

HNT

715-2

1

Create A Field Bandage

LEVELTier 1

Create 1d3 Bandages. HNT Kit. 12 SP. 4 hrs. Campfire.
Bees Wax, Amaranth Leaves, Sea Water.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	4 hours		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
9	1d3 Wraps	Permanent		None	HNT



By COPILOT

Details:

- GENERAL:
- Creates 1d3 bandages.
 - All bandages stop the bleeding,
 - Hunter Field Bandages also heal 2 HP,
 - When applied by a Hunter heals an additional 2 HP.
 - Requires the Hunter to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

- WHAT THIS SKILL DOES DO:
- Create 1d3 wraps (bandages).
 - Allows Hunter applied bandages to give 2 HP healing.
 - Use of Hunter Kit gives an additional +2 HP.

- WHAT THIS SKILL DOES NOT DO:
- Does NOT work if the components are not gathered and processed properly.

Bonds and Connections

- No Nae'Em connection.



Counter:

No Counter Available.

Creations:

- Field Bandage
- Stop Bleeding.
 - HNT: +2 HP.
 - Need: Campfire, HNT Kit, 12 Sp Pts, 4 Hours.
 - Bees Wax, Amaranth Leaves, Sea Water.
 - Market: 9 Max, Buy:10 GP, Sell:1 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
20	Rollout Instant	16



Focus Items and/or Kits:

- Using a kit gives an additional +2 HP.

1 Skinning A Hide

LEVEL Tier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	12 Hours		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Animal	Permanent		none	HNT



By COPILOT

Details:

- GENERAL:**
- 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.
 - Requires the person to maintain concentration,
 - i.e. the caster must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done.

- WHAT THIS SKILL DOES DO:**
- Only affects creatures with hides.
 - Works hides into medium quality but no edging or forming done,
 - Only one tenth of normal value if sold.
 - Includes a curing process.

- WHAT THIS SKILL 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



Focus Items and/or Kits:

- Hunters Kit is NOT passive.
- Yeilds 2 hides

HNT

1037-1

1 Ranged Weapon Expertise

LEVEL Tier 1

1 Weapon gains a Ranged ToHIT bonus of +1 per Tier.
Lasts for the lesser of either 24 hours or end of Battle.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	1 Minute		Battle Actions/Prep	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Item	End of Battle or 24 hrs		None	HNT

[By site/group]

Details:

GENERAL:

- Must be a Ranged weapon.

WHAT THIS SKILL DOES DO:

- Allows the Hunter to gain a +1 ToHIT per Tier with Ranged attacks.
- Requires the Hunter to be in control and holding the selected weapon during Rollout.

WHAT THIS SKILL DOES NOT DO:

- This does NOT give any ToHIT bonus for anything other than Range.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required.

HNT

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1 Find North

LEVEL Tier 1

Hunter does a quick look and finds North.
GM indicates direction of North.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Natural Environment	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Self	1 Hour		None	HNT



By COPILOT

Details:

GENERAL:

- GM indicates which direction is north.

WHAT THIS SKILL DOES DO:

- Takes 6 seconds (a round) to review the surroundings.
- Allows the hunter to use this in battle.
- Determines where North is.

WHAT THIS SKILL 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.

Enhancements:

LVL	ENHANCEMENTS	COST
20	Rollout Instant	16

Focus Items and/or Kits:

- Not required.

1

Create Singer's Salve

LEVEL

Tier 1

Campfire Only. Bittercress leaf, Wild garlic oil, Rocko's.
DOT damage, heal 2 per cycle, HNT: +4 per daily cycle.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	4 Hours		Creations	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
9	1d3 Salves	Used / EOY		None for creation	HNT



By COPILOT

Details:

- GENERAL:**
- All ingredients stay fresh until New Year, if kept within Hunter's Herb Sack.
 - Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

- WHAT THIS SKILL DOES DO: (create the Salve)**
- Creation requirements of the Hunter,
 - Must have basic cooking gear, but a workshop/kitchen is NOT required.
 - Acquire Bittercress leaf, Wild garlic oil, and Rocko's Hot Water,
 - Use a campfire or better to cook for 4 hours.
 - Hunter may repeat this up to 3 times per day,
 - each effort takes 4 hours and requires a separate set of ingredients.

- WHAT THIS SKILL DOES NOT DO:**
- Does NOT allow the creation of more than 9 concoctions. (Stacking)

- CREATION:**
- 1d3 Jars of Singers Salve (Max 9 per day),
 - Affects Damage caused by DOT,
 - Applied by a non-Hunter the salve reduces DOT type damage by 2 per cycle,
 - Applied by a HUNTER the salve reduces DOT type damage by 6 HP per cycle (+4 added).
 - A non-Hunter can usually sell this for 10 GP,
 - Hunter is usually able to sell this for 14 GP
 - Apothecary's selling price ranges from 25 GP up to 50 GP.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

Singers Salve



- Affects DOT Damage, heals 1 per cycle.
- HNT: heal 2 per cycle.
- Need: Campfire, 12 Skill Pts, 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	6



Focus Items and/or Kits:

- Hunters Kit is is NOT passive.
- Creates additional Salve (per creation process)

1

Create/Repair Arrows

LEVEL

Tier 1

24 arrows created. Tier based
1=Crude, 2=Standard, 3=Flight.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
6 pts	Touch	4 Hours		Creations	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Self	Permanent		None	HNT



By COPILOT

Details:

GENERAL:

- Hunter is able to make crude arrows without a kit and few materials,
 - Other arrows require more skill and effort (below).
- Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Does allow the Hunter to make 24 arrows,
 - The type of arrows is based on Tier.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the hunter to create high quality arrows.

WHAT THE CREATION DOES:

- All arrows created have no bonuses even if the materials previously did.
- Time Required: arrows can be constructed every rollout.
 - Experience & special materials:
 - Tier 1: 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.
- All arrows are created with crude fletching,
 - All fletching (crude to professional) have the same stats.
 - Hunters kit will improve the fletching from crude to basic,
 - Profiessiion Bowyers/Fletchers have skills beyond hunters.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Arrows



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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6



Focus Items and/or Kits:

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

HNT

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1 No Road Needed

LEVEL Tier 1

Can be much slower or much faster than the road.
Stay at normal road speed. No Double time. May need SKL save.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	10 Minutes		Traveling (PMP)	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
	Traversable Land	8 Hours		May Need Skill Save	HNT

Keep course/speed

GM



By COPILOT

Details:

- GENERAL:**
- Hunter is able to stay on course when no path or road is available.
 - Note: 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 equal to 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 SKILL DOES DO:**
- Allows 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,
 - Allows the Hunter to use this skill while also using other skills, Example Skills,
 - Point Person. Find North. Find/Follow Trail, or Hunters Marks.
 - Requires a Skill 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,
 - Thick jungles.

