

-Hunter

Battle Actions/Prep

LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	
						8 pts	Self	Self	10 Minutes	Up To 1 day			No surprise.



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 concentration.

COUNTER: None		
ENHANCEMENTS:		
Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP
Lvl 12	AoE X2	6 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		




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		



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.

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	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	by the bow	Self	Instant	1 Round / Tier		



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.

COUNTER: None		
ENHANCEMENTS:		
Lvl 9	Range +50%	6 SP
Lvl 14	Duration X2	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		



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		



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

LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	By Weapon	1 Target	Initiative	5 Attacks		



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).

COUNTER: None		
ENHANCEMENTS:		
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP
Lvl 5	Initiative +4	4 SP

-Hunter

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>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 9Range +50%6 SP</div> <div>Lvl 5Initiative +44 SP</div>	
<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>												

LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Critical Ranged Shot (Pre-Battle)						8 pts	By Weapon	By Weapon	1 Minute	4 Hrs or 1 Battle	<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 12Rollout Init12 SP</div>	
<div></div> <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>												

LEVEL	9			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Attack is attempted
Mounted Melee Attack						12 pts	1 Square	1 Horse	Initiative	1 Battle	<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 0No Enhancements0 SP</div>	
<div></div> <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>												

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	<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14Duration X28 SP</div>	
<div></div> <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>												


LEVEL	12			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Targeting A Moving Target						12 pts	By Weapon	By Weapon	Initiative	1 Round	<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 20Rollout Instant16 SP</div> <div>Lvl 12Range X28 SP</div> <div>Lvl 9Damage +50%8 SP</div>	
<div></div> <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>												

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	<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 9Range +50%6 SP</div> <div>Lvl 17Damage +8 / die16 SP</div> <div>Lvl 18AoE = 2 Targets10 SP</div>	
<div></div> <p>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.</p>												

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	<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 12Range X28 SP</div> <div>Lvl 14Duration X28 SP</div> <div>Lvl 17Damage +8 / die16 SP</div>	
<div></div> <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>												

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LEVEL	16			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Quick Ranged Shot (Pre-Battle)						16 pts	Melee	1 Creature	Instant	Instant		




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.

COUNTER: None
ENHANCEMENTS:
Lvl 17 Damage +8 / die 16 SP
Lvl 9 Damage +50% 8 SP
Lvl 14 Attacks +1 8 SP


Battle Reaction


LEVEL	5			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Observe: 2	
Disruptive Factor						8 pts	8 Squares	3x3 Squares	Instant	2 Rounds	Not Disrupted		




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.

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
AoO on Melee Entry						4 pts	Melee	Self	Instant	1 Round		




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.


COUNTER: Avoid An AoO - ROG Lvl:1 
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

Class Specialty


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.


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
Create Sunrise Potion						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


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	
Skinning A Hide						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

LEVEL	5			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	
Create Revive Salve						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

-Hunter

LEVEL 6

STACK 99

COST 8 pts


RANGE Touch

AREA OF EFFECT Self


ROLL OUT 4 Hours


DURATION Permanent

SAVE: No Save



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:

Lvl 10 Rollout Halved 6 SP

Lvl 1 Create Crude Arrows 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



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



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 12 pts


RANGE Touch

AREA OF EFFECT 1 Vial


ROLL OUT 4 Hours

DURATION Used / EOY

SAVE: SNS: 2 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 12 pts


RANGE Touch

AREA OF EFFECT 1 Jar


ROLL OUT 4 Hours

DURATION Used / EOY

SAVE: SNS: 1 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 12 pts


RANGE Touch

AREA OF EFFECT 1 Meal


ROLL OUT 4 Hours

DURATION Used / EOY

SAVE: SKL: 2 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

Communication

LEVEL 4

STACK 99

COST 4 pts

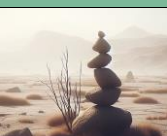
RANGE 6 Squares

AREA OF EFFECT 1 Square


ROLL OUT 1 Minute

DURATION 1 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 10 Rollout Halved 6 SP





Lvl 16 Rollout 1 Min 8 SP


Lvl 14 Duration X2 8 SP



-Hunter


LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2		
Mimic Soft Nature Sounds						4 pts	Self	6x6 Squares	Initiative	20 Minutes	Success			
 <p>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.</p>														
												COUNTER: None		
												ENHANCEMENTS:		
												Lvl 20	Rollout Instant	16 SP
												Lvl 12	Rollout Init	12 SP

Fences and Shelters


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			
						<p>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.</p>								
												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		
 <p>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.</p>												
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) & lasts 2 days, unless rough weather. Very heavy rains and/or heavy winds will destroy this.</p> <ul style="list-style-type: none">- 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												

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			
 <p>Hunters Hidden Shelter (4 ppl) Hunter creates a hunting blind for up to 4 people. Inhabitants should be aware of possible issues:</p> <ul style="list-style-type: none">- 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

Find or Reveal

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.</p> <p>GM indicates direction of North.</p> <p>Reviews surrounding area.</p>								
												COUNTER: None
												ENHANCEMENTS:
												Lvl 20 Rollout Instant 16 SP

LEVEL	12			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						12 pts	Self	1 Mark	20 Minutes	24 Hours			
<div></div> <p>Find/Follow Trail 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.</p>													
												COUNTER:Cover Trail - HNT Lvl:1	
												ENHANCEMENTS:	
												Lvl 10	Rollout Halved 6 SP

-Hunter

Healing and Rest

LEVEL2

STACK99

COST0 pts

RANGETouch


AREA OF EFFECT1 Creature

ROLL OUTInitiative

DURATIONPermanent

SAVE:No Save

Apply A Field Bandage



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 Instant16 SP

Hide or Obscure

LEVEL9



STACK99

COST12 pts

RANGETouch


AREA OF EFFECT1 Mark Trail

ROLL OUT20 Minutes

DURATION12 Hours

SAVE:No Save

Cover Trail



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 Halved6 SP

Natural Environment

LEVEL2

STACK99

COST4 pts

RANGE10 Squares


AREA OF EFFECT10 Squares

ROLL OUT5 Minutes

DURATION1 Hour

SAVE: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 X28 SP

LEVEL3

STACK99

COST4 pts

RANGE2 Squares


AREA OF EFFECT1 Animal

ROLL OUT20 Minutes

DURATION2 Hours

SAVE:SKL: 2
Animal is calmed

Calm Animal



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

LEVEL3

STACK1

COST4 pts

RANGESelf


AREA OF EFFECT20x20 Squares

ROLL OUT9 Hours

DURATIONRollout

SAVE:No Save

Hunt/Fish/Gather



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 Enhancements0 SP

LEVEL8

STACK1

COST8 pts

RANGESelf

AREA OF EFFECTOcean

ROLL OUT16 Hours

DURATIONPermanent

SAVE:No Save

Coastal Net Fishing



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 Enhancements0 SP

-Hunter

Traveling (PMP)

LEVEL	1			STACK		COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
No Road Needed						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

LEVEL	6			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:		SNS: 2	
Off Road Travel						8 pts		Self		Self + 15 people		5 Minutes		12 Hours				Path found	
				Hunter must employ game trails to use this skill.															
				Requires the environment to have clear trails, even game trails will work.															
				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.															
				COUNTER: None															
				ENHANCEMENTS:															
				Lvl 14 Duration X2 8 SP															
				Lvl 9 Duration +50% 6 SP															
				Lvl 12 AoE X2 6 SP															

LEVEL

8

STACK

1

COST

8 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

10 Minutes


DURATION


12 Hours

SAVE:

SKL: 3

Able to do this





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

[illegible]

Utility or Misc

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



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