

## Battle Actions/Prep

LEVEL	1	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Touch	1 Item	2 Minutes	End of Battle or 24 hr	No Save

### Ranged Weapon Expertise

Hunter selects one of their current weapons to focus on with attacks.  
After the rollout the Hunter is able to use that weapon more efficiently.  
The Hunter will gain a +1 for each of their Hunter Tiers for the duration.  
The selected weapon must be a Ranged weapon.

COUNTER: None

LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	Self	16 Squares ahead	10 Minutes	Up To 1 day	No Save

### Point 80 ft Ahead



Point person initially 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

## Battle Offense

LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Char Sheet	1 Target	Initiative	1 Round	No Save

### Accurate Ranged Shots



A focus on accuracy rather than speed with a bow or crossbow.  
Applies to all bow/crossbow shots during the round.  
Shooter gains +2 ToHIT and +2 Damage per Tier.  
Plus to damage is NOT per die.

COUNTER: None

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 5	Initiative +4	4 SP

LEVEL	4	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Move x2	1 Creature	Initiative	1 Round	No Save

### Hunters 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:
				8 pts	By Weapon	1 Target	Initiative	4 Rounds	No Save

### CROSSBOW: Long Distance Shots



Hunter uses a crossbow with this skill to gain distance.  
Distance is increased by 8 squares..  
Hunter must use a crossbow.  
Bows cannot be used with this skill.  
No changes to Initiative and ToHIT rolls.

COUNTER: None

ENHANCEMENTS:

Lvl 5	Initiative +4	4 SP
Lvl 14	Attacks +1	8 SP

LEVEL	5	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	By Weapon	By Weapon	Initiative	2 Rounds	No Save

### Penetrating Ranged Shots



Hunter focus' on burying the arrows deep into the targets the cost of accuracy.  
This skill only works for ranged bow attacks.  
Adds 6 damage for all shots,  
Subtracts 2 from the ToHITs.  
This applies to all of the Hunters bow shots for the duration.

COUNTER: None

ENHANCEMENTS:

Lvl 5	Initiative +4	4 SP
Lvl 9	Damage +50%	8 SP

LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				8 pts	By Weapon	By Weapon	Initiative	1 Round	No Save

### Shoot Thru Party to Target



Hunter is able to target the enemy just beyond or inter-mixed with their own group.  
Past known party members. Initiative +2. All ranged attacks in Rd.  
Hunter must announced BEFORE initiative roll to gain the Initiative bonus of +2.  
If not announced, the Hunter still is able to shoot through the group to the target.  
This will allow the hunter to shoot through up to 3 ranks of friends.

COUNTER: None

ENHANCEMENTS:

