

#### Focus Items and/or Kits:

## **Hunters Charge**

LEVEL Tier 1

Min 4 Sqs. 1 Attk. AC-4. ToHIT/Dmg +X. Straight, no pivot.

COST 4 pts	RANGE Move x2	ROLL OUT Initiative	
STACK	AoE	DURATION	7
1	1 Creature	1 Round	ı



	COLLECTION	
	Battle Offense	
	SAVE COL	
5	none	

OUTCOME
Mundane

CLASS GROUPS
HNT



Created by COPILOT

#### Details:

- No other attacks beyond the charge max (1 attack) may be attempted,
  - this is counted as an 'Extra' attack,
  - no other "Extra" attacks allowed in same round.
- May incur AoO's during charge.

# +

#### WHAT THIS DOES:

- Does requires the attacker to move in a straight uninterrupted line to the target,
  - The attacker is not allowed to reach the target then pivot. It must be straight on,
- It must be a minimum of 4 squares and a maximum of twice the movement allowance.
- Does allow the attacker to gain +8 ToHIT and +8 Damage,
  - But limited to a maximum of 1 attacks.
- Does require the attacker to downgrade their AC by 4 (AC-4).

#### WHAT THIS DOES NOT DO:

- Does NOT allow more than 1 attacks in a charge round.
- Does NOT inhibit the fighter from becoming the target of others AOO while charging.
- Does NOT allow attacker to end the charge with a pivot,
  - Charger must be facing the enemy to use this skill.
- Does NOT allow other attacks to be attempted,
  - This is counted as an 'Extra' attack, thus no other 'Extra' attacks allowed in same round.

#### Bonds and Connections

- No Nae'Em connection.



#### Counter:

LVL: 1 Set For Charge

#### Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

#### **Enhancements:**

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
9	Damage +50%	8
9	Range +50%	6

#### Focus Items and/or Kits:

## Hunter Marks

LEVEL Tier 1

#### Unworked items arranged to leave a message to another Hunter.

COST	RANGE	ROLL OUT
4 pts	6 Squares	1 Minute
STACK	AoE	DURATION
99	1 Square	1 Month (30 days)



COLLECTION	OUTCOME
ommunication	Mundane
SAVE COL	CLASS GROUPS
none	HNT



Created by COPILOT

#### Details:

- Hunters not looking for marks may still see them,
- GM to roll Save.
- Hunters who are looking for the marks use the Save at 1 column better.

#### WHAT THIS DOES:

- Does allow the message to remain for a month in a natural environment.
- Does allow the Hunter to use a limited choice of words:
  - A personal mark (signature),
  - Right, Left, Back, Fwd, Up, Down, Yes, No,
  - Cold, Hot, Water, Fire, Earth,
  - Under, Over, Break, Wait,
  - Integer numbers,
  - Basic Colors,
  - Safe, Danger, Enemy, Friend, Trap, True, False.

#### WHAT THIS DOES NOT DO:

- Does NOT do well in urban areas,
  - Message will only last an 1 day with in Urban environment.
- Does NOT survive past any intentional physical disruption.

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

- NO

- No creations. Usable only as a spell/skill.



#### **Enhancements:**

LVL	ENHANCEMENTS	C051
10	Rollout Halved	6
14	Duration X2	8
16	Rollout 1 Min	8

#### Focus Items and/or Kits:

## Mimic Soft Nature Sounds

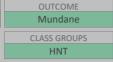
LEVEL Tier 1

#### Create low natural sounds. Low volume and intensity.

COST	RANGE	ROLL OUT	
4 pts	Self	Initiative	7
STACK	AoE	DURATION	] '
99	6x6 Squares	20 Minutes	



COLLE	CTION	
Commu	nicatior	n
SAVE	COL	
SNS	2	





Created by COPILOT

#### Details:

- Audiences roll the save and failure indicates they believe the sound is real.

#### WHAT THIS DOES:

- Does allow the Hunter to create sounds which may be in the local environment.
- Does allow creation of 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.

#### WHAT THIS DOES NOT DO:

- Does NOT hide the actions taken for the Hunter to make the sounds.
  - Not ventriloquism.
- Does NOT have a good chance of success in a noisy environment.

#### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

#### **Enhancements:**

LVL	ENHANCEMENTS	COST
12	Rollout Init	12
20	Rollout Instant	16

#### Focus Items and/or Kits:

## Point 80 ft Ahead

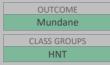
LEVEL

Self: 80ft in front. Grp:No suprize. Init+2 in 1st round.

COST	RANGE	ROLL OUT	
8 pts	Self	10 Minutes	
STACK	AoE	DURATION	
1	Self	Up To 1 day	



COLLEG	CTION	
Battle Acti	ions/Pre	р
SAVE	COL	
SNS	2	





Created by COPILOT

#### Details:

- NOTE: a surprise round is round #0
- Point person can prevent the party from being surprised.

#### WHAT THIS DOES:

- Does allows point person to move ahead of the group and prevent surprise attacks,
- Does allow the point person to provide the party a +2 Initiative in first round.
- Does require the point person to roll a Save when attempting to avoid surprise.
- Does continue to work as expected even if methods are used to look ahead of the point person.
  - For instance, scrying spells, or pets that do NOT bring major attention.

#### WHAT THIS DOES NOT DO:

- Does NOT allow enough time and forwarning to avoid encounters entirely.
- Does NOT help if the point person is unaware.
  - Doubletimed,
  - Dazed, Stunned,
  - Intense conversation,
  - full group sleeping,
  - Exhausted.
- Can not be used after stopping the skill even if it is within the same day.

