







-Hunter


Battle-Offense


LEVEL	4			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Accurate Ranged Shots						4 pts		Char Sheet		1 Target		Initiative		1 Round			
 <p>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.</p>																	
				<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 5 Initiative +4 4 SP</div>													

LEVEL		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4		4 pts		Move x2	1 Creature	Initiative	1 Round	
 <p>Hunter charges up to an enemy for a frontal melee attack. Charge must be a straight path to the 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.</p>								
COUNTER:Set For Charge - FTR Lvl:1  ENHANCEMENTS: Lvl 0 No Enhancements 0 SP								

LEVEL	5	JUST 1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	8 Squares	3x3 Squares	Instant	2 Rounds		
<div>  <div> <h3>COUNTER: Disruptive Factor</h3> <p>Character draws attention to themselves in attempt to interrupt others.</p> <p>This action might disrupt other actions or break concentration of others.</p> <p>All the Targets in the AoE must pass the Save to not be affected/interrupted.</p> <p>Enhancements are able to increase the range.</p> <p>This is a Counter Action and can only be used once in a round.</p> </div> </div>											
<div> <div>COUNTER: None</div> <div> <div>ENHANCEMENTS:</div> <div> <div>Lvl 18 Range X4</div> <div>10 SP</div> </div> <div> <div>Lvl 12 Range X2</div> <div>8 SP</div> </div> </div> </div>											


LEVEL	5	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Instant Ranged Shots		8 pts	by the bow	Self	Instant	1 Round / Tier				
 <p>Hunter is able to use each of their attacks as separate initiatives during the round. Delivers each shot one at a time in the round using an instant rollout for each shot. The Hunter must identify a specific bow for this skill and concentrate on this skill. Multiple bows can get this benefit with separate use of this skill for each bow. Each attack is instant & will be completed before the next attack from another person.</p>		<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 9 Range +50% 6 SP</div> <div>Lvl 14 Duration X2 8 SP</div>								


LEVEL	5	STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Long Distance Crossbow Shots				8 pts		By Weapon		1 Target		Initiative		4 Rounds			
 <p>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.</p>				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
Penetrating Ranged Shots						8 pts		By Weapon		By Weapon		Initiative		2 Rounds			
 <p>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.</p>		<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 5 Initiative +4 4 SP</div> <div>Lvl 9 Damage +50% 8 SP</div>															


[illegible]


-Hunter

LEVEL	6	STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
				8 pts		By Weapon		1 Target		Initiative		5 Attacks			
 <p>Hunter keeps the target in sight and fires a carefully aimed shot. 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).</p>													COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP Lvl 5 Initiative +4 4 SP		

LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shoot Thru Party to Target						8 pts	By Weapon	By Weapon	Initiative	1 Round		
<div></div> <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 annouced 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	9			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Mounted Melee Attack						12 pts	1 Square	1 Horse	Initiative	1 Battle	Attack is attempted		
 <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>				<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 0 No Enhancements 0 SP</p>									

LEVEL	10			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Blunted Bow Shots (Bow Only)						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 Initiative and ToHit rolls. Damage is from the critical blunt column. Use 'Blunt' on Criticals chart.</p>								<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <p>Lvl 14 Duration X2 8 SP</p>	

LEVEL	12			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	By Weapon	By Weapon	Initiative	1 Round		
Targeting A Moving Target												
 <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			

LEVEL

14

STACK

1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

Ranged Sucker Shot(s)


16 pts

By Weapon

1 Target

Initiative

1 Round



Hunter scopes out a stationary target that is unaware of any danger.

The target must have a relaxed sense about them. Not with their guard up.

Bonuses: +12 to Init, ToHit, and Damage. Though, Initiative may not come into play.

Detriments: One unaware target, Bow required, & half normal attacks. (Min 1)

Target may have armor / be in a protected state. Required unguarded stance of target.

