



# 1 Create Singer's Salve

LEVEL Tier 1



Created by COPILOT

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

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

- 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	6



**Focus Items and/or Kits:**

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


# 1 Create Sunrise Potion

LEVEL Tier 1



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	4 Hours		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Potion	Used / EOY		none	HNT

- Details:**
- 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



**Focus Items and/or Kits:**

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

# 1 Skinning A Hide

LEVEL Tier 1

712-



Created by COPILOT

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 COL	CLASS GROUPS
99	Animal	Permanent		SKL 1	HNT

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



Focus Items and/or Kits:

- Hunters Kit is NOT passive.
- Yeilds 2 hides

# 1 Find North

LEVEL Tier 1

711-



Created by BING AI

GM indicates direction of North.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Find or Reveal	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Self	1 Hour		none	HNT

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	16

Focus Items and/or Kits:

- Not required.

# 1 No Road Needed

LEVEL Tier 1

Stay the course & normal road speed. No Double time. May need SKL:2

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	10 Minutes		Traveling (PMP)	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
	Traversable Land	8 Hours		none	HNT



Created by COPILOT

- Details:**
- Hunter is able to stay on course when no path or road is available.
  - Hunter is able to guide up to 10 people while maintaining the normal road speed.

- WHAT THIS DOES:**
- Does allow the Hunter to guide up to 10 people...
    - through common natural environments,
    - and maintain normal walking road speed.
  - Does require a SKL:2 Save IF the environment is extreme.

- WHAT THIS DOES NOT DO:**
- Does NOT allow use of Double Time travel.

## 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.

## 2 Make Fire with Sticks

LEVEL Tier 1

716



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	10 Minutes		Utility or Misc	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Kindling	Permanent		SKL 1	HNT

- 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



**Focus Items and/or Kits:**

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

## 2 Benign Approach

LEVEL Tier 1

714-



Created by BING AI

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	10 Squares	5 Minutes		Natural Environment	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	10 Squares	1 Hour		none	HNT

- 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 cammoflagge only skill, but may include very limited camoflagge.
  - 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:**

- Not required.

## 2 Apply A Field Bandage

LEVEL Tier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
0 pts	Touch	Initiative		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Creature	Permanent		none	HNT



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



**Focus Items and/or Kits:**

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



## 2 Hunters Hut (10 ppl)

LEVEL Tier 1

713-



Created by COPILOT

Stands for 2 days. Holds up to 10 people.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	20 Minutes		Fences and Shelters	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	2x1 Squares	8 Hours		SKL 2 	HNT

- Details:**
- The shelter is a lean-to style with open ends
  - Hunter can create it against 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
  - Tier 3 Level 9 ability to increase the sturdiness / duration by 50%
  - Tier 4 Level 10 ability to create (Rollout) in half the time
  - Tier 5 Level 17 ability to disguise and hide shelter from casual searches or night searches

- 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



**Focus Items and/or Kits:**

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

## 2 Perimeter Safety

717-

LEVEL Tier 1

Creates noticable sounds when stepped on.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	30 Minutes		Fences and Shelters	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	3x8 Sq Perimeters	8 Hours		none	HNT



Created by BING AI

- 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:**

- Not required.

# 3 Mental Alarm Clock

LEVEL Tier 1

703-



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	10 Minutes		Utility or Misc	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	18 Hours		none	FTR-HNT

**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:**

- Not required.

3 Calm Animal

LEVEL Tier 1



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	2 Squares	20 Minutes		Natural Environment	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Animal	2 Hours		SKL 2 	HNT

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:

- Not required.

# 3 Hunt/Fish/Gather

LEVEL Tier 1

725-



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	9 Hours		Natural Environment	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	20x20 Squares	Rollout		none	HNT

**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	0



## Focus Items and/or Kits:

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

### 3 Create Temporary Shelter (3 ppl)



LEVEL Tier 1

721-



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	10 Minutes		Fences and Shelters	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Shelter	2 Days		none	HNT

**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

**Focus Items and/or Kits:**

# 4 Accurate Ranged Shots

LEVEL Tier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Char Sheet	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	1 Round		none	HNT



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:



- Not required.

# 4 Hunters Charge




LEVEL Tier 1

#Attks=1. Move x2, straight, no pivot. ToHit & Dmg +8.

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

Created by COPILOT

- Details:**
- Battle bonuses and detriments,
    - AC -4,
    - ToHit +8, Damage +8.
  - Cannot be used on moving targets,
    - i.e. attacker/damaging in middle of targets movement.
  - May incur AoO's during charge.

-  **WHAT THIS DOES:**
- Does allow a charge movement:
    - Mininum Move 4 Sqs,
    - Max Move is charging movement
      - Charges must be a straight un-interrupted path,
      - not allowed to charge and pivot.
  - Does allow a charge that must end up adjacent to the target.

- WHAT THIS DOES NOT DO:**
- Does NOT allow other attacks to be attempted,
    - This is counted as an 'Extra' attack,
    - No other "Extra" attacks allowed in same round,
  - Does Not allow more than 1 attack.

