




# -Hunter


## Battle Actions/Prep


LEVEL	2		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					0 pts	Touch	1 Creature	Initiative	Permanent		
<b>Apply A Field Bandage</b>											
											
Once per battle per target. Always binds. HP+1 Use of Hunter Kit (Out of battle) gives an additional +2 HP. Hunter slaps on a hurried bandage that binds the wound and heals 1 HP. If applied after a healing spell this skill has no effect. Requires a campfire. (Kit/Kitchen NOT required)										FOCUS:none COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP	


LEVEL	5		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2 No surprise.
					8 pts	Self	Self	10 Minutes	Up To 1 day		
<b>Point 80 ft Ahead</b>											
											
Point person initailly surveys the area, then continues to scout a head of the party. Point person moves to be 30 ft ahead of the group, party gains Init+2 for 1st rd of battle Point person acts as a scout watching for potentail issues. Point person is not able use any skills or efforts that require a maintained concentraction.										COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP Lvl 12 AoE X2 6 SP	


LEVEL	6		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	By Weapon	1 Target	Initiative	5 Attacks		
<b>Held Shot - Single Target</b>											
											
Keeps the target in sight and fires a carefully aimed shot. Pre-battle is possible. Each attack held gains +2 ToHit & Dmg. Up to a max bonus of +10 (5 attacks missed). Hunter keeps prey in sight and fires a carefully aimed shot. Bow or crossbow. If the target is out of sight for an entire round or more the count must start over. Each successive attack w/ same target +2 ToHit and Damage(Max +10).										COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 5 Initiative +4 4 SP	

## Battle Offense


LEVEL	4		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Char Sheet	1 Target	Initiative	1 Round		
<b>Accurate Ranged Shots</b>											
											
A focus on accuracy rather than speed. Shooter focus' on a single target for the round. Shooter gains +2 ToHIT and +2 Damage per Tier. Plus to damage is NOT per die. Shooter loses 1 attack (Minimum 1). This skill requires the use of a bow / crossbow. Applies to all ranged shots during the round.										COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 5 Initiative +4 4 SP	


LEVEL	4		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		+			4 pts	Move x2	1 Creature	Initiative	1 Round		
<b>Hunters Charge</b>											
											
Hunter charges up to an enemy for a melee attack.(Extra Attack) Charge must be a straight path to the non-moving target and not end with a pivot. Hunter gains bonuses to ToHIT (+8), Damage (+8), and Movement (X2). Detriments to Movement (minimum 4 squares), Number of attacks (Max 1), and AC (-4). No other attacks (including 'Extra' attacks) can be attempted in the same round.										COUNTER:Set For Charge Lvl:1 ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 5 Initiative +4 4 SP Lvl 9 Damage +50% 8 SP	


LEVEL	5		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	By Weapon	1 Target	Initiative	4 Rounds		
<b>Long Distance Crossbow Shots</b>											
											
Hunter uses flight bolts with a crossbow to gain distance Damage is reduced by 2 points (Min 1). Distance is increased by 8 squares. Hunter must use a crossbow with flight bolts. Bows cannot use this skill. No changes to Initiative and ToHIT rolls.										COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 5 Initiative +4 4 SP	


LEVEL	5		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	By Weapon	By Weapon	Initiative	2 Rounds		
<b>Penetrating Ranged Shots</b>											
											
Hunter focus' on burying the arrows deep into the targets the cost of accuracy. This skill only works with bows and for ranged attacks. This skill requires the use of a bow and the ToHIT has a penalty of 2. The damage (upon a hit) gains a bonus of +6 Damage. The minimum damage is 8. This applies to all of the Hunters bow shots for the duration.										COUNTER: None ENHANCEMENTS: Lvl 5 Initiative +4 4 SP Lvl 9 Damage +50% 8 SP	