COUNTER: None

ENHANCEMENTS:

Lvl 9

Range +50%

6 SP

Lvl 17


Damage +8 / die

16 SP

Lvl 18



AoE = 2 Targets


10 SP


LEVEL	15			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Moving And Shooting						16 pts	By Weapon	1 Target	Initiative	1 Round		
				<p>Hunter uses a ranged weapon while shooting from an unstable position. Instability could be: Ships deck, Horseback, Slipping, etc. . . Potentially negates some of the downsides of being unstable as your attempt to shoot. A ranged weapon must be used. The weapon will only have half of the normal distance. Number of attacks are halved. Minimum of 1.</p>								
COUNTER: None												
ENHANCEMENTS:												
Lvl 12	Range X2		8 SP									
Lvl 14	Duration X2		8 SP									
Lvl 17	Damage +8 / die		16 SP									

-Hunter


Battle-Prep

LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	
						8 pts	Self	Self	10 Minutes	4 Hours		No surprise.	
 <p>Hunter takes on roll of a Point Person as the group moves forward. If surprised Hunter Saves to overcome group surprise. Hunter must be about 80 feet ahead of the group and alone in that point position. Hunter maintains concentration to gain the benefits. Sns:2 to avoid Surprise, Dazed, & Stun. No convo, 1000 yard stare.</p>													
											COUNTER: None		
											ENHANCEMENTS:		
											Lvl 10	Rollout Halved	6 SP
											Lvl 16	Rollout 1 Min	8 SP
											Lvl 12	AoE X2	6 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	16			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						16 pts	Melee	1 Creature	Instant	Instant			
 <p>Hunter starts a battle with a +15 Init to their bow attacks. Hunter creates a zero round by with this quick shot. Only 1 attack is allowed. Bonuses are given to Initiative +15, ToHIT +5, and Damage +5.</p>													
											COUNTER: None		
											ENHANCEMENTS:		
											Lvl 17	Damage +8 / die	16 SP
											Lvl 9	Damage +50%	8 SP
											Lvl 14	Attacks +1	8 SP


Creation-Meta

LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	Touch	Self	4 Hours	Permanent			
 <p>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</p>													
											CREATE:		
											FOCUS:Required		
											COUNTER: None		
											ENHANCEMENTS:		
											Lvl 10	Rollout Halved	6 SP
											Lvl 1	Create Crude Arrows	0 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			
 <p>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.</p>													
											CREATE:Singers Salve		
											FOCUS:+2 Salves		
											COUNTER: None		
											ENHANCEMENTS:		
											Lvl 10	Rollout Halved	6 SP

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	Touch	1 Potion	4 Hours	Used / EOY			
 <p>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.</p>													
											CREATE:		
											FOCUS:+2 Potions		
											COUNTER: None		
											ENHANCEMENTS:		
											Lvl 10	Rollout Halved	6 SP

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						0 pts	Touch	1 Creature	Initiative	Permanent			
 <p>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)</p>													
											FOCUS:none		
											COUNTER: None		
											ENHANCEMENTS:		
											Lvl 20	Rollout Instant	16 SP

-Hunter


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



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


LEVEL	7			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						8 pts	Touch	1 Poultice	4 Hours	Used / EOY	Help Sick/Disease		



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	
						8 pts	Touch	1 dose	4 Hours	Used / EOY	Attacked		



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


LEVEL	10			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	
						12 pts	Touch	1 Vial	4 Hours	Used / EOY	Clears Daze/Stun		



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	
						12 pts	Touch	1 Jar	4 Hours	Used / EOY	Stay Awake		



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	
						12 pts	Touch	1 Meal	4 Hours	Used / EOY	Stay awake 48 hrs		




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

Flora-Fauna-Nature

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)

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

-Hunter

LEVEL2

STACK99

COST4 pts


RANGE10 Squares

AREA OF EFFECT10 Squares

ROLL OUT5 Minutes

DURATION1 Hour

SAVE:No Save



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 12Range X28 SP

LEVEL3

STACK99

COST4 pts


RANGE2 Squares

AREA OF EFFECT1 Animal

ROLL OUT20 Minutes

DURATION2 Hours

SAVE:SKL: 2
Animal is calmed



The hunter calms a wild animal in their own way. Some animals flee before effect happens. Hunter and animal use comparison Save. Calming animals can be more difficult with some creatures that are very skittish. Hunter should use calming mannerisms, slow patient movement, and food to help. Must Save using column 2, but can use column 1 if the situation fits (as per GM).