- WHAT THIS SKILL 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

- 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
16	Rollout 1 Min	8



Focus Items and/or Kits:

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

HNT

716-1

2 Make Fire with Sticks

LEVEL

Tier 1

Create a fire with sticks only.

Dry Kindling needed. Damp kindling +20. Wet environ +20

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	10 Minutes		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Kindling	Permanent		None	HNT



By COPILOT

Details:

GENERAL:

- Method to create an initial spark is known by the Hunter.
- Environment must not be extreme.
 - If the environment is extreme the GM will adjust the Save.
- Does require the person to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO

- Requires a Save only if the situation/Environment is extreme,
 - Non-Hunters use NON-Skill -40,
 - Hunters roll a Skill Save,

WHAT THIS SKILL DOES NOT DO:

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required.

HNT

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2 Benign Approach

LEVEL Tier 1

Approach animals in a benign way to get close. No attacks
In sight of animal. Blending. Calm. Non-aggressive.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	10 Squares	5 Minutes		Natural Environment	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	10 Squares	1 Hour		May Need Skill Save	HNT



By COPILOT

Details:

GENERAL:

- 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).
- Does require the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Uses 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.
- Allows Hunter to get twice as close to a creature as normal @ half movement.
 - Hunter uses blending, calm movements, non-aggressive actions, etc.
- Does get affected by how aware/skittish the creature is by nature.
- May require a Skill Save to approach the creature closer than 4 squares.

WHAT THIS SKILL DOES NOT DO:

- Does NOT give any reasonable defense vs attacks.
- Does NOT work as a cammo/lage only skill, but may include very limited camoflage.

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:

- Not required.

2 Create Sunrise Potion

LEVEL Tier 1

Campfire Only. Anise Leaf, Ginger Oil, Honey.
Effect: Heal +2 HP @ Sunrise. HNT +4 HP.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	4 Hours		Creations	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
9	1d3 Potions	Used / EOY		None for creation	HNT



By COPILOT

Details:

GENERAL:

- All ingredients stay fresh until New Year, if kept within Hunter's 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.
- Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO: (create the Salve)

- Creation requirements of the Hunter,
 - Must have basic cooking gear, but a workshop/kitchen is NOT required.
 - Acquire Anise Leaf, Ginger Oil, Honey,
 - Use a campfire or better to cook for 4 hours.
- Hunter may repeat this up to 3 times per day,
 - each effort takes 4 hours and requires a separate set of ingredients.

WHAT THIS SKILL 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.

CREATION:

- 1d3 Sunrise Potions (Max 9 per day)
- Add HP each morning (@ sunrise),
 - Applied by a non-Hunter the potion adds 2 HP (heals),
 - Applied by a HUNTER the potion adds 4 HP (heals).
- A non-Hunter can usually sell this for 1 GP,
- Hunter is usually able to sell this for 2 GP

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Sunrise Potion



- Morning Heal +2 HP. Good to EOY.
- HNT: +4 HP.
- Need: Hunters Kit, Campfire, 12 Sp Pts, 4 Hrs. Anise Leaf, Ginger Oil, Honey.
- Market: 9 Max, Buy:5 GP, Sell:1 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6



Focus Items and/or Kits:

- Hunters Kit is NOT passive.
- Creates additional Potion (per creation process)

HNT

721-1

2 Create LeanTo Shelter (2 ppl)

LEVEL

Tier 1

Rough lean-to or tent struction.

Quickly built (1 min) & lasts 12 hrs, unless rough weather.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
3 pts	Touch	1 Minute		Fences and Shelters	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
7	1 Shelter	12 Hrs		None	HNT



By COPILOT

Details:

GENERAL:

- This is only a temporary shelter and isn't very sturdy.
- Hunters Kit is not required.

WHAT THIS SKILL DOES DO:

- Does create temporary shelter,

WHAT THIS SKILL DOES NOT DO:

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

WHAT THE CREATION DOES:

- Setup a Lean-To very quickly.
- The structure is will last 12 hours in mild weather conditions,
 - The Hunters Skill Save (1 per hour) will be needed for,
 - High winds,
 - Heavy snow/sleet,
 - Extreme rain/water flow that threatens to move the structure.
- Has a maximum occupancy,
 - 2 people of Human to Minotaur size,

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Lean-To for 2 ppl



- Lean-To's or other type of minimal shelter.
- This shelters do NOT stay up during rough weather.
- Holds up to 2 persons

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required.

HNT

717-1

2 Perimeter Safety

LEVEL

Tier 1

Creates noticable sounds when stepped on.
To cross first a SNS to find, then can cross.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	30 Minutes		Fences and Shelters	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	5x5 Sq Perimeters	8 Hours		None	HNT



By COPILOT

Details:

GENERAL:

- When area is crossed then sounds of snaps, breaks,etc.
- Heavy wind, rain, or snow makes the duration 4 hr.
- Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Requires the hunter to spend the 1 hour rollout time prep'ing the area.
- Allows the hunter to create a square-wide perimeter
 - The perimeter is made of sticks, stones, leaves etc.
- Requires any who cross the perimeter to roll a Senses Save -20.

WHAT THIS SKILL 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,

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
14	Damage X2	12

Focus Items and/or Kits:

- Not required.

3

Mental Alarm Clock

LEVEL

Tier 1

Set a wake up time in your head.

Wake within next 24 hrs. 1 Rd to clear head.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	10 Minutes		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Self	24 Hours		None	FTR-HNT



Created by COPILOT

Details:

GENERAL:

- If used when awake the 'Alarm' still alerts the character.
- Requires the Hunter/Fighter to maintain concentration,
 - i.e. the Hunter/Fighter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Allows the character to be fully awake the next round from waking.
 - 6 seconds after the alarm wakes the character the are able to act/react.
 - During the first 6 rounds they can only defend, but not move or attack.