#### **Bonds and Connections**

- No Nae'Em connection.

Counter:

No Counter Available.

#### Creations:

- No creations. Usable only as a spell/skill.

#### **Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	AoE X2	6
16	Rollout 1 Min	8

#### Focus Items and/or Kits:

## Long Distance Crossbow Shots

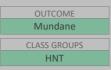
LEVEL Tier 2

Crossbows Only. Distance +8 Sqs. Damage -2 pts (Min 1)

COST	RANGE	ROLL OUT
8 pts	By Weapon	Initiative
STACK	AoE	DURATION
1	1 Target	4 Rounds



COLLECTION			
Battle Offense			
SAVE COL			
none			





Created by COPILOT

#### Details:

- Hunter is allowed to use flight on all attacks.
  - then use non-blunted ammon on remaining shots (without the Critical chart).
- Crossbows deliver too much thrust and do now work well with this skill/ammo.

#### WHAT THIS DOES:

- Does require the Hunter to use a ranged weapon.
- Does require the Hunter to roll a normal ToHIT.
- Does require the Hunter to use the 'Critical' chart for any hits, the 'Critical' chart is an addition to the blunt arrow damage,
- Does allow the Hunter to use this on all attacks in this round if using blunted ammo.

#### WHAT THIS DOES NOT DO:

- Does NOT allow use of the critical chart for non-blunt, non-criticals.
- Does NOT apply to the use of a Crossbow.

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

#### **Enhancements:**

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
12	Range X2	8

#### Focus Items and/or Kits:

## **Penetrating Ranged Shots**

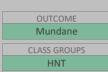
LEVEL Tier 2

All bow shots: ToHits -2, Damage+6.

COST 8 pts	RANGE By Weapon	ROLL OUT Initiative
STACK	AoE	DURATION
1	By Weapon	2 Rounds



	COLLECTION		
7	Battle C	ffense	
	SAVE	COL	
DS	none		





Created by COPILOT

#### Details:

- Each shot is well placed in order to maximize damage at the cost of accuracy.

#### WHAT THIS DOES:

- Hunter does have certain battle adjustments,
  - ToHIT -2
  - Damage has a bonus of +6 (with a minimum of 8 pts)

#### WHAT THIS DOES NOT DO:

- Does NOT work with any weapon, except bows.

#### **Bonds and Connections**

- No Nae'Em connection.

Counter:

No Counter Available.

#### Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

#### **Enhancements:**

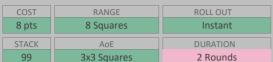
LVL	ENHANCEMENTS	COST
5	Initiative +4	4
9	Damage +50%	8

#### Focus Items and/or Kits:

## Disruptive Factor (Counter)

LEVEL Tier 2

#### Attempt to stop a specific spell or action.





COLLECTION	1	OUTCOME
Battle Reacti	on	Mundane
SAVE COL		CLASS GROUPS
Observe 2		FTR-HNT



Created by COPILOT

#### Details:

Spells that can be disrupted (interrupted) during Rollout are:

- x -Dispel Magic Spell 9 -Find Clues To True Name
  2 -Connect With A Fighter 9 -Create Plague Bearer/Drifter
  2 -Triggered Forced Healing 2d8 9 -Dimension Portal
  3 -Repair Undead/Living Dead 11-Astral Plane Projection
  3 -Invoke Temporary Imp 11-Connect To An Arcane Focus Item
- 4 -Slow Healing 10/Hr (Max=4 hrs)
  11-Summon Life From Death
  12-Circle Dimensional Expulsion
  5 -Dimension Quick Portal for 3
  13-Summon Strumos Item (Tae'Em)
  5 -Detect Magic
  13-Circle of Containment
- 5 Invoke Imp Partner (Year long) 14-Consecration of Corpse 6 Create a Vae'Em Location. 16-Reveal True Name

#### JUST 9

#### WHAT THIS DOES:

- 7 -Speak To Dokour Target 18-Arcane Removal (2 of 3)
  7 -Direction To Dokour Target 19-Dead Spirit Conversation Circle
  7 -Create Permanent Nae'Em 20-Raise The Dead
  7 -Invoke Skeleton/Drifter 20-Invoke Wraith/Ghoul
- 8 -Create Zombie/Skeleton
- Does require the target to pass the Save or fail to complete an action or effort.
- Does require Rogue to activate this BEFORE the any targeted skill has enacted,
  - can be used in same initiative as the targeted skill, but must this disruption must happen when the spell/skill is being rolled out..
- Examples of reasons to use this skill:
  - Draw attentino away from a rogue attempting to not be seen,
  - Encourage an opponent to attack the user of this skill instead of another person.

#### WHAT THIS DOES NOT DO:

- Distract a pickpocket target to assist a sticky fingered Rogue.
- Disrupt the effort of a person trying to organize a group or crowd.
- Does NOT focus on a single target for it's affect.
- Does NOT exclude the characters own group from being affected.
- This action might,
  - disrupt other actions that attempt to gain attention of others.
  - draw more attention than intended (pull aggro)
  - disrupt more issues that are in play than expected,
  - Skills listed above which the party is currently using

#### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

#### **Enhancements:**

LVL	ENHANCEMENTS	COST
12	Range X2	8
18	Range X4	10

#### Focus Items and/or Kits:

8 pts

99

## Create Revive Salve

LEVEL Tier 2

KITCHEN: Yeilds 1d3 Salves. Effect: 1d3 HP & Awake 30 Min.