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LEVEL	6		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	By Weapon	By Weapon	Initiative	1 Round		
	<p>Hunter is able to target the enemy just beyond or inter-mixed with their own group. Past known party members. Initiative +2. All ranged attacks in Rd. Hunter must announced BEFORE initiative roll to gain the Initiative bonus of +2. If not annouced, the Hunter still is able to shoot through the group to the target.</p>										COUNTER: None
										ENHANCEMENTS:	
										Lvl 9	Range +50% 6 SP
										Lvl 5	Initiative +4 4 SP



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



LEVEL	9		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Attack is attempted
					12 pts	1 Square	1 Horse	Initiative	1 Battle		
	<p>Character is able to direct a trained mount into battle. Only 1 attack when moving. Max 2 attacks when stopped. Requires the use of a trained mount. Single handed weapons only. Character is only able to use small or buckler shield.</p>										COUNTER: None
										ENHANCEMENTS:	
										Lvl 0	No Enhancements 0 SP

LEVEL	10		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					12 pts	By Weapon	1 Target	Initiative	4 Rounds		
	<p>Hunter aims to subdue, not kill. Full damage is applied till end of round, then only 1/4 of the damage remains. Hunter must use a bow with blunted missiles. Crossbowyers cannot use this skill. No changes to Initative and ToHIT rolls. Damage is from the critical blunt column. Use 'Blunt' on Criticals chart.</p>										COUNTER: None
										ENHANCEMENTS:	
										Lvl 14	Duration X2 8 SP

LEVEL	12		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					12 pts	By Weapon	By Weapon	Initiative	1 Round		
	<p>Hunter tracks the movment and shoots! Init+4 and ToHIT+8 vs Moving targets for 1 Rd. Bonuses of +2 per Tier to Initiative and ToHIT Penalties to Number of attacks reduced to half normal. Minimum is 1 attack. Standard 'Moving Target' AC adjustment of AC-4 is accounted for with ToHIT Bonus.</p>										COUNTER: None
										ENHANCEMENTS:	
										Lvl 20	Rollout Instant 16 SP
										Lvl 12	Range X2 8 SP
										Lvl 9	Damage +50% 8 SP

## Battle Reaction

LEVEL	5		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Observe: 2 Not Disrupted
					8 pts	8 Squares	3x3 Squares	Instant	2 Rounds		
	<p>Counters current issues that attempt to maintain multiple round actions. This action might disrupt other actions or break concentration of others. All the Targets in the AoE must pass the Save to not be affected/interrupted. This is a Counter Action and can only be used once in a round. LIST OF SPELL IN FULL DESCRIPTION.</p>										COUNTER: None
										ENHANCEMENTS:	
										Lvl 18	Range X4 10 SP
										Lvl 12	Range X2 8 SP

LEVEL	6		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Melee	Self	Instant	1 Round		
	<p>Rogue take AAO as target enters the battle Allows Rogue an Attack of Opportunity when a target enters into melee range. This is an 'Extra' Attack. Only 1 Extra attack is allowed per round. Rogue can interrupt the battle, resolve the Extra attack, then the battle continues.</p>										COUNTER: Avoid An AoO - ROG Lvl:1
										ENHANCEMENTS:	
										Lvl 0	No Enhancements 0 SP

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## Class Specialty

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	
						4 pts	Self	Animal	12 Hours	Permanent		1 hide	
						Hunter settles in to clean, trim, skin, and cure an animal hide. Pass Save to complete 1 hide in the 12 hours. (1 per day) Hide finished at end of duration. Includes Skinning, Trimming, Cleaning, Drying. Hunters Tier indicates the size of finished hide regardless of size of creature. 1st:Small(2x4 ft/60x120 cm) 3rd:Med(3x6 ft/90x180 cm) 5th:Lrg(6x6 ft/180x180 cm)						<b>CREATE:</b> A Hide from Skinning <b>FOCUS:</b> 2 Hides <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP	

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	
						4 pts	Touch	Kindling	10 Minutes	Permanent		start fire	
						Hunter rubs two sticks together to create a small fire. Make Fire with Sticks. 3 attempts. Dry Kindling needed. Damp kindling +1 Col. Wet environ +1 Col Hunters Kit helps (-1 col). Hunters base Save is SKL:1. NON Hunters base Save is NON:3						<b>FOCUS:</b> COL -1 <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 0 No Enhancements 0 SP	

LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	Self	Self	10 Minutes	18 Hours			
						Able to set a time and wake up at that time. Fighter reviews the surroundings to understand normal sounds are during the rollout. Fighter must not be exhausted or forced to sleep. Does not guarantee restful sleep. When waking it takes 1 full round before Fighter is able to be clear headed.						<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP	

LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	Touch	Self	4 Hours	Permanent			
						Hunter uses a sharp blade, skill, time and materials to create arrows. Kit required for all except blunt & crude arrows. Tier 1: 12 crude or blunt arrows. Tier 2: 12 standard arrows, require and arrow heads and sinew Tier 3: 12 flight arrows require, light weight shafts and sinew						<b>CREATE:</b> <b>FOCUS:</b> Required <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP Lvl 1 Create Crude Arrows 0 SP	

## Communication

LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	6 Squares	1 Square	1 Minute	1 Month (30 days)			
						Hunter can leave marks that look like naturally dispersed and meaningless arrangements. No Save to find, just need to look Hunter can leave marks that look normal to others but are meaningless to others. Others are NOT able to make sense of these arrangements.						<b>CREATE:</b> - No creations. Usable only <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP Lvl 14 Duration X2 8 SP	


LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	
						4 pts	Self	6x6 Squares	Initiative	20 Minutes		Success	
						Hunter creates low sounds that can be mistaken for natural sounds. Indistinct natural outdoor sounds. Low volume and intensity. Hunter can create soft low sounds with no penalty, As the volume of a sound rises the GM may adjust the Save. As the sounds become more distinct the GM may adjust the Save.						<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 20 Rollout Instant 16 SP Lvl 12 Rollout Init 12 SP	

## Creations

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	Touch	1 Salve	4 Hours	End Of Year			
						Hunter creates a Singer's Salve Affects DOT damage, +2 per cycle, HNT: +4 per cycle. Need: Campfire, 12 SP, 4 Hours, and Bittercress leaf, Wild garlic oil, Rocko's.						<b>CREATE:</b> Singers Salve <b>FOCUS:</b> +2 Salves <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP	

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LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	1 Potion	4 Hours	Used / EOY		



Hunter creates a Sunrise Potion in their own way.  
Qty:3 To be used at 6 AM to gain 2 extra HP (5 HP with Hunter) if Save passes.  
1 Bunch of Anises leaf, 1 Jar of Ginger Oil, 1/4 cup of honey, Campfire, & KIT.  
Potion used at sunrise heals 2 HP. If hunter applies it then 4 HP.  
Requires a campfire and Hunters Kit.


CREATE:

FOCUS:+2 Potions  
COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
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LEVEL	5			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2 Revive to wakeness
						8 pts	Touch	1 Salve	4 Hours	Used / EOY		



Workshop/kitchen IS required.  
Qty:1-3. Heals Unconscious creature 1d3 HP and revives for 30 min if Save passes  
1 bunch of Bittercress leaves, 1 jar of Pine sap, 1 jar of Oak sap,  
Hunters Kit and KITCHEN required.


CREATE:

FOCUS:+2 Salves  
COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL	7			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Help Sick/Disease
						8 pts	Touch	1 Poultice	4 Hours	Used / EOY		



Hunter creates a Poultice.  
Qty:1-3. Helps recover from Sickness/Disease by making the Save column one better (-1).  
Sickness/Disease rolls are done in the morning using the Health:2 Save.  
Requires a campfire and a Hunters Kit.


CREATE:

FOCUS:+2 Poultices  
COUNTER: None

ENHANCEMENTS:

Lvl 14	Save -1 Col	8 SP
Lvl 10	Rollout Halved	6 SP

LEVEL	7			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2 Attacked
						8 pts	Touch	1 dose	4 Hours	Used / EOY		



End result: 3 Small corked jars of repellent.  
Qty:1-3. Repels Insects. Save column one better (col -1).  
Ingredients are Honeysuckle, Palm, Marshdaisy.  
Requires a campfire and a Hunters Kit.