WHAT THIS SKILL DOES NOT DO:

- Does NOT take effect if character is exhausted from things like...
 - Double time travel,
 - Lack of sleep,
 - HP at 0,
 - Etc...
- Does NOT have any effect verses sleep enforced by magic.
- Does NOT work if the wake up time is beyond 24 hours.

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
14	Duration X2	8

Focus Items and/or Kits:

- Not required.

HNT

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3


Calm Animal

LEVELTier 1

Hunters use mannerisms, food, time, to communicate calmness.
Requires a Save for non-domesticated animals.



By COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	2 Squares	20 Minutes		Natural Environment	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	1 Animal	2 Hours		Comparison SKL 	HNT

Animal is calmed

Details:

- GENERAL:**
- Note: In-game 'Animals' are defined as 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.
 - Requires the Hunter to maintain concentration,
 - i.e. the caster must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

- WHAT THIS SKILL DOES DO:**
- Calms animals, even in towns.
 - Hunter must use mannerisms, food, time, etc,
 - Whatever is available.
 - Has a better effect with domesticated animals, thus now Save is required
 - Normally requires a Skill save with wild animals.

- WHAT THIS SKILL 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:

- Not required.

HNT

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3 Hunt/Fish/Gather

LEVEL Tier 1

Hunters can stop for the day and get food.
Once per day for 9 hours. 1d6 per Tier +6 meals per day.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	9 Hours		Natural Environment	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	20x20 Squares	Rollout		May Need Skill Save	HNT



By COPILOT

Details:

GENERAL:

- Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.
- Note: Hunters are skilled within this topic,
 - More skilled than any other adventurers,
 - But Hunters, Fishermen, Gatherers are more efficient at these skills than Hunters.

WHAT THIS SKILL DOES DO:

- Requires a roll a d6 per Tier plus 6 for the number of meals acquired the acquired,
 - Non-skilled can assist and add 2 meals each.
- Allows the Hunter to hunt, fish, or gather once per day.

WHAT THIS SKILL DOES NOT DO:

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



- Focus Items and/or Kits:
- Hunters Kit is NOT passive.
 - Yeild x 1.5 (gain 50%)



3 Hunter Marks

LEVEL Tier 1

Hunters leave messages in nature that others miss.
If Marks are not obvious then Skill Save is needed to notice.



By COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	6 Squares	1 Minute		Communication	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Square	1 Month (30 days)		None	HNT

Details:

- GENERAL:
- If Hunter Marks are intentionally knocked about,
 - Knocked about could mean Marks are seen as damaged or could mean cast to look natural.
 - Any Hunter searching for them would need to Skill Save to find them,
 - GM would need to help reveal how much of the original message survived.
 - Hunters who are purposely looking for the marks will find them..
 - Hunters not looking for marks may still see them,
 - GM to roll Save.

- WHAT THIS SKILL DOES DO:
- Allows the message to remain for a month in a natural environment.
 - Allows the Hunter to use a limited choice of words:
 - A personal mark (signature),
 - Right, Left, Back, Forward, 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 SKILL 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.

Example of what might be left as a message:
Personal Mark of 3 tents (would be recognized as a personal marking).
Right, Water, Forward 2, Safe. Or

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
14	Duration X2	8
16	Rollout 1 Min	8

Focus Items and/or Kits:

- Not required.

HNT



724-1

4

Accurate Ranged Shots

LEVELTier 1

Shoot more accurately
ToHit & Dmg +2 per Tier.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Per weapon	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	within Range	1 Round		None	HNT



By COPILOT

Details:

- GENERAL:
- Requires the Hunter to use a Ranged weapon (bow or crossbow).
- WHAT THIS SKILL DOES DO:
- Allows the Hunter to add 2 to the ToHit for each Tier they have attained.
 - Allows the Hunter to add 2 points of damage for each Tier they have attained.
 - Applies to all Ranged attacks with a bow/crossbow by the Hunter during the round.
- WHAT THIS SKILL DOES NOT DO:

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
12	Range X2	8

Focus Items and/or Kits:



- Not required.

4

Hunters Charge

LEVELTier 1

Hunter charges quickly and directly to the target.
EXTRAL Min 4 Sqs. 1 Attk. AC-4. ToHIT/Dmg +8. No pivot.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Move x2	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Creature	1 Round		None	HNT



By COPILOT

Details:



- GENERAL:**
- This is EXTRA effort.
 - Thus no other Extra effort can be done in the same round. (1 per round),
 - EXTRA effort stops the flow of the battle and is resolved immediately.
 - May incur AoO's during charge.
- WHAT THIS SKILL DOES DO:**
- Requires the Hunter to move in a straight uninterrupted line to the target,
 - The Hunter 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.
 - Allows the Hunter to gain +8 ToHIT and +8 Damage,
 - But limited to a maximum of 1 attacks.
 - Requires the Hunter to downgrade their AC by 4 (AC-4).
- WHAT THIS SKILL DOES NOT DO:**
- Does NOT allow more than 1 attack in a charge round.
 - Does NOT inhibit the Hunter from becoming the target of an AoO while charging.
 - Does NOT allow Hunter to end the charge with a pivot,
 - Charger must end facing the enemy to use this skill.

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

- 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:

- Not required.

HNT



726-1

4

Soft Nature Sounds

LEVELTier 1

Soft low volume natural sounds to discourage attention.
Create low natural sounds. Low volume and intensity.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Communication	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	6x6 Squares	20 Minutes		None	HNT



By COPILOT

Details:

- GENERAL:
- Audiences roll the save and failure indicates they believe the sound is real.
 - At higher levels may be combined with Ventriloquism skill.

- WHAT THIS SKILL DOES DO:
- Allows the Hunter to create sounds which may be in the local environment.
 - Allows the Hunter to 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.

- WHAT THIS SKILL DOES NOT DO:
- Does NOT hide the actions taken for the Hunter to make the sounds.
 - This is not ventriloquism.

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	Rollout Init	12
20	Rollout Instant	16

Focus Items and/or Kits:

- Not required.


HNT

727-1

4 Create Revive Salve

LEVEL Tier 1

Need Kitchen/Lab. Bittercress leaves, Pine Tar, Oak sap.
1d3 Salves. Effect: +1 HP & Awake 2 hours.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	4 Hours		Creations	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
9	1d3 Salves	Used / EOY		None for creation	HNT



By COPILOT

Details:

- GENERAL:**
- All ingredients stay fresh until New Year, if kept within Hunter's Herb Sack.
 - Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

- WHAT THIS SKILL DOES DO:** (create the Salve)
- Creation requirements of the Hunter,
 - A stocked Kitchen/Lab is required.
 - Acquire Bittercress leaves, Pine Tar, and Oak sap,
 - Use a stove to bake for 4 hours.
 - Hunter may repeat this up to 3 times per day,
 - each effort takes 4 hours and requires a separate set of ingredients.