## 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:

- Not required.



# 4 Hunter Marks



LEVEL Tier 1

902-



Created by COPILOT

Unworked items arranged to leave a message to another Hunter.

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

- 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 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.

# 4 Mimic Soft Nature Sounds




LEVEL Tier 1

726



Created by COPILOT

Create low natural sounds. Low volume and intensity.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Communication	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	6x6 Squares	20 Minutes		SNS 2 	HNT

**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:**

- Not required.

# 5 Create Revive Salve

LEVEL Tier 2

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	4 Hours		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Salve	Used / EOY		SNS 2 	HNT



Created by COPILOT

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



## Focus Items and/or Kits:

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




5 Point 80 ft Ahead

LEVEL Tier 2



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	10 Minutes		Battle Actions/Prep	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	Up To 1 day		SNS 2 	HNT

- 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:

- Not required.

# 5 Instant Ranged Shots

LEVEL Tier 2

718-



Created by COPILOT

Each attack has a rollout of 'instant' for the duration.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	by the bow	Instant		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Self	1 Round / Tier		none	HNT

Details:

- This style of attack is within the category of an Extra attack,
  - therefore no Extra attacks are allowed.



WHAT THIS DOES:

- Does require the Hunter to use a bow for the round.
- Does change the normal initiative for the Hunter to 'Instant',
  - each attack may be instantly called out to be done.
- Does allow the Hunter to call out each attacks initiative.

WHAT THIS DOES NOT DO:

- Does NOT allow the Hunter to stop an action/attack already in play,
  - the 'Instant' part applies to reacting to a normal attack or insterting an initiative.
- Does NOT allow the use of any AoO attack.

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	Range +50%	6
14	Duration X2	8

Focus Items and/or Kits:

- Not required.

# 5 Long Distance Crossbow Shots



LEVEL Tier 2

905-



Created by COPILOT

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

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

Details:

- Hunter is allowed to use flight on all attacks.
  - then use non-blunted ammun 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:

- Not required.

# 5 Penetrating Ranged Shots

LEVEL Tier 2

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

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



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:**

- Not required.

# 5 Disruptive Factor

LEVEL

Tier 2



Created by COPILOT

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		SAVE COL	CLASS GROUPS
99	3x3 Squares	2 Rounds		Observe 2	FTR-HNT

Details:

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

- x -Dispel Magic Spell

2 -Connect With A Fighter

2 -Triggered Forced Healing 2d8

3 -Repair Undead/Living Dead

3 -Invoke Temporary Imp

4 -Slow Healing 10/Hr (Max=4 hrs)

4 -Final Rites

5 -Dimension Quick Portal for 3

5 -Detect Magic

5 -Invoke Imp Partner (Year long)

6 -Create a Vae'Em Location.
- 9 -Find Clues To True Name

9 -Create Plague Bearer/Drifter

9 -Dimension Portal

11-Astral Plane Projection

11-Connect To An Arcane Focus Item

11-Summon Life From Death

12-Circle - Dimensional Expulsion

13-Summon Strumos Item (Tae'Em)

13-Circle of Containment

14-Consecration of Corpse

16-Reveal True Name

WHAT THIS DOES:

- 7 -Speak To Dokour Target

7 -Direction To Dokour Target

7 -Create Permanent Nae'Em

7 -Invoke Skeleton/Drifter

8 -Create Zombie/Skeleton
- 18-Arcane Removal (2 of 3)

19-Dead Spirit Conversation Circle

20-Raise The Dead

20-Invoke Wraith/Ghoul

- 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:

- Not required.



# 6 Make/Repair Arrows


LEVEL Tier 2

722-



Created by COPILOT

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

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

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




Focus Items and/or Kits:

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

# 6 Held Shot - Single Target

LEVEL Tier 2

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

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



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.

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:

- Not required.

# 6 Shoot Thru Party to Target



LEVEL Tier 2

732-



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	By Weapon	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	By Weapon	1 Round		none	HNT

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:

- Not required.

# 6 AoO on Melee Entry

LEVEL Tier 2

665-



Created by COPILOT

Targets entering melee become open to an attack.

COST	RANGE	ROLL OUT	<div><div>NOW</div><div>1</div><div>RDS</div></div>	COLLECTION	OUTCOME
4 pts	Melee	Instant		Battle Reaction	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Self	1 Round		none	HNT

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:

- Not required.

# 6 Off Road Travel

LEVEL Tier 2

989-1

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	Self	5 Minutes	Traveling (PMP)	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	Self + 15 people	12 Hours	SNS 2	Scope

Designed by Freepik

Details:

- Unlikely to work in Deserts, High mountain areas, or Lava Flats and similar areas.
- Trails in such areas will allow use of this skill with a passing Save.

WHAT THIS DOES:

- Does allow the Hunter to guide their group through a non-road area at the road speed.
- Does have exceptions below.
- Does require the environment to have clear trails, even game trails will work.
- Almost all environments with large amount of game have game trails.