ROLL OUT

4 Hours

Used / EOY





Created by COPILOT

#### Details:

- Creating a Revive Salve: Small jar with cream.
  - Combine,

RANGE

Touch

AoE

1 Salve

- 1 bunch of Bittercress leaves,
- 1 jar of Pine sap,
  - 1 jar of Oak sap,
  - All ingredients stay fresh until New Year,
    - if kept within Hunters Herb Sack.
- Create a potion which does,
  - Heal 1d3 HP,
  - Revive a living unconscious creature for 30 min.

#### WHAT THIS DOES:

- Does create up to 3 items per day,
  - require a KITCHEN/LAB,
  - each effort takes 4 hours,
  - each effort requires a separate set of ingredients.
- Does allow Saving Throw:
  - 1 Save regardless number of Salves attempted (max 3/day),
  - Failure means ingredients used but no Salve(s) created.
- Does allow Cook/Brew/Set for 4 hours,
  - requires constant attention of the Hunter,
  - Only other activity allowed during 4 hrs is talking,
     no casting.
  - Must have fully stocked Kitchen.

#### WHAT THIS DOES NOT DO:

- Does NOT use any magical process to create the concoction.
- Does NOT allow the creation of more than 9 concoctions per day.

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:



- 4 Hrs creates 1d3 Revive Salves. (9 max/day)
- Bittercress leaves, Pine sap, Oak sap.
- Requires kitchen/lab. Shelf life:EOY.
- Recipient SNS:2 to revive for 30 min. Heals 1d3.

#### **Enhancements:**

LVL ENHANCEMENTS COST

0 No Enhancements 0



- Hunters Kit is is NOT passive.
- Makes 2 additional Salves

## Make/Repair Arrows

LEVEL Tier 2

#### 12 arrows. Tier1=Crude/Blunt, Tier2=Standard, Tier3=Flight.

COST 8 pts	RANGE Touch	ROLL OUT 4 Hours	0
STACK 99	AoE Self	DURATION Permanent	C



COLLECTION	OUTCOME
Class Specialty	Mundane
SAVE COL	CLASS GROUPS
none	HNT



Created by COPILOT

#### Details:

- Hunter is able to make crude arrows without a kit and few materials.
- Creation of crude arrows do NOT cost any points (12 per rollout)

#### WHAT THIS DOES:

- Does allow the Hunter to make arrows based on experience, materials and time available.
  - Time Required: arrows can be constructed every rollout.
  - Experience & special materials:

Less than level 3: 24 Crude arrows merely need a semi-straight stick. (0 pts)

Tier 1: 24 blunt arrows need blunted heads and sinew

Tier 2: 24 standard arrows require and arrow heads and sinew Tier 3: 24 flight arrows require light weight shafts and sinew

#### WHAT THIS DOES NOT DO:

- Does NOT allow the hunter to create high quality arrows.
  - All arrows created have no bonuses even if the materials previously did.

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

- Kit, campfire, 4 hrs, and straight sticks needed.
  - Tier 1 = 36 Blunt & crude arrows (Kit not needed).
  - Tier 2 = 24 Standard arrows.
  - Tier 3 = 12 Flight Arrows.

#### **Enhancements:**

LVL	ENHANCEMENTS	COST
1	Create Crude Arrows	0
10	Rollout Halved	6



- Hunters Kit (Tools).
- Kit includes materials for ameteur fletching.

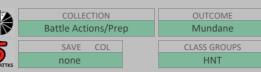


## 5 Held Shot - Single Target

LEVEL Tier 2

#### Concentrate on 1 Target ToHIT/Dmg +2 per held attck, max+10.

COST	RANGE	ROLL OUT	
8 pts	By Weapon	Initiative	
STACK	AoE	DURATION	
99	1 Target	5 Attacks	ATTKS





Created by COPILOT

#### Details:

- Hunter must use a bow or crossbow and continuously focus on a single target.
- Hunter must not use/complete any other attacks or skills.

#### WHAT THIS DOES:

- Does gain bonuses of,
  - ToHIT of +2 per held attack while waiting to shoot,
    - This ToHIT and damage bonus applies to the next ToHIT (not the entire round),
    - The ToHIT and damage bonus max's at +10.
- Does allow the Hunter to start holding their shot before rounds start.

#### WHAT THIS DOES NOT DO:

- Does NOT have any effect if the hunter is NOT concentrating,
  - see the Details area.
- Does NOT have any effect on targets moving in and out of sight,
  - This effort requires the target to be completely out of sight for the round.
  - This would end the skill use for the attacker.

#### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

#### **Enhancements:**

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
9	Range +50%	6
12	Range X2	8

#### Focus Items and/or Kits:

## Shoot Thru Party to Target

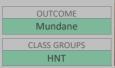
LEVEL Tier 2

#### All Ranged attacks in Duration. Bonus +2 Init, if annouced.

COST 8 pts	RANGE By Weapon	ROLL OUT Initiative	1
STACK	AoE	DURATION	
99	By Weapon	1 Round	(



λ	COLLECTION				
7	Battle Offense				
	SAVE COL				
os	none				





Created by COPILOT

#### Details:

- Hunter uses the knowledge of how other party members move and fight to be able to take an otherwise blocked shot.

#### WHAT THIS DOES:

- Does allow the Hunter to past a party member and target the enemy.
- Does allow this benefit to be used on all ranged attacks in the round.
- Does give an Initiative bonus of +2 if annouced before the Initiatives are rolled.

#### WHAT THIS DOES NOT DO:

- Does NOT give any bonuses ToHit or Damage.
- Does NOT give Initiative bonuses if not annouced before the Initiative rolls.

#### Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

#### Creations:

- No creations. Usable only as a spell/skill.

#### **Enhancements:**

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
9	Range +50%	6

#### Focus Items and/or Kits:

## AoO on Melee Entry

LEVEL Tier 2

Targets entering melee become open to an attack.

COST	RANGE	ROLL OUT	
4 pts	Melee	Instant	
STACK	AoE	DURATION	
99	Self	1 Round	



COLLECTION  Battle Reaction	OUTCOME Mundane
SAVE COL none	CLASS GROUPS HNT



Created by COPILOT

#### Details:

- Allows an Attack Of Opportunity (AoO) against those entering melee range,
- Timing of movement:
  - Movement is halted and resumes when this AoO is resolved,
  - Movement (if possible) continues.
- No other attacks flagged as 'Extra' allowed in same round.



#### WHAT THIS DOES:

- Does allow Only 1 AoO is allowed per round, per character
- Does allows an AoO against those entering melee range.
- Does allow character normal actions/attacks.

#### WHAT THIS DOES NOT DO:

- Does NOT allow other attacks flagged 'Extra' allowed in same round

#### **Bonds and Connections**

- No Nae'Em connection.



#### Counter:

LVL: 1 Avoid An AoO - ROG

#### Creations:

- No creations. Usable only as a spell/skill.

#### **Enhancements:**

LVL ENHANCEMENTS COST

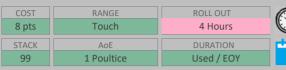
0 No Enhancements 0

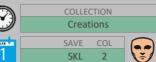
#### Focus Items and/or Kits:

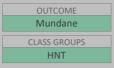
## Create Health Poultice

LEVEL Tier 2

Yield 1d3 items. Effect: Sick/Dis Col -1









Created by COPILOT

#### Details:

- Creating a Sickness/Disease Poultice: Moist cloth within a bag.
  - Combine,
    - 1 jar of Honeysuckle Oil,
    - 1 bunch of Wild Cabbage,
    - 1 jar of Palm Sap,
    - All ingredients stay fresh until New Year,
      - if kept within Hunters Herb Sack.
  - Cook/Brew/Set for 4 hours,
    - requires constant attention of the Hunter,
      - Only other activity allowed during 4 hrs is talking,

#### WHAT THIS DOES:

- Does require a complete attention to creation for 4 hours.
- Does allow creations up to 3 times per day, regardless of rollout times.
  - each effort takes the full Rollout,
  - each effort requires a separate set of ingredients.
- Does require a Save at the end of all creations for the day,
  - the Save applies to all Frailty Poultices created during the day.
  - failing the Save uses all the ingreditents but nothing is created.

#### WHAT THIS DOES NOT DO:

- Does NOT provide the ingredients,
  - the ingredients must be found and saved.

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:



- 4 hrs mades 1d3 Health poultices. (9 max/day)
- Honeysuckle, Wild cabbage, Palm Ash.
- Requires Hunters Kit and campfire. Shelf life:EOY
- Save SKL:2 clears Sickness or reduces Disease status.

#### **Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save -1 Col	8



- Hunters Kit is is NOT passive.
- Makes 2 additional Poultices.

## Create Repellent Oil

LEVEL Tier 2

#### Yeild 1d3 items. Effect: Repells insects Save col-1.

COST 8 pts	RANGE Touch	ROLL OUT 4 Hours	$\bigcirc$	COLLECTION Creations	OUTCOME Mundane
STACK	AoE	DURATION	- Int	SAVE COL	CLASS GROUPS
99	1 dose	Used / EOY	1 1	SNS 2	HNT



Created by COPILOT

#### Details:

- Combine.
  - 1 Jar of Honeysuckle Oil,
  - 1 bag of Palm Root Ash,
  - 1 bunch of Marsh Daisy Leaf,
  - All ingredients stay fresh until New Year,
    - if kept within Hunters Herb Sack.
- Saving Throw At End of batch: Failure means ingredients used but no Oil(s) created per batch.
- Repels insects using the SNS:x Save when in action.
  - Use the listed column for natural insects (Animals).
  - Use one column worse for Giant insects (Monsters).
  - A Passing Save will repel the insects from this user.

#### WHAT THIS DOES:

- Does allow the Hunter to Cook/Brew/Set for 4 hours,
  - requires constant attention of the Hunter,
  - Only other activity allowed during 4 hrs is talking,
    - no casting.
  - Must have basic cooking gear, workshop/kitchen is NOT required.
- Does allow creations of up to 3 times per day,
  - each effort takes 4 hours,
  - each effort requires a separate set of ingredients.

#### WHAT THIS DOES NOT DO:

- Does NOT use any magical process to create the concoction.
- Does NOT allow the creation of more than 9 concoctions per day.

#### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:



- 4 hrs makes 1d3 vials of repellent oil. (9 max/day)
- Honeysuckle, Marsh Daisy leaf, Palm root ash.
- Requires Hunters kit & campfire. Shelf life:EOY.
- Smaller insects most vulnerable. INSECTS MUST SAVE

#### **Enhancements:**

LVL ENHANCEMENTS COST

0 No Enhancements 0



- Hunters Kit is is NOT passive.
- Makes 2 additional Dose.

## Hunters Hidden Shelter (4 ppl)

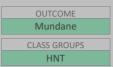
LEVEL Tier 2

Hunting blind for 4 people. Not for urban use.