- WHAT THIS SKILL DOES NOT DO:**
- Does NOT allow the creation of more than 9 concoctions. (Stacking)

- CREATION:**
- 1d3 Jars of Revive Salve (Max 9 per day),
 - Affects health and wakefulness,
 - Applied by a non-Hunter adds 2 HP @ sunrise and stimulates wakefulness for 30 min,
 - Applied by a HUNTER add 6 HP total @ sunrise and stimulates wakefulness for 30 min.
 - A non-Hunter can usually sell this for 1 GP,
 - Hunter is usually able to sell this for 2 GP

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

Revive Salve



- +1 HP & Waken 2 hours.
- HNT: +2 HP: Dur: 4 hrs.
- Need: Kitchen/Lab, 12 Sp Pts, 4 Hours. Bittercress Leaves, Oak Sap, and Pine Sap.
- Market: 9 Max, Buy:2 GP, Sell:9 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Hunters Kit is is NOT passive.
- Makes 1 additional Salve (per creation process)

HNT

729-1


5 Point Position

LEVEL Tier 2

Scout ahead for the party. HNT: 16sqs in front.
Grp:No suprize. Init+2 in 1st round.



By COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	10 Minutes		Battle Actions/Prep	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	16 Squares ahead	Up To 1 day		None	HNT

Details:

- GENERAL:
- Point person can prevent the party from being surprised.
 - Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.
 - NOTE: The Hunter takes 10 minutes Rollout to quickly survey the area before starting the task.
 - NOTE: a surprise round is round #0.

- WHAT THIS SKILL DOES DO:
- Allows point person to move ahead of the group and prevent surprise attacks,
 - Allows the point person to provide the party a +2 Initiative in first round.
 - Requires the point person to roll a Save when attempting to avoid surprise.
 - Will 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 SKILL DOES NOT DO:
- Does NOT allow enough time and forwarning to avoid encounters entirely.
 - Does NOT help if the point person is unaware, for example:
 - Doubletimed,
 - Dazed, Stunned, 1000 yard stare,
 - Intense conversation,
 - full group sleeping,
 - Exhausted.

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
16	AoE X2	16
16	Rollout 1 Min	8

Focus Items and/or Kits:

- Not required.

HNT

767-1

5 Penetrating Shots

LEVEL Tier 2

Shots that do more damage at the cost of accuracy.
All bow shots: ToHits -2, Damage+4 per Tier.



By COPILOT

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	By Weapon	Initiative	Battle Offense	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	By Weapon	2 Rounds	None	HNT



2 RDS

Details:

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

- WHAT THIS SKILL DOES DO:
- Gives the Hunter certain battle adjustments,
 - ToHIT -2
 - Damage has a bonus of +4 per Tier.
 - May deliver even more advantages with enhancements,
 - 'Initiative +4' enhancement at 5th level cost 4 pts,
 - 'Damage +50%' enhancements at 9th level cost 8 pts.

WHAT THIS SKILL DOES NOT DO:

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	Damage +50%	8

Focus Items and/or Kits:

- Not required.

HNT

905-1

5 XBOW:Long Dist Shots

LEVEL Tier 2

Requires the Hunter to use a crossbow.
Distance +16 Sqs.



COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	By Weapon	Initiative	Battle Offense	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1 Target	4 Rounds	None	HNT



By COPILOT

Details:

GENERAL:

- Hunter uses a crossbow and this skill to gain even more distance.
- The Hunter to rolls normal Initiatives and ToHITs.

WHAT THIS SKILL DOES DO:

- Requires the Hunter to use a crossbow.
- Allows Hunter to add 16 squares to the distance.
- Allows the Hunter to use this on all allowed attacks within the Duration.

WHAT THIS SKILL DOES NOT DO:

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
14	Attacks +1	8

Focus Items and/or Kits:

- Not required.

FTR-HNT-ROG

801-1

5


Disrupt Concentration

LEVEL

Tier 2

Attempt to interrupt a target that is concentrating.

INTERRUPT: Attempt to stop a specific spell or action.

COST	RANGE	ROLL OUT	<div><div>Now</div><div>2</div><div>RDS</div></div>	COLLECTION	OUTCOME
8 pts	8 Squares	Instant		Battle Reaction	Mundane
STACK	AoE	DURATION	<div><div>2</div><div>RDS</div></div>	SAVE	CLASS GROUPS
99	1 Target	2 Rounds		Senses Comparison 	FTR-HNT-ROG

Not Disrupted



By COPILOT

Details:



- GENERAL:**
- When using this skill no other attacks may be utilized. (Just 1)
 - *Examples of reasons to use this skill:*
 - Draw attention away from a rogue attempting to not be seen,
 - Distract a pickpocket target to assist a sticky fingered Rogue.
 - Disrupt the effort of a person trying to organize a group or crowd.

- 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 |
| 4 -Final Rites | 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 |
| 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 | |

- WHAT THIS SKILL DOES DO:**
- Requires the target group to pass the Save or fail to complete an action or effort.
 - Requires character to use this BEFORE the any targeted skill has enacted,
 - can be used in same initiative as the targeted skill,
 - This action might,
 - draw more attention than intended (pull more aggro)
 - disrupt more issues that are in play than expected,

- WHAT THIS SKILL DOES NOT DO:**
- Does NOT focus on a single target for it's affect.
 - Does NOT exclude the characters own group from being affected.

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
18	Range X4	10

Focus Items and/or Kits:

- Not required.

HNT



665-1

6 AoO on Melee Entry

LEVEL Tier 2

Interrupt and attack an enemy that has come to you.

INTERRUPT: Targets entering melee become open to an attack.

COST	RANGE	ROLL OUT	 	COLLECTION	OUTCOME
4 pts	Melee Wpn Range	Instant		Battle Reaction	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Self	1 Round		None	HNT



By COPILOT

Details:



GENERAL:

- This is EXTRA effort.
 - Thus no other Extra effort can be done in the same round. (1 per round),
 - EXTRA effort stops the flow of the battle and is resolved immediately.
- INTERRUPTION (Rollout is Instant)
 - This skill pauses all action when enacted before any opposing effect can be done.
 - Such effect might be damage taken or an attack made.
- Timing of movement:
 - Movement is halted and resumes when this AoO is resolved,
 - Movement (if possible) continues.