COUNTER:None

ENHANCEMENTS:
Lvl 10Rollout Halved6 SP
Lvl 12Range X28 SP
Lvl 14Duration X28 SP

LEVEL3

STACK1

COST4 pts


RANGESelf

AREA OF EFFECT20x20 Squares

ROLL OUT9 Hours

DURATIONRollout

SAVE:No Save



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 0No Enhancements0 SP

LEVEL8

STACK1

COST8 pts


RANGESelf

AREA OF EFFECTOcean

ROLL OUT16 Hours

DURATIONPermanent

SAVE:No Save



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 0No Enhancements0 SP

LEVEL0

STACK0

COSTpts

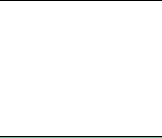
RANGE0

AREA OF EFFECT0

ROLL OUT0

DURATION0

SAVE:No Save



Missing from compact report COUNTER ACTION: Person is unable to continue xx

COUNTER:None

ENHANCEMENTS:
Lvl 0No Enhancements0 SP

LEVEL4

STACK99

COST4 pts


RANGE6 Squares

AREA OF EFFECT1 Square

ROLL OUT1 Minute

DURATION1 Month (30 days)

SAVE:No Save



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


CREATE:- No creations. Usable only


COUNTER:None

ENHANCEMENTS:
Lvl 10Rollout Halved6 SP
Lvl 16Rollout 1 Min8 SP
Lvl 14Duration X28 SP

-Hunter

Shelter-Rest-Protection

LEVEL	2			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						4 pts	Touch	2x1 Squares	20 Minutes	8 Hours			Created



The hunter creates a shelter out of avialable materials
Creates temporary shelter for 10 persons.
The hunter creates a shelter out of avialable materials.
If left up the shelter will fall within 2 days.
After duration the shelter will no longer keep the weather out.

CREATE:


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			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	Touch	3x8 Sq Perimeters	30 Minutes	8 Hours			




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	
						4 pts	Touch	1 Shelter	10 Minutes	2 Days			



Quickly built (1 min) & lasts 2 days, unless rough weather.
Very heavy rains and/or heavy winds will destroy this.
- Shelter fits up to 3 people.
- Any rolls to help the sick or diseased gains five (+5).


CREATE:

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL	7			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						8 pts	1 Square	3 x 3 Squares	1 Hour	8 Hours / Tier			



Hunter creates a hunting blind for up to 4 people.
Inhabitants should be aware of possible issues:
- High winds will knock this down
- smoke from fires may be noticed
- Not useable in obvious locations (urban)

CREATE:

COUNTER: None

ENHANCEMENTS:

Lvl 14	Duration X2	8 SP
Lvl 12	AoE X2	6 SP

Tracking-

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	Self	Self	Initiative	1 Hour			





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

COUNTER: None


ENHANCEMENTS:

Lvl 20	Rollout Instant	16 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 trial is left behind.
Hunters 'might' uncover trail. Max:1 mark covered.
Hunter slows down to ensure no trial is left behind.
Attempts to cover trail at full speed require GM to roll characters SKL:3 .

COUNTER:Find/Follow Trail- HNT Lvl:12 


ENHANCEMENTS:

Lvl 10	Rollout Halved	6 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:9 

ENHANCEMENTS:


Lvl 10	Rollout Halved	6 SP
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-Hunter

Travel-Mundane


LEVEL	1			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	Traversable Land	10 Minutes	8 Hours		
No Road Needed												
 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. Extreme environments require the GM roll a SKL:2 Save to keep the course and speed. The Hunter can use this skill while also being the point person. 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


Travel-Planes


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		
Hunters Stare (1-4 days)												
 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

LEVEL	13			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						16 pts	Self	Non-Urban	10 Minutes	1 Day		
Faster Path												
 Hunter estimates fastest path through known environments. Solo=150%. Group=120% w/Hunter @ point. Not all environs. The local area does NOT have to be known by hunter, only the type of environment. Hunter can lead the group using a faster pace and a better path.												
												COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP

Utility-

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1 start fire
						4 pts	Touch	Kindling	10 Minutes	Permanent		
Make Fire with Sticks												
 Hunter rubs two sticks together to create a small fire. Make Fire with Sticks. 3 attempts. Dry Kindling needed. Damp kindling +1 Col. Wet environ +1 Col Hunters Kit helps (-1 col). Hunters base Save is SKL:1. NON Hunters base Save is NON:3												
												FOCUS:COL -1 COUNTER: None ENHANCEMENTS: 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		
Mental Alarm Clock												
 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.												
												COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 14 Duration X2 8 SP

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