Lvl 9	Range +50%	6 SP
Lvl 5	Initiative +4	4 SP

LEVEL 7		STACK 99	COST 8 pts	RANGE By Weapon	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 5 Attacks	SAVE: No Save
<b>Held Shot, 1 Target</b>		Keeps the target in sight and fires a carefully aimed shot. Pre-battle is possible. Each attack held gains +6 ToHIT & Dmg. Up to a max bonus of +24 Hunter keeps prey in sight and fires a carefully aimed shot. Bow or crossbow. If the target is out of sight for an entire round or more the count must start over. Each successive attack w/ same target +6 ToHit and Damage(Max +240).	<b>COUNTER: None</b> <b>ENHANCEMENTS:</b> Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 5 Initiative +4 4 SP					
LEVEL 8		STACK 1	COST 8 pts	RANGE By Weapon	AREA OF EFFECT By Weapon	ROLL OUT Initiative	DURATION 4 hours	SAVE: No Save
<b>Critical Shot At 19 to 20</b>		Roll a natural 19 or 20 and treat as a critical Hit. 1 weapon per battle. Critical attacks for a SPECIFIC ranged weapon happen on 19 or 20. The specific weapon must be selected during the Rollout.	<b>COUNTER: None</b> <b>ENHANCEMENTS:</b> Lvl 14 Duration X2 8 SP					
LEVEL 10		STACK 1	COST 12 pts	RANGE By Weapon	AREA OF EFFECT As per Weapon	ROLL OUT Initiative	DURATION 4 Rounds	SAVE: No Save
<b>Blunted Bow Shots (Bow Only)</b>		Hunter aims to subdue, not kill. Full damage is applied till end of round, then only 1/2 of the damage remains. Hunter must use a bow with blunted missiles. Crossbowyers cannot use this skill. No changes to Initiative and ToHIT rolls. Damage roll Crit (Blunt column). Initially full then 1/2 (Min 1).	<b>COUNTER: None</b> <b>ENHANCEMENTS:</b> Lvl 14 Duration X2 8 SP					
LEVEL 11		STACK 99	COST 12 pts	RANGE 1 Square	AREA OF EFFECT 1 Horse	ROLL OUT Initiative	DURATION 1 Battle	SAVE: No Save
<b>Mounted Melee Attack</b>		Character is able to direct a trained mount into battle. Only 1 attack when moving. Max 2 attacks when stopped. Requires the use of a trained mount. Single handed weapons only. Character is only able to use small or buckler shield.	<b>COUNTER: None</b>					
LEVEL 12		STACK 1	COST 12 pts	RANGE By Weapon	AREA OF EFFECT By Weapon	ROLL OUT Initiative	DURATION 1 Round	SAVE: No Save
<b>Targeting A Moving Target</b>		Hunter tracks and shoots. Only can be done with Bows. Allows Bow shots vs Moving targets with no penalties for 1 Rd. Reduces number of attacks by 1. Minimum of 1. Standard riding adjustment is Rider gets +6 AC. Beast gets -2 AC. Standard flying adjustment is Rider gets +6 AC. Beast gets -2 AC.	<b>COUNTER: None</b> <b>ENHANCEMENTS:</b> Lvl 20 Rollout Instant 16 SP Lvl 12 Range X2 8 SP Lvl 9 Damage +50% 8 SP					
<b>Battle Reaction</b>								
LEVEL 5		STACK 99	COST 8 pts	RANGE 8 Squares	AREA OF EFFECT 3x3 Squares	ROLL OUT Instant	DURATION 2 Rounds	SAVE: Senses Not Disrupted
<b>Disrupt Concentration</b>		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.	<b>COUNTER: None</b> <b>ENHANCEMENTS:</b> Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP					
LEVEL 6		STACK 99	COST 4 pts	RANGE Melee	AREA OF EFFECT Self	ROLL OUT Instant	DURATION 1 Round	SAVE: No Save
<b>AoO on Melee Entry</b>		Rogue take AoO 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.	<b>COUNTER: No Counter Available. Lvl:1</b>					

## Class Specialty

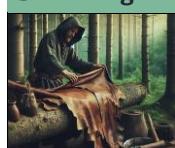
LEVEL	1	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				2 pts	Touch	1d3 Wraps	4 hours	Permanent	No Save
<b>Create A Field Bandage</b>									



Creates 1d3 bandages  
Bandage will stop bleeding.  
When applied by a Hunter it will also heal 2 HP.  
Components are fairly easy to find.  
Requires a Hunters Kit and a campfire.

CREATE:Field Bandage
FOCUS:+ 2 HP
COUNTER:None
ENHANCEMENTS:
Lvl 20 Rollout Instant 16 SP

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Self	Animal	12 Hours	Permanent	No Save
<b>Skinning A Hide</b>									



Hunter settles in to clean, trim, skin, and cure an animal hide.  
Pass Save to complete 1 hide in the 12 hours. (1 per day)  
Hide finished at end of duration. Includes Skinning, Trimming, Cleaning, Drying.  
Hunters Tier indicates the size of finished hide regardless of size of creature.  
1st:Small(2x4 ft/60x120 cm) 3rd:Med(3x6 ft/90x180 cm) 5th:Lrg(6x6 ft/180x180 cm)