WHAT THIS SKILL DOES DO:

- Does allow Only 1 AoO is allowed per round.
 - Does allows an AoO against those entering melee range.
- This skill pauses all action when enacted before the target can complete their action.
- Does allow Hunter to continue with normal actions/attacks.

WHAT THIS SKILL DOES NOT DO:

Bonds and Connections

- No Nae'Em connection.

Counter:

LVL: 1 No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST

Focus Items and/or Kits:

- Not required.



HNT

713-1

6 Hunters Hut (10 ppl)

LEVEL Tier 2

Sturdier version of a Lean-To hut. Stands for 2 days.
Holds up to 10 people. Max Fragility Time -1.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
10 pts	Touch	20 Minutes		Fences and Shelters	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
3	2x3 Squares	2 Days		None	HNT



By COPILOT

Details:

GENERAL:

- Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.
- Generally, use of shelters aids with sickness/disease rolls.

WHAT THIS SKILL DOES DO:

- Allows Hunter to create a temporary shelter for up to 10 persons using available material.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow Hunter to make snow, or mud dwelling,
 - Ice huts (igloo's) are viable though.
- Does NOT allow Hunters to 'make' caves, but caves can be used without cost.

WHAT THE CREATION DOES:

- Allows Hunter to create a temporary shelter for up to 10 persons using available material,
 - Hunter may place the hut against a single or group of trees or convert a thicket like area,
 - If no materials are available then no points are spent and no structure is built,
 - By default it is a large sturdy Lean-To with closed ends in style.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Hut



- 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



Focus Items and/or Kits:

- Hunters Kit is NOT passive.
- AoE becomes 3x3 squares



HNT

731-1

7 Held Shot, 1 Target

LEVEL Tier 2

Keep aiming longer and longer for a more accurate shot.
Conc on 1 Target ToHIT/Dmg +6 per held attck, max+24.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	By Weapon	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Target	5 Attacks		None	HNT



By COPILOT

Details:

GENERAL:

- Hunter must use a bow or crossbow and continuously focus on a single target.
- Hunter must not use/complete any other attacks or skills.
- Does require the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- Hunter gains bonuses of,
 - ToHIT of +6 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 +24.
- Allows the Hunter to start holding their shot before rounds start.
- Hunters movement is reduced in half

WHAT THIS SKILL DOES NOT DO:

- 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.

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
12	Range X2	8

Focus Items and/or Kits:

- Not required.

HNT

734-1

7 Create Repellent Oil

LEVEL Tier 2

Campfire Only: Honeysuckle, Marsh Daisy Leaves, & Root Ash.
Yeild 1d3 items. Repells insects. Large= Health Save.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	Touch	4 Hours	Creations	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1d3 bottles	Used / EOY	None for creation	HNT



By COPILOT

Details:

GENERAL:

- All ingredients stay fresh until New Year, if kept within Hunter's Herb Sack.
- Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO: (create the Oil)

- Creation requirements of the Hunter,
 - Must have basic cooking gear, but a workshop/kitchen is NOT required.
 - Acquire Honeysuckle, Marsh Daisy Leaves, and Root Ash.,
 - Use a campfire or better to cook for 4 hours.
- Hunter may repeat this up to 3 times per day,
 - each effort takes 4 hours and requires a separate set of ingredients.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the creation of more than 9 concoctions. (Stacking)

CREATION:

- 1d3 Bottles of Repellent Oil (Max 9 per day),
- Repells insects,
 - Applied by a non-Hunter small insects will not stay near,
 - Applied by a HUNTER any larges insect must roll a Health Save,
 - A failed Save by the insects will cause them to stay at a distance.
- A non-Hunter can usually sell this for 2 GP,
- Hunter is usually able to sell this for 5 GP

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Repellent Oil



- Repel large insects. Dur= 1 hr.
- HNT: 2 Hrs.
- Need: Campfire, 12 Sp pts, 4 Hours.
Honeysuckle, Marsh Daisy Leaves, and Root Ash.
- Market: 9 Max, Buy:18 GP, Sell:3 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6



Focus Items and/or Kits:

- Hunters Kit is is NOT passive.
- Creates additional bottle (per creation process)

HNT

755-1

7

HIDDEN Shelter

LEVELTier 2

Take time to set up a hidden shelter.
Watch for: Smoke, noise, or movements that give it away.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	1 Square	4 Hours	Fences and Shelters	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
3	3 x 3 Squares	1 day / Tier	None	HNT



By COPILOT

Details:

GENERAL:

- Requires the EACH PERSON to maintain awareness,
 - i.e. they must stay aware of noise and commotion throughout the Rollout.
 - Be aware that the more activity around the shelter will likely make it easier to notice.
- Casual by-passers will not normally notice the shelter,
 - But noise, smoke, people entering/exiting may draw attention,
 - Note that active searchers are NOT casual by-passers.

WHAT THIS SKILL DOES DO: (Set up a hiddent shelter)

- After thoughtful set up the group can rest with little likelihood of interruption.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any effect when: (some examples)
 - In a urban environment,
 - In a subterranean location,
 - In an areas that have little to no plants or visual coverage.
- Does NOT inhibit sound or smells from within or without the shelter.

WHAT THE CREATION DOES:

- Does allow the Hunter to create a shelter that protects from non-extreme weather & temperature.
- The shelter:
 - allows up to 5 people,

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Hidden Shelter



- Shelter duration is 1 day / Tier.
- Holds up to 5 people.
- Concerns: Smoke, Noise, Movements.
- Area not used in: Urban, No coverage, Heavy traffic.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8
16	AoE X2	16



Focus Items and/or Kits:

- Hunters kit is NOT passive,
- Use of kit reduces Rollout in half.