CREATE:

FOCUS:+2 Doses.  
COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL	10			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2 Clears Daze/Stun
						12 pts	Touch	1 Vial	4 Hours	Used / EOY		



Hunter creates an inhalent.  
Qty:1-3. Dazed or stunned become clear headed with Save.  
This helps Save column. (Col-1). Requires a campfire and a Hunters KIT.  
Hunter creates an inhalent. Ingredients are Garlic, Ginger, Hemlock.


CREATE:

FOCUS:+2 Vials  
COUNTER: None

ENHANCEMENTS:

Lvl 14	Save -1 Col	8 SP
Lvl 10	Rollout Halved	6 SP

LEVEL	11			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 1 Stay Awake
						12 pts	Touch	1 Jar	4 Hours	Used / EOY		



Hunter creates a very recognizably tasty tea which helps with Skill Point recovery.  
Qty:1-3. Deeper sleep and raises Skill Pts at 6am. Pts + 2.  
Hunter creates a very recognizably tasty tea which helps with Skill Point recovery.  
Cabbage, Ginger, Palm, Oak, KIT


CREATE:

FOCUS:+2 Jars  
COUNTER: None

ENHANCEMENTS:

Lvl 14	Save -1 Col	8 SP
Lvl 10	Rollout Halved	6 SP

LEVEL	11			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Stay awake 48 hrs
						12 pts	Touch	1 Meal	4 Hours	Used / EOY		



Hunter creates a bit of spice.  
Qty:1-3. Recipeint will remain alert 48 hrs. (cannot be past 48).  
Hunter creates a small edible that will keep the person awake for most of the day.  
1 does per 24 hours. Ingredients are Anise, Peppermint, Hemlock.  
Requires a campfire and a Hunters KIT.

CREATE:

FOCUS:+2 Meals  
COUNTER: None

ENHANCEMENTS:

Lvl 14	Save -1 Col	8 SP
Lvl 10	Rollout Halved	6 SP



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## Fences and Shelters

LEVEL

2

TACK

3

COST

4 pts

RANGE

Touch

AREA OF EFFECT

2x1 Squares

ROLL OUT

20 Minutes

DURATION


8 Hours

SAVE

SKL: 2

Created

Hunters Hut (10 ppl)



The hunter creates a shelter out of available materials.

Creates temporary shelter for 10 persons.

The hunter creates a shelter out of available materials.

If left up the shelter will fall within 2 days.

After duration the shelter will no longer keep the weather out.

CREATE:

FOCUS: Set AoE to 2x2

COUNTER: None

ENHANCEMENTS:


Lvl 10 Rollout Halved 6 SP

Lvl 17 Hidden 4 SP

Lvl 9 Duration +50% 6 SP

LEVEL	2	3	4	5	6	7	8	9	10
STACK	99								
COST	4 pts								
RANGE	Touch								
AREA OF EFFECT	3x8 Sq Perimeters								
ROLL OUT	30 Minutes								
DURATION	8 Hours								
SAVE:	No Save								

## Perimeter Safety




Hunter uses materials from the environment to alert the party of intruders. 8x8 perimeter. Snaps/breaks/cracks sounds when crossed.



Hunter uses materials from the environment to alert the party of intruders.