CREATE:A Hide from Skinning
FOCUS:2 Hides
COUNTER:None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Touch	Kindling	10 Minutes	Permanent	No Save
<b>Make Fire with Sticks</b>									



Hunter rubs two sticks together to create a small fire.  
Make Fire with Sticks. 3 attempts.  
Dry Kindling needed. Damp kindling +1 Col. Wet environ +1 Col  
Hunters Kit helps (-1 col).  
Hunters base Save is SKL:1. NON Hunters base Save is NON:3

FOCUS:COL -1
COUNTER:None

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



Able to set a time and wake up at that time.  
Fighter reviews surroundings to understand the normal sounds during the rollout.  
Fighter must not be exhausted or forced to sleep. Does not guarantee restful sleep.  
When waking it takes 1 full round before Fighter is able to be clear headed.  
If used when awake the 'Alarm' still alerts the character.

COUNTER:None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 14 Duration X2 8 SP

## Communication

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



Hunter can leave marks that look like naturally dispersed and meaningless arrangements.  
No Save to find, just need to look  
Hunter can leave marks that look normal to others but are meaningless to others. Others are NOT able to make sense of these arrangements.

CREATE:
COUNTER:None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 16 Rollout 1 Min 8 SP
Lvl 14 Duration X2 8 SP

LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				4 pts	Self	6x6 Squares	Initiative	20 Minutes	No Save
<b>Mimic Soft Nature Sounds</b>									



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

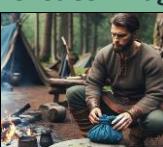
## Creations

LEVEL	1	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
				12 pts	Touch	1d3 Salves	4 Hours	Used / EOY	None for creation
<b>Create Singer's Salve</b>									



Hunter creates a Singer's Salve  
1d3 Salves created. DOT Damage, heal 2 per cycle, HNT: Heal 4 per daily cycle.  
Does NOT require a kitchen or lab. Does require basic cooking gear.  
Ingredients listed as Bittercress leaf, Wild garlic oil, and Rocko's Hot Water.  
Concoction originally created by the character Reginal "Singer"

CREATE:Singers Salve
FOCUS:+1 Salves
COUNTER:None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
	Create/Repair Arrows (24)			6 pts	Touch	Self	4 Hours	Permanent	No Save
		Hunter uses a sharp blade, skill, time and materials to create arrows. Kit required for all except blunt & crude arrows. Tier 1: 12 crude or blunt arrows. Tier 2: 12 standard arrows, require and arrow heads and sinew Tier 3: 12 flight arrows require, light weight shafts and sinew							<b>CREATE:Arrows</b> FOCUS:Fletching COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP
LEVEL	2	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
	Create Sunrise Potion			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.							<b>CREATE:Sunrise Potion</b> FOCUS:+1 Potion COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP
LEVEL	4	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
	Create Revive Salve			12 pts	Touch	1d3 Salves	4 Hours	Used / EOY	None for creation
		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.							<b>CREATE:Revive Salve</b> FOCUS:+1 Salve COUNTER:None
LEVEL	7	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
	Create Repellent Oil			12 pts	Touch	1d3 bottles	4 Hours	Used / EOY	None for creation
		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.							<b>CREATE:Repellent Oil</b> FOCUS:+1 Bottle COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP
LEVEL	8	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
	Create Fragility Poultice			16 pts	Touch	1d3 Poultices	4 Hours	Used / EOY	None for creation
		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.							<b>CREATE:Fragility Poultice</b> FOCUS:+1 Poultice COUNTER:None ENHANCEMENTS: Lvl 14 Save Roll +20 8 SP Lvl 10 Rollout Halved 6 SP
LEVEL	10	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
	Create Maidens Breath (Inhalent)			18 pts	Touch	1d3 Vials	4 Hours	Used / EOY	None for creation
		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.							<b>CREATE:Maidens Breath</b> 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:
	Create Aelenes Tea			16.8 pts	Touch	1 Bag	4 Hours	Used / EOY	None for creation
		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.							<b>CREATE:Aelene's Tea</b> 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:
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### Create Java Meal Spice