HNT

757-1

8 Critical Shot 19-20

LEVEL Tier 2

Natural 19-20 ToHITs are critical Hits. 1 Ranged wpn only.
4 hrs.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	By Weapon	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	By Weapon	4 hours		None	HNT



By COPILOT

Details:

- GENERAL:**
- Can be applied in or out of battle,
 - Doubling the duration (Enhancement) can not be done after the skill has been started.
 - Does require the person to maintain concentration,
 - i.e. the caster must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done.
- WHAT THIS SKILL DOES DO:**
- Is set to only one ranged weapon per battle,
 - The potentail effect lasts the entire duration, but only for 1 selected weapon.
 - Critical Rolls for Ranged Shot,
 - Normal Critical Roll is a Natural 20,
 - This skill changes the allow rols to a Natural 19 or 20,
 - any of these natural rolls allows Hunter to use the Critical Range chart.
- WHAT THIS SKILL 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.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8

Focus Items and/or Kits:

- Not required.

HNT

774-1

8

Coastal Net Fishing

LEVELTier 2

Not a Solo skill. Hunter direct 3+ helpers
Yield: 5d20 +5/helper. Cook:1 hr / 30 meals.

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



By COPILOT

Details:

GENERAL:

- Hunter coordinates net fishing from piers or ships.
 - 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.
- Requires the Hunter to maintain awareness and focus on the task,
 - i.e. the caster must stay focused throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL IS ABOUT:

- Hunter must have time to set up, net fish, and tear down (All in the Rollout time):
 - 4 Hrs prep time for the crew and equip, 8 Hrs fishing time, 4 Hrs cleaning and gutting fish.
- Yeild based on amount of help:
 - Yeild with help is 5d20 uncooked meals,
 - Each helper person adds 5 uncooked meals to the total.
- Raw food to Cooking,
 - Cooking / prep time is 1 hour per 30 fish.
- Requires nets and other proper fishing gear.

WHAT THIS SKILL DOES NOT DO:

- Does NOT account for spoilage or processing,
 - These side issues are not to interrupt more of the game unless very significant.
- Does NOT allow the Hunter to complete this skill alone,

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



-Yeilds fish.



Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

- Not required.

HNT

754-5

8 Create Fragility Poultice

LEVEL Tier 2

Need Kitchen/Lab. Bees Wax, Seaweed, and Anis Leaves.
Yield 1d3 items. Effect: Fragility issues -1 level

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Touch	4 Hours		Creations	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1d3 Poultices	Used / EOY		None for creation	HNT



By COPILOT

Details:

GENERAL:

- All ingredients stay fresh until New Year, if kept within Hunter's Herb Sack.
- Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO: (create the Poultice)

- Creation requirements of the Hunter,
 - A stocked Kitchen/Lab is required.
 - Acquire Bees Wax, Seaweed, and Anis Leaves,
 - Use a stove to bake for 4 hours.
- Hunter may repeat this up to 3 times per day,
 - each effort takes 4 hours and requires a separate set of ingredients.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the creation of more than 9 concoctions. (Stacking)

CREATION:

- 1d3 Jars of Fragility Poultice (Max 9 per day),
- Affects health and wakefulness,
 - Applied by a non-Hunter it will lower the Fragility level by 1,
 - Applied by a HUNTER it will also reduce the max time (rounds, hours, days) by 1..
- A non-Hunter can usually sell this for 4 GP,
- Hunter is usually able to sell this for 8 GP

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Fragility Poultice

- Current Fragility level -1.
- HNT: Max Time -2.
- Need: Kitchen/Lab, 16 Sp Pts, 4 Hours.
Bees Wax, Seaweed, and Anis Leaves.
- Market: 9 Max, Buy:60 GP, Sell:7 GP.



Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save Roll +20	8



Focus Items and/or Kits:

- Hunters Kit is is NOT passive.
- Makes 1 additional Poultice (per creation process)

HNT

756-1

9

1000 Yard Stare (1 to 3 days)

LEVELTier 3

Long constant pace, with no rest. Walk x3 in 20 hours.

Max 3 days. Encntr unlikely. Suprise likely. Wake=2 rds.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	10 Minutes		Traveling (PMP)	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	Self	20 Hours		None	HNT



By COPILOT

Details:

GENERAL:

- Requires the Hunter to maintain concentration enough to keep moving,
 - i.e. the Hunter must stay concious throughout the Duration.
 - i.e. other activities that require concentration may not be done,
- Spell will not continue when/if casters concentration is broken.

WHAT THIS SKILL DOES DO:

- This effort can be repeated day after day for 4 days at a pace 3x of normal walking.
- Due to constant 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'.
- This skill goes against the watchful training a Hunter has therefore a hunter must save
 - Skills Save once per use at the 8 hr mark,
 - Fail means Hunter can not maintain the stare and GM rolls for encounter,
 - Pass means Hunter can maintain stare for duration,
 - and the normal check for encounters would be after the 16th hour.
- Allows the hunter to maintain a fast walking pace for 16 hours
- Allows the hunter to travel 3X normal walking distance,
- Allows the hunter to be surprised

WHAT THIS SKILL 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.

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8

Focus Items and/or Kits:

- Not required.

9

Cover Wilderness Trail

LEVEL

Tier 3

Hunter masks the trail where poss. Another HNT may find it.
1/2 Move until 10th lvl enhancement resets to full.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	12 Hours		Traveling (PMP)	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Trail 1 Mark Long	Permanent		none	HNT



By COPILOT

Details:

GENERAL:

- Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.
- Another Hunter may be able to find a Covered Trail.
- When using this skill only one attack may be utilized. (Just 1),
 - While covering the trail the Hunter can use 1 attack a round and still cover a trail.
 - The moment this skill is no longer used this limitation goes away,
 - Therefore, delaying battle by even 1 round to stop this skill is a good strategy.

WHAT THIS SKILL DOES DO:

- Does allow the hunter to cover a trail,
 - up to 8 persons (including the Hunter),
 - result shows a look of undisturbed natural area.
- Can be used on minor side roads that are not hard packed,
 - Hard pack roads/paths often don't leave a discernable trail.
- Hunter's movement is halved.
- Using the enhancement 'Rollout Halved' at 10th level will reset the movement to Full.

WHAT THIS SKILL DOES NOT DO:

- Does NOT have any effect in non-natural areas.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Find/Follow Trail- HNT

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6

Focus Items and/or Kits:

- Not required.



HNT

763-1

10 Blunted Bow Shots

LEVEL Tier 3

Damage roll Crit (Blunt col). Full then 1/2 (Min 1)
Bow (only) w/blunts.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	By Weapon	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	As per Weapon	4 Rounds		None	HNT



By COPILOT

Details:

GENERAL:

- Hunter is required to use blunted ammo on all attacks.
 - Damage roll Crit (Blunt column). Initially full then 1/2.,
 - If HP damage is not indicated then the damage is 1 HP.
- Crossbows deliver too much thrust and does not work well with this skill/ammo.

WHAT THIS SKILL DOES DO:

- Requires the Hunter to use a bow.
- Requires the Hunter to roll a normal ToHIT.
- Requires the Hunter to use the 'Critical' chart for any sucessful hits,
 - the 'Critical' chart is the blunt arrow damage with a minimum of 1 pt damage.
- Allows the Hunter to use this on all attacks in this round if using blunted ammo.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow use of the critical chart for non-blunt, non-criticals.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8

Focus Items and/or Kits:

- Not required.

10

Create Midens Inhalent

LEVELTier 3

Campfire Only: Marigold wine, Hemlock ash, Wild garlic oil.
Yeild of 1d3 items. Effect: Dazed or stunned made better.



By COPILOT

Details:

- GENERAL:
- All ingredients stay fresh until New Year, if kept within Hunter's Herb Sack.
 - Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

- WHAT THIS SKILL DOES DO: (create the inhalent)
- Creation requirements of the Hunter,
 - Must have basic cooking gear, but a workshop/kitchen is NOT required.
 - Acquire Marigold wine, Hemlock ash, Wild garlic oil,
 - Use a campfire or better to cook for 4 hours.
 - Hunter may repeat this up to 3 times per day,
 - each effort takes 4 hours and requires a separate set of ingredients.

- WHAT THIS SKILL DOES NOT DO:
- Does NOT allow the creation of more than 9 concoctions. (Stacking)

- CREATION:
- 1d3 servings of tea in 1 bag (Max 9 per day),
 - Repells insects,
 - Applied by a non-Hunter makes the duration only half as long,
 - Applied by a HUNTER ends the effect (Duration ends).
 - A non-Hunter can usually sell this for 5 Silver Pcs,
 - Hunter is usually able to sell this for 1 GP.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Maidens Breath

- Anti- Stun, daze, confusion: Dur: 1/2.
- HNT: Ends (Dur: x0).
- Need: Campfire, 18 Sp Pts, 4 Hours.
Marigold wine, Hemlock ash, Wild garlic oil.
- Market: 9 Max, Buy:10 GP, Sell:1 GP.



Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save Roll +20	8



Focus Items and/or Kits:

- Hunters Kit is is NOT passive.
- Makes 1 additional Bottle (per creation process)

11 Mounted Melee Attack

LEVEL Tier 3

Use a trained mount and run them down.
2 Attacks Max. Single handed wpn. Sm shld or buckler.



By COPILOT

Details:

- GENERAL:
- Requires the use of a trained mount.

- WHAT THIS SKILL DOES DO:
- Requires the attack to use a single handed full axe, hammer, or blade, smaller weapons cannot be used. (Hatchets, tools, daggers, etc)
 - Allows the rider to attack from the mount when moving, due to the movement to and past the target only 1 attack is allowed.
 - Allows 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 SKILL DOES NOT DO:
- Does NOT allow more than 2 attacks regardless of the number of attacks normally allowed.
 - Does NOT give any extra protection to the mount via any skills,

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

- Not required.

11 Create Aelenes Tea

LEVEL Tier 3

Campfire Only: Amaranth & Anise leaves, and Ethereal Grass
Yeild of 1d3 items. Effect: Sleep and SP 2 (or 4) gain @6am

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16.8 pts	Touch	4 Hours		Creations	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Bag	Used / EOY		None for creation	HNT



By COPILOT

Details:

GENERAL:

- All ingredients stay fresh until New Year, if kept within Hunter's Herb Sack.
- Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO: (create the inhalent)

- Creation requirements of the Hunter,
 - Must have basic cooking gear, but a workshop/kitchen is NOT required.
 - Acquire Amaranth & Anise leaves, and Ethereal Grass,
 - Use a campfire or better to cook for 4 hours.
- Hunter may repeat this up to 3 times per day,
 - each effort takes 4 hours and requires a separate set of ingredients.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the creation of more than 9 concoctions. (Stacking)

CREATION:

- A bag of 1d3 servings of Tea (Max 9 per day),
- Repells insects,
 - Applied by a non-Hunter for sound sleep and +1 Skill pts at 6am,
 - Applied by a HUNTER for sound sleep and +4 Skill pts at 6am (additional 2).
- A non-Hunter can usually sell this for 9 to 12 GP,
- Hunter is usually able to sell this for 11 to 18 gp..

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Aelene's Tea



- Serving helps sound sleep and +1 SP @6am.
- HNT: Extra +2 SP @6am.
- Need: Campfire, 16 Sp Pts, 4 Hours.
Amaranth & Anise leaves, and Ethereal Grass.
- Market: 9 Max, Buy:60 GP, Sell:13 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save Roll +20	8



Focus Items and/or Kits:

- Hunters Kit is is NOT passive.
- Makes 1 additional serving.

HNT

769-1

11 Create Java Meal Spice

LEVEL Tier 3

Campfire Only. Peppermint Oil, Beetle Shells, Gingerroot
Yeild= 1d3 servings. Effect: 24 or 48 hrs awake.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
24 pts	Touch	4 Hours		Creations	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Meal	Used / EOY		None for creation	HNT



By COPILOT

Details:

GENERAL:

- All ingredients stay fresh until New Year, if kept within Hunter's Herb Sack.
- Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO: (create the inhalent)

- Creation requirements of the Hunter,
 - Must have basic cooking gear, but a workshop/kitchen is NOT required.
 - Acquire Peppermint Oil, Beetle Shells, Gingerroot,
 - Use a campfire or better to cook for 4 hours.
- Hunter may repeat this up to 3 times per day,
 - each effort takes 4 hours and requires a separate set of ingredients.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the creation of more than 9 concoctions. (Stacking)

CREATION:

- 1d3 servings of tea in 1 bag (Max 9 per day),
- Repells insects,
 - Applied by a non-Hunter then alert for 24 hours,
 - Applied by a HUNTER then alert for 48 hours total.
- A non-Hunter can usually sell this for 1 GP,
- Hunter is usually able to sell this for 2 GP.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Jave Meal Spice



- Distinct taste. Alert for 24 hrs.
- HNT: Alert for 48 hrs total.
- Need: Campfire, 24 Sp Pts, 4 Hours. Peppermint Oil, Beetle Shells, Gingerroot.
- Market: 9 Max, Buy:10 GP, Sell:1 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save Roll +20	8



Focus Items and/or Kits:

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



HNT

772-1

12 Moving Target Shot

LEVEL Tier 3

Hunter has no negatives when shooting at the target.
Number of attacks -1. Minimum of 1. Bow required.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	By Weapon	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	By Weapon	1 Round		None	HNT



By COPILOT

Details:

- GENERAL:
- Hunter shoots at a moving target.
 - Standard riding adjustment is Rider gets +6 AC. Beast gets -2 AC.
 - Standard flying adjustment is Rider gets +6 AC. Beast gets -2 AC.