WHAT THIS DOES NOT DO:

- Does NOT apply (shinny) to extreme environments, such as:
  - Lava flats,
  - Mountains,
  - Desert,
  - Heavy vegetation (jungle)
- If there are paths within these types of environments then the Hunter can use 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	Duration +50%	6
12	AoE X2	6
14	Duration X2	8

Focus Items and/or Kits:

- Not required.

# 7 Create Health Poultice

LEVEL Tier 2



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	4 Hours		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Poultice	Used / EOY		SKL 2	HNT

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 makes 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



Focus Items and/or Kits:

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



# 7 Create Repellent Oil

LEVEL Tier 2



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	4 Hours		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 dose	Used / EOY		SNS 2 	HNT

- 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



**Focus Items and/or Kits:**

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

# 7 Hunters Hidden Shelter (4 ppl)

LEVEL Tier 2



Created by COPILOT

Hunting blind for 4 people. Not for urban use.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Square	1 Hour		Fences and Shelters	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	3 x 3 Squares	8 Hours / Tier		None	HNT

- 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:**

- Not required.



# 8 Critical Ranged Shot (Pre-Battle)

LEVEL Tier 2

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	By Weapon	1 Minute		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	By Weapon	4 Hrs or 1 Battle		none	HNT



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:

- Not required.

# 8 Coastal Net Fishing

LEVEL Tier 2

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

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

- Not required.

8 Hunters Stare (1-4 days)

LEVEL Tier 2

756-



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	10 Minutes		Traveling (PMP)	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Self	12 Hours		SKL 3 	HNT

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 allotted 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 allotted 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:

- Not required.

# 9 Mounted Melee Attack

LEVEL Tier 3

815-



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	1 Square	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Horse	1 Battle		SKL 2	FTR-HNT-ROG

**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 regardless 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:**

- Not required.

# 9 Cover Trail

LEVEL Tier 3



Created by COPILOT

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

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	Touch	20 Minutes	Hide or Obscure	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	1 Mark Trail	12 Hours	none	HNT

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



- 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:

- Not required.

10 Create Clear Mind Inhalent

768-



Created by BING AI

LEVEL Tier 3

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	4 Hours		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Vial	Used / EOY		SNS 2 	HNT

Details:

- 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



Focus Items and/or Kits:

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

10 Blunted Bow Shots (Bow Only)


LEVEL Tier 3

763-



Created by COPILOT

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

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

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:

- Not required.


11 Create Calming Tea

LEVEL Tier 3



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	4 Hours		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Jar	Used / EOY		SNS 1 	HNT

- 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 complete 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



- Focus Items and/or Kits:**
- Hunters Kit is is NOT passive.
  - Makes 2 additional Jars.



11 Create Java Meal Spice

769-



Created by COPILOT

LEVEL Tier 3

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

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

- 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)

Enhancements:

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



Focus Items and/or Kits:

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

# 12 Targeting A Moving Target



LEVEL Tier 3

772-



Created by COPILOT

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

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

**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 potentially 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:**

- Not required.

12 Find/Follow Trail

LEVEL Tier 3



Created by COPILOT

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

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	Self	20 Minutes	Find or Reveal	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	1 Mark	24 Hours	none	HNT

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:

- Not required.

13 Faster Path

LEVEL Tier 4

773-



Created by COPILOT

Solo=150%. Group=120% w/Hunter @ point. Not all environs.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Self	10 Minutes		Traveling (PMP)	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Non-Urban	1 Day		none	HNT

- Details:**
- Hunter may be leaving an obvious trail.
  - Types of Environments:
    - Arid, Hot and dry
    - Arctic, Freezing
    - Tropical, Warm and wet
  - To 'Know' an environment the hunter must have a year of time within that environment.

- WHAT THIS DOES:**
- Does allow a hunter to guide other hunters through an environment at 50% greater speed.
  - Does allow a hunter to guide non-hunters through an environment at 20% greater speed.

- NOTE: General areas that this can help in are,
- hills, plains, valleys,
  - Woods, scrub, open fields, dry river beds.

- WHAT THIS DOES NOT DO:**
- Does NOT have any effect in the following,
    - Roads (at max traversable already)
    - Peaks, Cliffs, Deserts,
    - Rivers, Oceans, Underground, urban.

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:

- Not required.



14 Ranged Sucker Shot(s)

770-



Created by COPILOT

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

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

- 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:

- Not required.

15 Moving And Shooting



LEVEL Tier 4

775-



Created by COPILOT

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

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

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:

- Not required.

16 Quick Ranged Shot (Pre-Battle)

LEVEL Tier 4

777-



Created by COPILOT

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

COST	RANGE	ROLL OUT	NOW	COLLECTION	OUTCOME
16 pts	Melee	Instant		Battle Offense	Mundane
STACK	AoE	DURATION	NOW	SAVE COL	CLASS GROUPS
1	1 Creature	Instant		none	HNT

Details:

- Quickly Shoots to potentially 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:

- Not required.