COST 8 pts	RANGE 1 Square	ROLL OUT 1 Hour	(
STACK	AoE	DURATION	6
3	3 x 3 Squares	8 Hours / Tier	6



COLLECTION
Fences and Shelters
SAVE COL
None





Created by COPILOT

#### Details:

- The shelter
  - up to 4 people,
  - can act as a hunters blind,
  - can hide a normal campfire within. But be aware of the potential of smoke.
- Be aware that the more activity around the shelter will likely make it easier to notice.

#### WHAT THIS DOES:

- Does allow the hunter using this shelter to double the yield when hunting.
- Does allow the Hunter to create a shelter that protects from non-extreme weather & temperature.

#### WHAT THIS DOES NOT DO:

- Does NOT have any effect if set up in a urban environment or a subterranean location.
- Does NOT inhibit sound or smells from within or without the shelter.

#### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:



- Shelter is still there afterwards, but often hidden.
- Holds up to 4 people.

#### Enhancements:

LVL	ENHANCEMENTS	COST
12	AoE X2	6
14	Duration X2	8

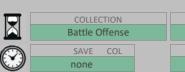
#### Focus Items and/or Kits:

## Critical Ranged Shot (Pre-Battle)

LEVEL Tier 2

Ranged ToHIT are a natural 18, 19, or 20 then use Critical.

COST	RANGE	ROLL OUT	
8 pts	By Weapon	1 Minute	
STACK	AoE	DURATION	1
1	By Weapon	4 Hrs or 1 Battle	(







Created by COPILOT

#### Details:

- This applies to a single selected weapon.

#### WHAT THIS DOES:

- Does apply to only one ranged weapon per battle.

#### WHAT THIS DOES NOT DO:

- Does NOT apply to a type of weapon (e.g. all longbows),

#### Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

#### Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

#### **Enhancements:**

LVL ENHANCEMENTS COST
12 Rollout Init 12

#### Focus Items and/or Kits:

## Coastal Net Fishing

LEVEL Tier 2

#### 3-12 helpers. Meals:6d20+5 per helper. Cook:1 hr / 30 meals.

COST 8 pts	RANGE Self	ROLL OUT 16 Hours	COLLECTION Natural Environment	OUTCOME Mundane
STACK 1	AoE Ocean	DURATION Permanent	SAVE COL none	CLASS GROUPS HNT



Created by COPILOT

#### Details:

- Must have time to set up, net fish, and tear down:
  - 4 Hrs prep time for the crew and equip,
  - 8 Hrs fishing time,
  - 4 Hrs cleaning equip and gutting/cleaning fish.
- Yeild: 6d20 + 5/helper:
  - Yeild without skilled help is 5d20 uncooked meals.
  - Yeild with skilled help is 4d20 + 2d20 uncooked meals.
  - Each helper person above 5 helping adds 5 uncooked meals to the total.
- Cooking / prep time is 1 hour per 30 fish.

#### WHAT THIS DOES:

- Does require the hunter to lead the effort.
  - Does require all helping and the hunter to be working for 8 straight hours.
  - Does allow a non-coordinated non-skilled effort to yeild 2d20 uncooked meals.
- Does require a Save for each person,
  - Passing means no harm has come to the person,
  - Failing means 1d2 pts of health damage has occurred.
  - Critical failure (less than 05) means more drastic damage has occurred.
- Does require nets and other proper fishing gear.

NOTE: Net fishing is a team effort: Hunter may be the coordinator and bring in 6d20 meals,

- Professional and permanent net fisherman brings in 12d20 meals.
- Each helper person adds 5 uncooked meals to the total.

#### WHAT THIS DOES NOT DO:

- Does NOT account for an unskilled fisherman crew to be helping.
  - A fully skilled crew each will have 5 yrs experience or more.

# Bonds and Connections - No Nae'Em connection. Counter: No Counter Available. Creations: -Yeilds fish.

#### **Enhancements:**

LVL ENHANCEMENTS COST

0 No Enhancements 0

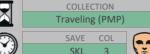
#### Focus Items and/or Kits:

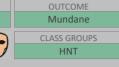
## Hunters Stare (1-4 days)

LEVEL Tier 2

Walk x3 in 20 Hrs. Encntr unlikely. Sprs likely. Wake=3 rds.

COST 8 pts	RANGE Self	ROLL OUT  10 Minutes	
STACK 1	AoE Self	DURATION 12 Hours	(







Created by COPILOT

#### Details:

- This effort can be repeated day after day for 4 days
- Due to quick pace, encounters are often unaware of the walker until they pass
  - can be surprised
  - unlikely to have encounter
  - no ability to surprise others,
  - able to engage in skills and battle after 2 Rds upon 'waking'.
- Hunters maintain a quick quiet walk at 3X normal walk
- This skill goes against the watchful training a Hunter has therefore a hunter must save
  - SKL:3 at 10 minutes
  - Fail means Hunter can not maintain the stare
  - Pass means Hunter can maintain stare for alotted time

#### WHAT THIS DOES:

- Does allow the hunter to maintain a fast walking pace for 12 hours
- Does allow the hunter to travel 3X normal walking distance,
- ADoes allow the hunter to be surprised
- SKL:3 at 10 minutes
  - Fail means Hunter can not maintain the stare
  - Pass means Hunter can maintain stare for alotted time

#### WHAT THIS DOES NOT DO:

- Does NOT allow the likelihood of an encounter
- Does NOT allow Hunter the ability to surprise others,

#### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

#### Enhancements:

LVL ENHANCEMENTS COST

14 Duration X2 8

#### Focus Items and/or Kits:

## Mounted Melee Attack

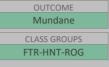
LEVEL Tier 3

### 1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler

COST 12 pts	RANGE 1 Square	ROLL OUT Initiative
STACK	AoE	DURATION
99	1 Horse	1 Battle



COLLE	CTION	
Battle C	Offense	
SAVE	COL	
SKL	2	( )





Created by COPILOT

#### Details:

- Requires the use of a trained mount.