- WHAT THIS SKILL DOES DO:
- Requires Hunter to use a bow or crossbow,
 - Reduces number of attacks by 1. Minimum of 1.
 - Allows the Hunter to ignore any negative adjustments due to movment.

- WHAT THIS SKILL DOES NOT DO:
- Does NOT allow the use of any non-bow weapon with this skill.

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:

- Not required.




HNT

765-1

12 Find Wilderness Trail

LEVEL Tier 3

Attempt to find another Hunters trail.
Comparison Skill used, situation may add modifiers.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	12 Hours		Traveling (PMP)	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Mark	Rollout		Skill 	HNT

Find Follow



By COPILOT

Details:

- GENERAL:**
- Requires the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.
 - Duration refers to how long the Hunter may work this skill before resting.
 - When using this skill only one attack may be utilized. (Just 1),
 - While tracking the Hunter can use 1 attack a round and still maintain tracking,
 - The moment this tracking skill is no longer used this limitation goes away,
 - Therefore, delaying battle by even 1 round to stop this skill is a good strategy.
- WHAT THIS SKILL DOES DO:**
- Requires a comparison Skill Save for this skill:
 - The tracking Hunter rolls a Skill Save and compares the result to
 - the tracked Hunter roll of a Skill Save.
 - Modifiers may include:
 - Age of trail (How long it's been since the trail was made)
 - In an unusual or strange environment,
 - Weather,
 - Environment,
 - Actions taken by the tracked (covered trail?)
 - Hard packed areas.
 - Does reduce the Hunters movement by half.

WHAT THIS SKILL DOES NOT DO:

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Cover Trail - HNT

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8

Focus Items and/or Kits:

- Not required.



HNT

770-1

13 Ranged Sucker Shot(s)

LEVEL Tier 4

Take aim and shoot an unaware target. Bow only.
Init/ToHIT/Dmg +12. Attk 1/2(Min 1). AoE=1.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	By Weapon	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Target	1 Round		None	HNT



By COPILOT

Details:

- GENERAL:
- Hunter focuses on a single target.
 - Must select target prior to any initiative roll,
 - Target must be unaware.
 - Hunter may have other skills in play when executing this skill.

- WHAT THIS SKILL DOES DO:
- Requires the Hunter to use a bow.
 - Allows the Hunter the following bonuses,
 - Initiative +12
 - ToHIT +12
 - Damage +12
 - Reduces the hunters number of attacks in half.
 - Minimum of 1.
 - Requires the target to be unaware.
 - AOE is 1 target (for all shots in the round),
 - Enhancement 'AOE=2 Targets' allows the Hunter to aim for a 2nd target.

WHAT THIS SKILL DOES NOT DO:

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
12	AoE = 2 Recipients	10
17	Damage +8 / die	16

Focus Items and/or Kits:

- Not required.

ALL

991-1

14 Bestow House Authority

LEVEL Tier 4

Keep your House Organized. Can tell if a follower is true.
Creates A House for the character.

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



By Perchance.org

Details:

GENERAL:

- Focus item makes the 'sensing' passive.
Otherwise character must actively work to 'sense' anothers level of alliegence.
Only the caster using the "House Authority" can cause another to be a non-owner authority.
- Does require the person to maintain concentration,
 - i.e. the person must stay awake throughout the Rollout.
 - i.e. other activities that require concentration may not be done.

WHAT THIS SKILL DOES DO:

- There is only 1 Owner of a House, but there can be any number of Authorities of a House.
Each require this skill/spell to be exercised first.
- The owner/authority of a House may belong to other Houses.
Owners may disallow any other members within the house.
Authorities may only disallow other members that are NOT owners and NOT authorities.
- 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 SKILL DOES NOT DO:

- Does NOT reveal any specifics regarding loyalty other than the reputation number,
 - the range of -1 to -9 is a negative reputation indicating the person is NOT loyal.
 - the range of 1 to 9 is a postive reputation indicating the person is loyal.



Bonds and Connections

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

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
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Focus Items and/or Kits:

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



HNT

775-1

15 Unstable Shooting

LEVEL Tier 4

Reduces shot distance 1/2, can walk full.
Negates detriments of unstable footing.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	By Weapon	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Target	1 Round		None	HNT



By COPILOT

Details:

GENERAL:

- Can be used for any unstable footing of the shooter.
- Does require the Hunter to maintain concentration,
 - i.e. the Hunter must stay awake throughout the Duration.
 - i.e. other activities that require concentration may not be done,
 - Spell will not continue when/if casters concentration is broken.

WHAT THIS SKILL DOES DO:

- Requires the Hunter to use a bow.
- Allows the Hunter to shoot up to half the distance of their weapon.
- Allows the Hunter to walk up to their full range of movement.

WHAT THIS SKILL DOES NOT DO:

- Does NOT allow the use of any non-ranged weapon.
- Does NOT allow use of this skill while running.

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
14	Duration X2	8
17	Damage +8 / die	16

Focus Items and/or Kits:

- Not required.

HNT

777-1

16 Quick Ranged Shot

LEVEL Tier 4

Hunter shoots first to start a round zero.
1 Attack. Init+15, if needed. ToHIT & Dmg +5

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts	Melee	Pre-battle	Battle Actions/Prep	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1 Creature	Instant	None	HNT



By COPILOT

Details:



- GENERAL:
- Quickly Shoots to potentially start a battle.
 - Requires the Hunter to use a bow.

- WHAT THIS SKILL DOES DO:
- Allows battle bonuses: Initiative +15, ToHIT +5, and Damage +5.
 - Limits the Hunter to 1 attack in the round.

- WHAT THIS SKILL DOES NOT DO:
- Does NOT work with any weapons except bows.

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
14	Attacks +1	8
17	Damage +8 / die	16

Focus Items and/or Kits:

- Not required.