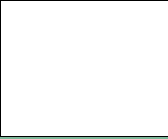





## Battle Actions/Prep


LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	1 Item	2 Minutes	nd of Battle or 24 h		
<b>Ranged Weapon Expertise</b>												
 <p>Hunter selects one of their current weapons to focus on with attacks. After the rollout the Hunter is able to use that weapon more efficiently. The Hunter will gain a +1 for each of their Hunter Tiers for the duration. The selected weapon must be a Ranged weapon.</p>											COUNTER: None	


LEVEL	5			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Self	16 Squares ahead	10 Minutes	Up To 1 day		
<b>Point 80 ft Ahead</b>												
 <p>Point person initailly surveys the area, then continues to scout a head of the party. Point person moves 80 ft ahead of the group, party gains Init+4 for 1st rd of battle Hunter acts as a scout (Point person) watching for potential issues. Hunter is not able use any skills or efforts that require a maintained concentration.</p>											COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP Lvl 16 AoE X2 16 SP	


LEVEL	16			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						16 pts	Melee	1 Creature	Pre-battle	Instant		
<b>Quick Ranged Shot (PreBattle)</b>												
 <p>Hunter starts a battle with a +15 Init to their bow attack. 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	

## 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>												
 <p>A focus on accuracy rather than speed with a bow or crossbow. Applies to all bow/crossbow shots during the round. Shooter gains +2 ToHIT and +2 Damage per Tier. Plus to damage is NOT per die.</p>											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 Melee Charge</b>												
 <p>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.</p>											COUNTER:No Counter Available. 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>CROSSBOW: Long Distance Shots</b>												
 <p>Hunter uses a crossbow with this skill to gain distance. Distance is increased by 8 squares.. Hunter must use a crossbow. Bows cannot be used with this skill. No changes to Initative and ToHIT rolls.</p>											COUNTER: None ENHANCEMENTS: Lvl 5 Initiative +4 4 SP Lvl 14 Attacks +1 8 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>												
 <p>Hunter focus' on burying the arrows deep into the targets the cost of accuracy. This skill only works for ranged bow attacks. Adds 6 damage for all shots, Subtracts 2 from the ToHITs. This applies to all of the Hunters bow shots for the duration.</p>											COUNTER: None ENHANCEMENTS: Lvl 5 Initiative +4 4 SP Lvl 9 Damage +50% 8 SP	

# -Hunter

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. This will allow the hunter to shoot through up to 3 ranks of friends.</p>											COUNTER: None ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 5 Initiative +4 4 SP
LEVEL	7			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						8 pts	By Weapon	1 Target	Initiative	5 Attacks	
 <p>Keeps the target in sight and fires a carefully aimed shot. Pre-battle is possible. Each attack held gains +6 ToHIT &amp; Dmg. Up to a max bonus of +24 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 +6 ToHit and Damage(Max +240).</p>											COUNTER: None ENHANCEMENTS: Lvl 12 Range X2 8 SP 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	Initiative	4 hours	
 <p>Roll a natural 19 or 20 and treat as a critical Hit. 1 weapon per battle. Critical attacks for a SPECIFIC ranged weapon happen on 19 or 20. The specific weapon must be selected during the Rollout.</p>											COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 8 SP
LEVEL	10			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						12 pts	By Weapon	As per Weapon	Initiative	4 Rounds	
 <p>Hunter aims to subdue, not kill. Full damage is applied till end of round, then only 1/2 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 roll Crit (Blunt column). Initially full then 1/2 (Min 1).</p>											COUNTER: None ENHANCEMENTS: Lvl 14 Duration X2 8 SP
LEVEL	11			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						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
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 and shoots. Only can be done with Bows. Allows Bow shots vs Moving targets with no penalties for 1 Rd. Reduces number of attacks by 1. Minimum of 1. Standard riding adjustment is Rider gets +6 AC. Beast gets -2 AC. Standard flying adjustment is Rider gets +6 AC. Beast gets -2 AC.</p>											COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 12 Range X2 8 SP Lvl 9 Damage +50% 8 SP
LEVEL	13			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
						16 pts	By Weapon	1 Target	Initiative	1 Round	
 <p>Hunter scopes out a stationary target that is unaware of any danger. The target must not have their guard up. Bonuses: +12 to Init, ToHIT, and Damage. Though, Initiative may not come into play. Detriments: One unaware target, Bow required, &amp; half normal attacks. (Min 1) Target may have armor / be in a protected state. Required unguarded stance of target.</p>											COUNTER: None ENHANCEMENTS: Lvl 9 Range +50% 6 SP Lvl 17 Damage +8 / die 16 SP Lvl 12 AoE = 2 Recipients 10 SP

# -Hunter


LEVEL	15			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						16 pts	By Weapon	1 Target	Initiative	1 Round		




Hunter uses a ranged weapon while shooting from an unstable position. Instability could be: Ships deck, Horseback, Slipping, Walking backwards, 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. Full walking movement. Cannot move faster than a walk.

COUNTER: None  
ENHANCEMENTS:  
Lvl 12 Range X2 8 SP  
Lvl 14 Duration X2 8 SP  
Lvl 17 Damage +8 / die 16 SP


## Battle Reaction


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



Counters current issues that a target is concentrating to maintain. This action is meant to disrupt and break concentration of another. 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.

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		




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:No Counter Available. Lvl:1

## Class Specialty


LEVEL	1			STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						2 pts	Touch	1d3 Wraps	4 hours	Permanent		



Creates 1d3 bandages Bandage will stop bleeding. When applied by a Hunter it will also heal 2 HP. Components are fairly easy to find. Requires a Hunters Kit and a campfire.

CREATE:Field Bandage  
FOCUS:+ 2 HP  
COUNTER: None  
ENHANCEMENTS:  
Lvl 20 Rollout Instant 16 SP


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	Animal	12 Hours	Permanent		



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	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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

LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	Self	10 Minutes	24 Hours		



Able to set a time and wake up at that time. Fighter reviews surroundings to understand the normal sounds 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. If used when awake the 'Alarm' still alerts the character.

COUNTER: None  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 14 Duration X2 8 SP

Communication

LEVEL3

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:

COUNTER: None

ENHANCEMENTS:

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

LEVEL4

STACK99

COST4 pts


RANGESelf

AREA OF EFFECT6x6 Squares

ROLL OUTInitiative

DURATION20 Minutes

SAVE: No Save



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

Creations

LEVEL1

STACK9

COST12 pts


RANGETouch

AREA OF EFFECT1d3 Salves

ROLL OUT4 Hours

DURATIONUsed / EOY

SAVE: None for creation




Hunter creates a Singer's Salve

1d3 Salves created. DOT Damage, heal 2 per cycle, HNT: Heal 4 per daily cycle.

Does NOT require a kitchen or lab. Does require basic cooking gear.

Ingredients listed as Bittercress leaf, Wild garlic oil, and Rocko's Hot Water.

Concoction originally created by the character Reginal "Singer"

CREATE:Singers Salve

FOCUS:+1 Salves

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
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LEVEL1

STACK99

COST6 pts


RANGETouch

AREA OF EFFECTSelf

ROLL OUT4 Hours

DURATIONPermanent

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:Arrows

FOCUS:Fletching

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
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LEVEL2

STACK9

COST12 pts


RANGETouch

AREA OF EFFECT1d3 Potions

ROLL OUT4 Hours

DURATIONUsed / EOY

SAVE: None for creation




Hunter creates a Sunrise Potion.

Qty:1d3 potions created. To be used at 6 AM to gain 2 extra HP (5 HP with Hunter).

Does NOT require a kitchen or lab. Does require basic cooking gear.

Ingredients listed as Anise Leaf, Ginger Oil, and Honey.

CREATE:Sunrise Potion

FOCUS:+1 Potion

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
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LEVEL4

STACK9

COST12 pts


RANGETouch

AREA OF EFFECT1d3 Salves

ROLL OUT4 Hours

DURATIONUsed / EOY

SAVE: None for creation




Hunter creates a Revive Salve (Caffiene)

Qty:1d3 salves created. Heals Unconscious creature 1d3 HP and revives for 30 min.

A stocked Kitchen/Lab is required.

Ingredients listed as Bittercress leaves, Pine Tar, and Oak sap.

CREATE:Revive Salve

FOCUS:+1 Salve

COUNTER: None

LEVEL7

STACK99

COST12 pts


RANGETouch

AREA OF EFFECT1d3 bottles

ROLL OUT4 Hours

DURATIONUsed / EOY

SAVE: None for creation




End result: 3 Small corked jars of repellent.

Qty:1d3 vials created. Repels Small Insects. HNT: Repels Large Insects w/ Save

Does NOT require a kitchen or lab. Does require basic cooking gear.

Ingredients listed as Honeysuckle, Marsh Daisy Leaves, & Root Ash.

CREATE:Repellent Oil

FOCUS:+1 Bottle

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
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# -Hunter

LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	None for creation
						16 pts	Touch	1d3 Poultices	4 Hours	Used / EOY		



Hunter creates a Poultice.  
Qty:1d3 poultices created. Helps recover with Fragility Issues. Decreases level by 1.  
A stocked Kitchen/Lab is required.  
Ingredients listed as Bees Wax, Seaweed, and Anis Leaves.  
Sickness/Disease rolls are done in the morning using the Health Save.

CREATE:Fragility Poultice


FOCUS:+1 Poultice

COUNTER: None

ENHANCEMENTS:

Lvl 14	Save Roll +20	8 SP
Lvl 10	Rollout Halved	6 SP

LEVEL	10			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	None for creation
						18 pts	Touch	1d3 Vials	4 Hours	Used / EOY		



Hunter creates an inhalent.  
Qty:1d3 Inhalents. Dazed or stunned become clear headed.  
Does NOT require a kitchen or lab. Does require basic cooking gear.  
Ingredients listed as Marigold wine, Hemlock ash, Wild garlic oil.

CREATE:Maidens Breath


FOCUS:+1 Bottle

COUNTER: None

ENHANCEMENTS:

Lvl 14	Save Roll +20	8 SP
Lvl 10	Rollout Halved	6 SP

LEVEL	11			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	None for creation
						16.8 pts	Touch	1 Bag	4 Hours	Used / EOY		



Hunter creates a very recognizably tasty tea which helps with Skill Point recovery.  
Qty:1d3 doses in a pot. Deeper sleep and raises Skill Pts at 6am. Pts + 2.  
Does NOT require a kitchen or lab. Does require basic cooking gear.  
Ingredients listed as Amaranth & Anise leaves, and Ethereal Grass.  
Multiple servings in a small bag.

CREATE:Aelene's Tea


FOCUS:+1 Serving

COUNTER: None

ENHANCEMENTS:

Lvl 14	Save Roll +20	8 SP
Lvl 10	Rollout Halved	6 SP

LEVEL	11			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	None for creation
						24 pts	Touch	1 Meal	4 Hours	Used / EOY		



Hunter creates a bit of spice.  
Qty:1d3 doses created. Recipeint will remain alert 48 hrs. (cannot be past 48).  
Does NOT require a kitchen or lab. Does require basic cooking gear.  
Ingredients listed as Peppermint Oil, Beetle Shells, Gingerroot.  
Multiple servings in a small bag. Noticable & distinct taste.

CREATE:Java Meal Spice

FOCUS:+2 Meals


COUNTER: None

ENHANCEMENTS:

Lvl 14	Save Roll +20	8 SP
Lvl 10	Rollout Halved	6 SP

## Fences and Shelters

LEVEL	2			STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						3 pts	Touch	1 Shelter	1 Minute	12 Hrs		




Quickly built (1 min) & lasts 12 hrs, unless rough weather.  
Very heavy rains and/or heavy winds will destroy this.  
- Shelter fits up to 2 people.

CREATE:Lean-To for 2 ppl

COUNTER: None

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	6			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						10 pts	Touch	2x1 Squares	20 Minutes	2 Days		



The hunter creates a shelter out of avialable materials  
Creates temporary shelter for 10 persons. Inside= Fragility Max time -1.  
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:Hut

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

# -Hunter

LEVEL	7			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Hunters HIDDEN Shelter (5 ppl)						12 pts	1 Square	3 x 3 Squares	4 Hours	1 day / Tier		




Hunter creates a hidden hut for up to 5 people that has a single entrance/exit. Casual by-passers will not normally notice the shelter.

- smoke from fires may be noticed
- Not useable in obvious locations (urban, no coverage, or heavily trafficed areas)

CREATE:Hidden Shelter  
FOCUS:Rollout 1/2  
COUNTER: None  
ENHANCEMENTS:  
Lvl 14 Duration X2 8 SP  
Lvl 16 AoE X2 16 SP

LEVEL	14	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Bestow House Authority						48 pts	1 Recipient	1 Target	1 Week	Permanent		



Character is able to draw followers to their banner. Character knows if the follower has acted properly according to House ideals. But, the creator of the House will NOT know the mind of the follower. This skill allows the character to create a house that they alone own. Only the character using the "House Authority" cause another to be a non-owner authority.

FOCUS:Sense Allegience  
COUNTER: None


LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Find North						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	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	May Need Skill Sav
Benign Approach						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.

COUNTER: None  
ENHANCEMENTS:  
Lvl 12 Range X2 8 SP


LEVEL	3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	May Need Skill Sav Animal is calmed
Calm Animal						4 pts	2 Squares	1 Animal	20 Minutes	2 Hours		



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 Halved 6 SP  
Lvl 12 Range X2 8 SP  
Lvl 14 Duration X2 8 SP

LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	May Need Skill Sav
Hunt/Fish/Gather						4 pts	Self	20x20 Squares	9 Hours	Rollout		



Able to hunt, fish, or gather once per day Skill Save 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

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

Traveling (PMP)

LEVEL1

STACK

COST

4 pts

RANGE

Self

AREA OF EFFECT

Traversable Land

ROLL OUT


10 Minutes

DURATION

8 Hours

SAVE: May Need Skill Sav

GM



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 Skill Save to keep the course and speed.

Hunter can use this skill while using 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 Halved6 SP

Lvl 16 Rollout 1 Min8 SP

LEVEL9

STACK

1

COST

12 pts

RANGE

Self

AREA OF EFFECT

Self


ROLL OUT

10 Minutes

DURATION

20 Hours

SAVE: No Save



Hunter zones out as they walk a preset direction

Walk X3 in 20 Hrs, Surprise likely, Encounters unlikely, 2 rounds to fully wake.

Hunter zones out as they walk a preset direction

COUNTER: None

ENHANCEMENTS:

Lvl 14 Duration X28 SP

LEVEL9

JUST

?

STACK

99

COST

12 pts

RANGE

Touch

AREA OF EFFECT

Trail 1 Mark Long


ROLL OUT

12 Hours

DURATION

Permanent

SAVE: No Save



Hunter slows down to ensure no trail is left behind.

Another Hunter 'might' uncover the trail. Max:1 Mark of travel covered per use.

Movement is at 1/2 speed, but 10th lvl enhancement 'Rollout halved' resets move to full.

COUNTER:Find/Follow Trail- HNT Lvl:1

ENHANCEMENTS:

Lvl 10 Rollout Halved6 SP

LEVEL12

JUST

?

STACK

1

COST

12 pts

RANGE

Self

AREA OF EFFECT

1 Mark

ROLL OUT


20 Minutes

DURATION

12 Hours

SAVE: Skill

Find Follow



Hunter becomes the tracker.

Succeed=GM rolls Skill Save to find/follow

Movement is reduced in half.

COUNTER:Cover Trail - HNT Lvl:1

ENHANCEMENTS:

Lvl 14 Duration X28 SP