#### WHAT THIS DOES:

- Does require the attack to use a single handed full axe, hammer, or blade,
  - smaller weapons cannot be used. (Hatchets, tools, daggers, etc)
- Does allow the rider to attack from the mount when moving,
  - due to the movement to and past the target only 1 attack is allowed.
- Does allow the rider to stop and attack from atop of the mount,
  - With a max of 2 attacks,
  - The rider may choose to use both attacks on the same target.

#### WHAT THIS DOES NOT DO:

- Does NOT allow more than 2 attacks regardles of the number of attacks normally allowed.
- Does NOT give any extra protection to the mount via any skills,
  - However, any barding on the mount may help.

#### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

#### Enhancements:

LVL ENHANCEMENTS COST

0 No Enhancements 0

#### Focus Items and/or Kits:

## Cover Trail

LEVEL Tier 3

#### Cover Trail. Move @ 1/2= No Save. Move @ Full= SKL:3. GM roll

COST	RANGE	ROLL OUT
12 pts	Touch	20 Minutes
STACK	AoE	DURATION
99	1 Mark Trail	12 Hours

<b>.</b>	COLLECTION	OUTCOME
	Traveling (PMP)	Mundane
	SAVE COL	CLASS GROUPS
	none	HNT



Created by COPILOT

#### Details:

- Hunter's movment is halved.
- Another Hunter may be able to find a Covered Trail.

## JUST J

#### WHAT THIS DOES:

- Does allow the hunter to cover a trail,
  - up to 8 persons (including the Hunter),
  - result shows as an undisturbed natural area.

#### WHAT THIS DOES NOT DO:

- Does NOT have any effect in non-natural areas.
- Does NOT have any effect when traveling faster than a walk.

#### Bonds and Connections

- No Nae'Em connection.



#### Counter:

LVL: 1 Find/Follow Trail- HNT

#### Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

#### **Enhancements:**

LVL ENHANCEMENTS COST

10 Rollout Halved 6

#### Focus Items and/or Kits:

## 10 Blunted Bow Shots (Bow Only)

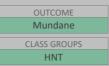
LEVEL Tier 3

Bow (only) w/blunts. Dmg= Crit Blunt. After battle 1/4 Dmg.

COST 12 pts	RANGE By Weapon	ROLL OUT Initiative
STACK	AoE	DURATION
1	1 Target	4 Rounds



COLLECTION				
Battle Offense				
SAVE COL				
none				





Created by COPILOT

#### Details:

- Hunter is allowed to use blunted ammo on all attacks.
  - Damage is done by rolling on the Blunt critical chart,
  - If HP damage is not indicated then the damage is 1 HP.
- Crossbows deliver too much thrust and do now work well with this skill/ammo.

#### WHAT THIS DOES:

- Does require the Hunter to use a ranged weapon.
- Does require the Hunter to roll a normal ToHIT.
- Does require the Hunter to use the 'Critical' chart for any hits, the 'Critical' chart is an addition to the blunt arrow damage,
- Does allow the Hunter to use this on all attacks in this round if using blunted ammo.

#### WHAT THIS DOES NOT DO:

- Does NOT allow use of the critical chart for non-blunt, non-criticals.
- Does NOT apply to the use of a Crossbow.

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

#### Enhancements:

LVL ENHANCEMENTS COST

14 Duration X2 8

#### Focus Items and/or Kits:

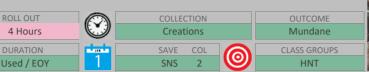
12 pts

99

## 10 Create Clear Mind Inhalent

LEVEL Tier 3

Yeild of 1d3 items. Effect: Dazed/Stunned/Sleep col-1.





Created by BING AI

#### Details:

RANGE

Touch

AoE

1 Vial

- Creating a Whiff Awake Inhalent: Small corked bottle:
  - Combine: 1 Jar of Wild Garlic Oil,
    - 1 shot of Rocko's Hot Water,
    - 1 Jar of Ginger Oil,
    - 1 Bag of Hemlock Root Ash.
  - Cook/Brew/Set for 4 hours, requires constant attention of the Hunter,
    - Only other activity allowed during 4 hrs is talking,
  - All ingredients stay fresh until New Year, if kept within Hunters Herb Sack. each effort requires a separate set of ingredients.

#### WHAT THIS DOES:

- Does require a commplete attention to creation for 4 hours.
- Does allow this to be repeated 3 times per day,
  - each effort takes the full Rollout,
  - each effort requires a separate set of ingredients.

#### WHAT THIS DOES NOT DO:

- Does NOT provide the ingredients,
  - the ingredients must be found and saved.

#### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:



- 4 hrs creates 1d3 corked bottles. (9 max/day)
- Wild garlic, Ginger oil, Hemlock root ash, Rocko's
- Requires campfire and Hunters Kit. Shelf life:EOY.
- Clears dazed/stunned.

#### Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save -1 Col	8



- Hunters Kit is is NOT passive.
- Makes 2 additional Vials.

## 11 Create Calming Tea

LEVEL Tier 3

Yeild of 1d3 items. Effect: Deep Sleep & morning SP +2/+4.