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Damage X2	12 SP

LEVEL	3	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Create Temporary Shelter (3 ppl)		4 pts	Touch	1 Shelter	10 Minutes	2 Days				
 <p>Quickly built (1 min) &amp; lasts 2 days, unless rough weather. Very heavy rains and/or heavy winds will destroy this.</p> <ul style="list-style-type: none"> <li>- Shelter fits up to 3 people.</li> <li>- Any rolls to help the sick or diseased gains five (+5).</li> </ul>		<div>CREATE:</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 0 No Enhancements 0 SP</div>								


LEVEL	7	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save						
Hunters Hidden Shelter (4 ppl)				8 pts	1 Square	3 x 3 Squares	1 Hour	8 Hours / Tier								
	<p>Hunter creates a hunting blind for up to 4 people.</p> <p>Inhabitants should be aware of possible issues:</p> <ul style="list-style-type: none"><li>- High winds will knock this down</li><li>- smoke from fires may be noticed</li><li>- Not useable in obvious locations (urban)</li></ul>								<div>CREATE:</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr><tr><td>Lvl 12</td><td>AoE X2</td><td>6 SP</td></tr></table>		Lvl 14	Duration X2	8 SP	Lvl 12	AoE X2	6 SP
Lvl 14	Duration X2	8 SP														
Lvl 12	AoE X2	6 SP														

## Natural Environment

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Find North						4 pts	Self	Self	Initiative	1 Hour		
 <p>Reviews surrounding area. GM indicates direction of North. Reviews surrounding area.</p>												

LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
2	<div style="width: 20px; height: 20px;"></div>	99	4 pts	10 Squares	10 Squares	5 Minutes	1 Hour	No Save

### Benign Approach



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

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

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



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

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

COUNTER: None


ENHANCEMENTS:

Lvl 12   Range X2                      8 SP

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

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LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	20x20 Squares	9 Hours	Rollout		



Able to hunt, fish, or gather once per day  
Skill Save:2 to be rolled, but adjusted for region.  
Roll a d6 per Tier for number of meals acquired.

CREATE:Hunt/Fish/Gather Yield

FOCUS:+ 50%

COUNTER: None

ENHANCEMENTS:

Lvl	0	No Enhancements	0 SP
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LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Self	Ocean	16 Hours	Permanent		



Hunter coordinates a net fishing effort.  
Hunter coordinates fishing in deep waters.  
3-12 assistants needed.  
Meals gained: 6d20 + 5/assistant.  
Cook:1 hr per 30 meals


CREATE:

COUNTER: None

ENHANCEMENTS:

Lvl	0	No Enhancements	0 SP
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LEVEL	12			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	Self	1 Mark	20 Minutes	24 Hours		



Hunter becomes the tracker.  
Succeed=GM rolls characters SKL:2. Move x 1/2.  
Movement is reduced in half.  
To move full speed and attempt tracking GM uses SKL:3 Save.


COUNTER:Cover Trail - HNT Lvl:1

ENHANCEMENTS:

Lvl	10	Rollout Halved	6 SP
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## Traveling (PMP)

LEVEL	1			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	Traversable Land	10 Minutes	8 Hours		



Hunter is able to stay on course when no path or road is available.  
Hunter guides up to 10 other people while maintaining the normal WALKING road speed.  
Extreme environments require the GM roll a SKL:2 Save to keep the course and speed.  
The Hunter can use this skill while using some other skills like Point Person, Find North..  
Double time is NOT an option while using this skill.


FOCUS:Duration = 10 hrs

COUNTER: None

ENHANCEMENTS:

Lvl	10	Rollout Halved	6 SP
Lvl	16	Rollout 1 Min	8 SP

LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3 Able to do this.
						8 pts	Self	Self	10 Minutes	12 Hours		





Hunter zones out as they walk a preset direction  
Walk X3 in 20 Hrs, Surprise likely, Encounters unlikely, 3 rounds to wake  
Hunter zones out as they walk a preset direction

COUNTER: None

ENHANCEMENTS:

Lvl	14	Duration X2	8 SP
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LEVEL	9			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	Touch	1 Mark Trail	20 Minutes	12 Hours		



Hunter slows down to ensure no trail is left behind.  
Hunters 'might' uncover trail. Max:1 mark covered.  
Hunter slows down to ensure no trail is left behind.  
Attempts to cover trail at full speed require GM to roll characters SKL:3 .

COUNTER:Find/Follow Trail- HNT Lvl:1

ENHANCEMENTS:

Lvl	10	Rollout Halved	6 SP
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