



# -Hunter


## Battle-Offense


LEVEL	4	<div></div> <div></div>	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>						
					 <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>						
					<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 12 Range X2 8 SP Lvl 5 Initiative +4 4 SP						
LEVEL	4	<div></div> <div>+</div>	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>						
					 <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>						
					<b>COUNTER:</b> Set For Charge - FTR Lvl:1  <b>ENHANCEMENTS:</b> Lvl 0 No Enhancements 0 SP						
LEVEL	5	<div></div> <div>JUST</div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	8 Squares	3x3 Squares	Instant	2 Rounds		
					<b>COUNTER: Disruptive Factor</b>						
					 <p>Character draws attention to themselves in attempt to interrupt others. 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. Enhancements are able to increase the range. This is a Counter Action and can only be used once in a round.</p>						
					<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP						
LEVEL	5	<div></div> <div>+</div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	by the bow	Self	Instant	1 Round / Tier		
					<b>Instant Ranged Shots</b>						
					 <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 &amp; will be completed before the next attack from another person.</p>						
					<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 9 Range +50% 6 SP Lvl 14 Duration X2 8 SP						
LEVEL	5	<div></div> <div></div>	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>						
					 <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>						
					<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 12 Range X2 8 SP Lvl 5 Initiative +4 4 SP						
LEVEL	5	<div></div> <div></div>	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>						
					 <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>						
					<b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 5 Initiative +4 4 SP Lvl 9 Damage +50% 8 SP						
LEVEL	6	<div></div> <div>+</div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Melee	Self	Instant	1 Round		
					<b>AoO on Melee Entry</b>						
					 <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>						
					<b>COUNTER:</b> Avoid An AoO - ROG Lvl:1  <b>ENHANCEMENTS:</b> Lvl 0 No Enhancements 0 SP						


## -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 &amp; 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
					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 announced, 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 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 Initiative 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-Prep

LEVEL	5		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2 No surprise.
					8 pts	Self	Self	10 Minutes	4 Hours		
	<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, &amp; 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

## -Hunter

Creation-Meta

LEVEL6

STACK99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:No Save

Make/Repair Arrows


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

CREATE:


FOCUS:Required

COUNTER:None





ENHANCEMENTS:

Lvl10Rollout Halved6 SP

Lvl1Create Crude Arrows0 SP



Creations-

LEVEL	1			STACK	99	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Create Singer's Salve						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.				<div>             CREATE: Singers Salve               </div> <div>             FOCUS: +2 Salves              </div> <div>COUNTER: None</div> <div>             ENHANCEMENTS:             <div>                 Lvl 10   Rollout Halved   6 SP             </div> </div>													

LEVEL

1

STACK

99

COST

4 pts

RANGE

Touch

AREA OF EFFECT

1 Potion

ROLL OUT

4 Hours


DURATION

Used / EOY

SAVE:

No Save

Create Sunrise Potion



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:

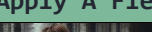
FOCUS:+2 Potions

COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved

6 SP

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Apply A Field Bandage						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>				<div> <div>FOCUS:none</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div> <div>Lvl 20</div> <div>Rollout Instant</div> <div>16 SP</div> </div> </div>								

LEVEL

5

STACK

99

COST

8 pts

RANGE

Touch

AREA OF EFFECT

1 Salve

ROLL OUT

4 Hours

DURATION


Used / EOY

SAVE:

SNS: 2

Revive to awakeness

Create Revive Salve



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

8 pts

RANGE

Touch

AREA OF EFFECT

1 Poultice

ROLL OUT

4 Hours

DURATION


Used / EOY

SAVE:

SKL: 2

Help Sick/Disease

Create Health Poultice



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

8 pts

RANGE

Touch

AREA OF EFFECT

1 dose

ROLL OUT

4 Hours

DURATION


Used / EOY

SAVE:

SNS: 2

Attacked

Create Repellent Oil



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

## -Hunter

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.							<div>CREATE: FOCUS:+2 Vials COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP Lvl 10 Rollout Halved 6 SP</div>

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							<div>CREATE: FOCUS:+2 Jars COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP Lvl 10 Rollout Halved 6 SP</div>

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.							<div>CREATE: FOCUS:+2 Meals COUNTER: None ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP Lvl 10 Rollout Halved 6 SP</div>

## 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)							<div>CREATE:A Hide from Skinning FOCUS:2 Hides COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP</div>

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	10 Squares	10 Squares	5 Minutes	1 Hour			
						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.							<div>COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP</div>


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

## Food-Water

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.							<div>CREATE:Hunt/Fish/Gather Yield FOCUS:+ 50% COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP</div>

## -Hunter

LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Coastal Net Fishing						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	0			STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Unable To Continue						pts	0	0	0	0		




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

COUNTER: None


ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Hunter Marks						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.


CREATE: - No creations. Usable only 

COUNTER: None


ENHANCEMENTS:


Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP
Lvl 14	Duration X2	8 SP

LEVEL	2			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 
Hunters Hut (10 ppl)						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
Perimeter Safety						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
Create Temporary Shelter (3 ppl)						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
Hunters Hidden Shelter (4 ppl)						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



# -Hunter

## Tracking-


LEVEL	1	<input type="checkbox"/>	<input type="checkbox"/>	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


LEVEL	9	<input type="checkbox"/>	<input checked="" type="checkbox"/>	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:12  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP

LEVEL	12	<input type="checkbox"/>	<input type="checkbox"/>	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

## Travel-Mundane

LEVEL	1	<input type="checkbox"/>	<input type="checkbox"/>	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 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	<input type="checkbox"/>	<input type="checkbox"/>	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

## Utility-

LEVEL	2	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1 start fire
						4 pts	Touch	Kindling	10 Minutes	Permanent		



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

4 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

10 Minutes


DURATION

18 Hours

SAVE:

No Save

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

4 pts

RANGE

Self

AREA OF EFFECT

6x6 Squares

ROLL OUT

Initiative


DURATION

20 Minutes

SAVE:

SNS: 2  
Success

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