Created by COPILOT

#### Details:

- Creating a Spiced Tea: (in a corked jar)
  - Combine,
    - 1 Bunch of Wild Cabbage Leaf,
    - 1 Jar of Ginger Oil,
    - 1 Bag of Palm Root Ash.
    - 1 Bag of Oak Root Ash.
    - All ingredients stay fresh until New Year,
      - if kept within Hunters Herb Sack.
  - Cook/Brew/Set for 4 hours,
    - requires constant attention of the Hunter,
    - Only other activity allowed during 4 hrs is talking,

#### WHAT THIS DOES:

- Does require a commplete attention to creation for 4 hours.
- Does allow creations to be repeated up to 3 times per day, regardless of rollout times.
  - each effort takes the full Rollout,
  - each effort requires a separate set of ingredients.
- Does require a Save at the end of all creations for the day,
  - the Save applies to all Calming Teas created during the day.
  - failing the Save uses all the ingreditents but nothing is created.

#### WHAT THIS DOES NOT DO:

- Does NOT provide the ingredients,
  - the ingredients must be found and saved.

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:



- 4 hrs makes 1d3 Calming Tea Bags. (9 max/day)
- Wild cabbage, Ginger Oil, Palm root ash, Oak root ash
- Campfire and Hunters Kit are required. Shelf life: EOY
- Morning SP +2 (Hunter applied +4). SNS:1 Stay awake.

#### **Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save -1 Col	8



- Hunters Kit is is NOT passive.
- Makes 2 additional Jars.

## Create Java Meal Spice

LEVEL

Yeild of 1d3 items. Caffeine effect for 48 hrs. Don't repeat.

COST 12 pts	RANGE Touch	ROLL OUT 4 Hours		COLLECTION  Creations	OUTCOME Mundane
STACK 99	AoE 1 Meal	DURATION Used / EOY	1	SAVE COL SKL 2	CLASS GROUPS HNT



Created by COPILOT

COST

8

#### Details:

- Creating a Light Spiced Meal: (Any non-cumber meal)
  - Combine,
    - 1 Bunch of Anise Leaf bunch,
    - 1 Jar of Peppermint Oil,
    - 1/4 cup of honey,
    - 1 Bag of Hemlock Root Ash.
    - All ingredients stay fresh until New Year,
      - if kept within Hunters Herb Sack.
  - Cook/Brew/Set for 4 hours,
    - requires constant attention of the Hunter,
      - Only other activity allowed during 4 hrs is talking,

#### WHAT THIS DOES:

- Does require a commplete attention to creation for 4 hours.
- Does allow creations to be repeated up to 3 times per day, regardless of rollout times.
  - each effort takes the full Rollout,
  - each effort requires a separate set of ingredients.
- Does require a Save at the end of all creations for the day,
  - the Save applies to all Java Meal Spices created during the day.
  - failing the Save uses all the ingreditents but nothing is created.
- Does allow Saving Throw At End of Day:
  - 1 Save regardless number of spiced meals attempted (max 3/day),
  - Failure means ingredients used but no spiced meals(s) created.

#### WHAT THIS DOES NOT DO:

- Does NOT provide the ingredients,
  - the ingredients must be found and saved.

#### **Bonds and Connections**

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:



- Keeps recipient awake for up to a continous 48 hrs.
- Anise Leaf, Peppermint oil, Honey, Hemlock ash.
- 4 hrs creates 1d3 doses of spice. (9 max per day)

#### Focus Items and/or Kits:

**Enhancements:** 

10 Rollout Halved 14 Save -1 Col

LVL ENHANCEMENTS

- Hunters Kit is is NOT passive.
- Makes 2 additional Meals.

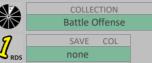


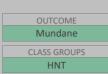
## 12 Targeting A Moving Target

LEVEL Tier 3

Attck: 1/2 (Min 1). Init & ToHIT +2 / Tier.

COST	RANGE	ROLL OUT	
12 pts	By Weapon	Initiative	
STACK	AoE	DURATION	
1	By Weapon	1 Round	4







Created by COPILOT

#### Details:

- Hunter shoots at a moving target.

#### WHAT THIS DOES:

- Does require the Hunter to use a bow or crossbow,
- limit the number of attacks to half the Hunters normal for the round. Minimum of 1 attack.
- Does allow the Hunter to ignore any negative adjustments due to movment.
  - The skills bonus for ToHIT account for the ability to potentailly hit a moving target.
- Does allow the Hunter to add +8 to their Initiative and the ToHIT roll.

#### WHAT THIS DOES NOT DO:

- Does NOT allow the use of any non-bow weapon with this skill.
- Does NOT allow more than one attack in the round.

#### **Bonds and Connections**

- No Nae'Em connection.

Counter:

No Counter Available.

#### Creations:

- No creations. Usable only as a spell/skill.

#### **Enhancements:**

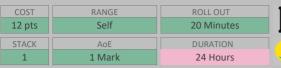
LVL	ENHANCEMENTS	COST
9	Damage +50%	8
12	Range X2	8
20	Rollout Instant	16

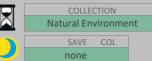
#### Focus Items and/or Kits:

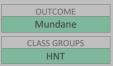
## 12 Find/Follow Trail

LEVEL Tier 3

#### Find/Follow. Move @ 1/2=SKL:2. Move @ Full= SKL:4. GM rolls









Created by COPILOT

#### Details:

- The comparison Saves for this skill:
  - The tracking Hunter rolls a Skills Save and compares the result to
  - the tracked targets roll of a NON-Skills Save.
    - If the tracked target is a Hunter then they use a Skills Save.
- Modifiers may include:
  - In an unusual or strange environment,
  - Weather,
  - Environment,
  - Trackers health conditions,
  - Actions taken by the tracked (covered trail?)
  - following another hunters covered trail.