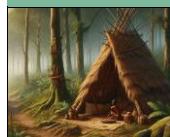
Hunter creates a bit of spice.  
Qty:1d3 doses created. Recipient will remain alert 48 hrs. (cannot be past 48). Does NOT require a kitchen or lab. Does require basic cooking gear.  
Ingredients listed as Peppermint Oil, Beetle Shells, Gingerroot.  
Multiple servings in a small bag. Noticable & distinct 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:
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### Create LeanTo Shelter (2 ppl)

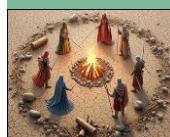


Quickly built (1 min) & lasts 12 hrs, unless rough weather.  
Very heavy rains and/or heavy winds will destroy this.  
- Shelter fits up to 2 people.

CREATE:Lean-To for 2 ppl	
COUNTER:None	

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
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### Perimeter Safety



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:
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### Hunters Hut (10 ppl)



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:
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### Hunters HIDDEN Shelter (5 ppl)



Hunter creates a hidden hut for up to 5 people that has a single entrance/exit.  
Casual by-passers will not normally notice the shelter.  
- smoke from fires may be noticed  
- Not useable in obvious locations (urban, no coverage, or heavily trafficed areas)

CREATE:Hidden Shelter	
FOCUS:Rollout 1/2	
COUNTER:None	
ENHANCEMENTS:	
Lvl 14 Duration X2	8 SP
Lvl 16 AoE X2	16 SP

## Natural Environment

LEVEL	1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
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### Find North



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

COUNTER:None	
ENHANCEMENTS:	
Lvl 20 Rollout Instant	16 SP

LEVEL	2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
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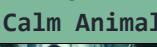
### Benign Approach



Use of 'Calm Animal' skill will greatly help this effort.  
Approaching animals and not alarming them (much). No attacks.  
How close depends on the animal, situation, and the level of the hunter.  
If started outside of range the animal may leave while not noticing the hunter.  
Using this within range means the animal is aware, and hopefully not scared.

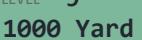
COUNTER:None	
ENHANCEMENTS:	
Lvl 12 Range X2	8 SP

-Hunter

LEVEL	<b>3</b>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: May Need Skill Save GM
<b>Calm Animal</b>				4 pts	2 Squares	1 Animal	20 Minutes		2 Hours	Animal is calmed
	The hunter calms a wild animal in their own way. Some animals flee before effect happens. Hunter and animal use comparison Save. Calming animals can be more difficult with some creatures that are very skittish. Hunter should use calming mannerisms, slow patient movement, and food to help. Must Save using column 2, but can use column 1 if the situation fits (as per GM).	COUNTER: None	ENHANCEMENTS:	Lvl 10 Rollout Halved	6 SP	Lvl 12 Range X2	8 SP	Lvl 14 Duration X2	8 SP	

LEVEL	<b>3</b>	<input type="button" value=""/>	STACK	1	COST	4 pts	RANGE	Self	AREA OF EFFECT	20x20 Squares	ROLL OUT	9 Hours	DURATION	Rollout	SAVE:	May Need Skill Sav
<b>Hunt/Fish/Gather</b>																

## Traveling (PMP)

LEVEL	<b>9</b>		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>1000 Yard Stare (1 to 4 days)</b>			12 pts		Self	Self		10 Minutes	20 Hours		
 Hunter zones out as they walk a preset direction Walk X3 in 20 Hrs, Surprise likely, Encounters unlikely, 2 rounds to fully wake. Hunter zones out as they walk a preset direction											
COUNTER: None											
ENHANCEMENTS:											
Lvl 14 Duration X2										8 SP	

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
<b>Find/Follow Wilderness Trail</b>															