#### WHAT THIS DOES:

- Does reduce the Hunters movement by half.
- Does allow the Hunter to track a creature with a Comparison Save,
  - The tracker and tracked compare Skills or Non-Skills Saves.

NOTE: the Tracker and Tracked both use either the Skills or Non-Skills Saves,

- If the Tracker is a Hunter they use the Skills Save, if not then Non-Skills.
- If the Tracked is a Hunter they use the Skills Save, If not then Non-Skills.

#### WHAT THIS DOES NOT DO:

- Does NOT work in populated and non-natural environments.

#### **Bonds and Connections**

- No Nae'Em connection.



#### Counter:

LVL: 1 Cover Trail - HNT

#### Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

#### **Enhancements:**

LVL ENHANCEMENTS COST

10 Rollout Halved 6

#### Focus Items and/or Kits:

## 14 Ranged Sucker Shot(s)

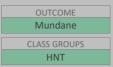
LEVEL Tier 4

Unaware Target. Bow only. Init/ToHIT/Dmg +12. Attks 1/2(Min 1)

COST	RANGE	ROLL OUT	
16 pts	By Weapon	Initiative	
STACK	AoE	DURATION	
1	1 Target	1 Round	4



	COLLECTION					
	Battle Offense					
7	SAVE COL					
RDS	none					





Created by COPILOT

#### Details:

- Hunter focuses on a single target.
  - Must select target prior to any initiative roll.
- Hunter may have other skills in play when executing this skill.

#### WHAT THIS DOES:

- Does Require the Hunter to use a bow.
- Does allow the Hunter the following bonuses,
  - Initiative +12
  - ToHIT +12
  - Damage +12
- Does reduce the hunters number of attacks in half.
  - Minimum of 1.
- Does require the target to be unguarded / unaware.

#### WHAT THIS DOES NOT DO:

- Does NOT allow full number of attacks.

#### Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

#### Creations:

- No creations. Usable only as a spell/skill.

#### **Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range +50%	6
17	Damage +8 / die	16
18	AoE = 2 Targets	10

#### Focus Items and/or Kits:

## 14 Bestow House Authority

LEVEL Tier 4

Creates A House the character owns. Can tell if a follower is true.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
48 pts	1 Recipient	1 Month	Nae'Ems	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	1 Target	Permanent	none	ALL

Designed by Freepik

#### Details:

DETAILS:

focus item makes the 'sensing' passive.

Otherwise character must actively work to 'sense' anothers level of alliegence. Only the Eolas using the "House Authority" cause another to be a non-owner authority.

There is only 1 Owner of a House, but there can be any number of Authorities of a House. Each require a skill to be exercised.

The owner/authority of a House may belong to other Houses. Owners may disallow any other members within the house. Authorities my only disallow other members that are NOT owners or authorities.

#### WHAT THIS DOES:

- Does

Players establishing a House:

- Allow the owner and authorities of the house to know the approximate loyalty of a person.
- Allow the person to be recognized for higher loyalty without revealing specifics.

#### WHAT THIS DOES NOT DO:

- Does NOT

#### Bonds and Connections

- A subtle Nae'Em connection w/o communication.



No Counter Available

#### Creations:

- Creates House effect upon a person.
- The 'House Authority' spell can bestow authority on another.

#### **Enhancements:**

LVL ENHANCEMENTS COST

0 No Enhancements 0

- Not of any benefit during creation of the House.
- Focus items will aid during any 'sensing' of alliegence.

OUTCOME

Mundane

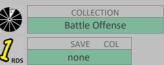
CLASS GROUPS HNT

## **15 Moving And Shooting**

LEVEL Tier

#### 1/2 Distance & Attacks (Min 1) Init & ToHit +12.

COST 16 pts	RANGE By Weapon	ROLL OUT Initiative	
STACK	AoE	DURATION	9
1	1 Target	1 Round	الح





Created by COPILOT

#### Details:

- Can be used for any unstable foot of the shooter.

#### WHAT THIS DOES:

- Does limit the Hunter to half of their normal attacks. Minimum of 1.
- Does require the Hunter to use a bow.
- Does allow the Hunter to shoot up to half the distance of their weapon.
- Does give bonuses of +12 to Initiative and ToHIT.

#### WHAT THIS DOES NOT DO:

- Does NOT allow the use of any non-ranged weapon.

#### **Bonds and Connections**

- No Nae'Em connection.

Counter:

No Counter Available.

#### Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

#### **Enhancements:**

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Duration X2	8
17	Damage +8 / die	16

#### Focus Items and/or Kits:

## 16 Quick Ranged Shot (Pre-Battle)

LEVEL Tier 4

Pre-battle. 1 Attack. Init+15, if needed. ToHIT & Dmg +5

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME	
16 pts	Melee	Pre-battle	EXT	Battle Actions/Prep	Mundane	
STACK	AoE	DURATION	my	SAVE COL	CLASS GROUPS	
1	1 Creature	Instant	SNOW?	none	HNT	



Created by COPILOT

#### Details:

- Quickly Shoots to potentaily start a battle.

#### WHAT THIS DOES:

- Does require the Hunter to use a bow.
- Does allow battle bonuses: Initiative +15, ToHIT +5, and Damage +5.
- Does limit the Hunter to 1 attack in the round

#### WHAT THIS DOES NOT DO:

- Does NOT work with any weapons except bows.
- Does NOT work more than once per round.

#### **Bonds and Connections**

- No Nae'Em connection.

Counter:

No Counter Available.

#### Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

## Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
14	Attacks +1	8
17	Damage +8 / die	16

#### Focus Items and/or Kits: