

## -Hunter

## Battle Actions/Prep

LEVEL

2

STACK

99

COST

RANGE

AREA OF EFFECT

1 Creature

ROLL OUT

Initiative


DURATION

Permanent

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 Instant 16 SP

LEVEL

5

STACK

1

COST

8 pts

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT

10 Minutes

DURATION

Up To 1 day


SAVE:

No surprise.

SNS: 2

No surprise.

Point 80 ft Ahead



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

LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
Held Shot - Single Target						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 +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>																	
				<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Range +50%</td><td>6 SP</td></tr><tr><td>Lvl 5</td><td>Initiative +4</td><td>4 SP</td></tr></table>									Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP	Lvl 5	Initiative +4	4 SP
Lvl 12	Range X2	8 SP																			
Lvl 9	Range +50%	6 SP																			
Lvl 5	Initiative +4	4 SP																			

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	Pre-battle	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								

## Battle Offense

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

LEVEL

4

STACK

1

COST

4 pts

RANGE

Move x2

AREA OF EFFECT

1 Creature

ROLL OUT

Initiative

DURATION

1 Round

SAVE:

No Save

Hunter charges up to an enemy for a melee attack.(Extra Attack)

Charge must be a straight path to the non-moving target and not end with a pivot.

Hunter gains bonuses to ToHit (+8), Damage (+8), and Movement (X2).

Detriments to Movement (minimum 4 squares), Number of attacks (Max 1), and AC (-4).

No other attacks (including 'Extra' attacks) can be attempted in the same round.

COUNTER:Set For Charge Lvl:1

ENHANCEMENTS:

Lvl 9

Range +50%

6 SP

Lvl 5


Initiative +4

4 SP








Lvl 9

Damage +50%


8 SP

LEVEL	5		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	By Weapon	1 Target	Initiative	4 Rounds		
<div>  <h3>Long Distance Crossbow Shots</h3> <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> </div>											
										COUNTER: None	
										ENHANCEMENTS:	
										Lvl 12	Range X2 8 SP
										Lvl 5	Initiative +4 4 SP




# -Hunter




LEVEL	5	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	<b>Penetrating Ranged Shots</b>				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>										COUNTER: None
										ENHANCEMENTS:	
										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
	<b>Shoot Thru Party to Target</b>				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 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	8	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	<b>Critical Ranged Shot (Pre-Battle)</b>				8 pts	By Weapon	By Weapon	1 Minute	4 Hrs or 1 Battle		
	<p>Specific ranged weapon for entire battle. 1 weapon per battle. Critical attacks for a SPECIFIC ranged weapon happen on 18, 19, and 20. Can be enhanced for 12 pts (13th lvl) to rollout this skill during initiative. This skill cannot be stacked upon itself.</p>										COUNTER: None
										ENHANCEMENTS:	
										Lvl 12	Rollout Init 12 SP
LEVEL	9	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Attack is attempted
	<b>Mounted Melee Attack</b>				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	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	<b>Blunted Bow Shots (Bow Only)</b>				12 pts	By Weapon	1 Target	Initiative	4 Rounds		
	<p>Hunter aims to subdue, not kill. Full damage is applied till end of round, then only 1/4 of the damage remains. Hunter must use a bow with blunted missiles. Crossbowyers cannot use this skill. No changes to Initative and ToHIT rolls. Damage is from the critical blunt column. Use 'Blunt' on Criticals chart.</p>										COUNTER: None
										ENHANCEMENTS:	
										Lvl 14	Duration X2 8 SP
LEVEL	12	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	<b>Targeting A Moving Target</b>				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
LEVEL	14	<div></div> <div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	<b>Ranged Sucker Shot(s)</b>				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 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, &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 18	AoE = 2 Targets 10 SP

## -Hunter





LEVEL	15			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	<b>Moving And Shooting</b>					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





## Battle Reaction


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



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

## Class Specialty

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1 
	<b>Skinning A Hide</b>					4 pts	Self	Animal	12 Hours	Permanent		1 hide
 <p>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)</p>											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:	SKL: 1 
	<b>Make Fire with Sticks</b>					4 pts	Touch	Kindling	10 Minutes	Permanent		start fire
 <p>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</p>											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
	<b>Mental Alarm Clock</b>					4 pts	Self	Self	10 Minutes	18 Hours		
 <p>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.</p>											COUNTER: None	
											ENHANCEMENTS:	
											Lvl 10	Rollout Halved 6 SP
											Lvl 14	Duration X2 8 SP

LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	<b>Make/Repair Arrows</b>					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 &amp; crude arrows. Tier 1: 12 crude or blunt arrows. Tier 2: 12 standard arrows, require 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

# -Hunter

## Communication


LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	6 Squares	1 Square	1 Minute	1 Month (30 days)		
<b>Hunter Marks</b>												
				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	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.</p> <p>Indistinct natural outdoor sounds. Low volume and intensity.</p> <p>Hunter can create soft low sounds with no penalty,</p> <p>As the volume of a sound rises the GM may adjust the Save.</p> <p>As the sounds become more distinct the GM may adjust the Save.</p>									<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 20</td><td>Rollout Instant</td><td>16 SP</td></tr><tr><td>Lvl 12</td><td>Rollout Init</td><td>12 SP</td></tr></table>		Lvl 20	Rollout Instant	16 SP	Lvl 12	Rollout Init	12 SP
Lvl 20	Rollout Instant	16 SP																		
Lvl 12	Rollout Init	12 SP																		


## Creations

LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save			
					4 pts	Touch	1 Salve	4 Hours	End Of Year					
<b>Create Singer's Salve</b>														
		<p>Hunter creates a Singer's Salve</p> <p>Affects DOT damage, +2 per cycle, HNT: +4 per cycle.</p> <p>Need: Campfire, 12 SP, 4 Hours, and</p> <p>Bittercress leaf, Wild garlic oil, Rocko's.</p>									<div>CREATE:Singers Salve </div> <div>FOCUS:+2 Salves</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr></table>	Lvl 10	Rollout Halved	6 SP
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			
				<p>Hunter creates a Sunrise Potion in their own way.</p> <p>Qty:3 To be used at 6 AM to gain 2 extra HP (5 HP with Hunter) if Save passes.</p> <p>1 Bunch of Anises leaf, 1 Jar of Ginger Oil, 1/4 cup of honey, Campfire, &amp; KIT.</p> <p>Potion used at sunrise heals 2 HP. If hunter applies it then 4 HP.</p> <p>Requires a campfire and Hunters Kit.</p>								<div>CREATE: FOCUS:+2 Potions COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved</div> <div> 6 SP</div>	

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.								<div>CREATE: FOCUS:+2 Salves COUNTER: None ENHANCEMENTS: Lvl 0 No Enhancements 0 SP</div> <div></div>

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								
<b>Create Health Poultice</b>																			
		<p>Hunter creates a Poultice.</p> <p>Qty:1-3. Helps recover from Sickness/Disease by making the Save column one better (-1).</p> <p>Sickness/Disease rolls are done in the morning using the Health:2 Save.</p> <p>Requires a campfire and a Hunters Kit.</p>																	
<div>CREATE: </div> <div>FOCUS:+2 Poultices</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 14</td><td>Save -1 Col</td><td>8 SP</td></tr><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr></table>														Lvl 14	Save -1 Col	8 SP	Lvl 10	Rollout Halved	6 SP
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	<div><div></div><div>Attacked</div></div>
						8 pts	Touch	1 dose	4 Hours	Used / EOY			
<div><div></div><div><p>End result: 3 Small corked jars of repellent.</p><p>Qty:1-3. Repels Insects. Save column one better (col -1).</p><p>Ingredients are Honeysuckle, Palm, Marshdaisy.</p><p>Requires a campfire and a Hunters Kit.</p></div></div>													
<div><div>CREATE:</div><div>FOCUS:+2 Doses.</div><div>COUNTER: None</div><div>ENHANCEMENTS:</div><div><div>Lvl 0</div><div>No Enhancements</div><div>0 SP</div></div></div>													



# -Hunter

LEVEL 10

STACK 99

COST12 pts

RANGETouch

AREA OF EFFECT1 Vial


ROLL OUT4 Hours

DURATIONUsed / EOY

SAVE: SNS: 2




Clears Daze/Stun

Create Clear Mind Inhalent



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 Col8 SP  
Lvl 10 Rollout Halved6 SP



LEVEL 11

STACK 99

COST12 pts

RANGETouch

AREA OF EFFECT1 Jar


ROLL OUT4 Hours

DURATIONUsed / EOY

SAVE: SNS: 1




Stay Awake

Create Calming Tea



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 Col8 SP  
Lvl 10 Rollout Halved6 SP



LEVEL 11

STACK 99

COST12 pts

RANGETouch

AREA OF EFFECT1 Meal


ROLL OUT4 Hours

DURATIONUsed / EOY

SAVE: SKL: 2




Stay awake 48 hrs

Create Java Meal Spice



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 Col8 SP  
Lvl 10 Rollout Halved6 SP



## Fences and Shelters

LEVEL 2

STACK 3

COST4 pts

RANGETouch

AREA OF EFFECT2x1 Squares


ROLL OUT20 Minutes

DURATION8 Hours

SAVE: SKL: 2



Created

Hunters Hut (10 ppl)



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 Halved6 SP  
Lvl 17 Hidden4 SP  
Lvl 9 Duration +50%6 SP



LEVEL 2

STACK 99

COST4 pts

RANGETouch


AREA OF EFFECT3x8 Sq Perimeters

ROLL OUT30 Minutes

DURATION8 Hours

SAVE: No Save

Perimeter Safety



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

COUNTER: None  
ENHANCEMENTS:  
Lvl 10 Rollout Halved6 SP  
Lvl 14 Damage X212 SP

LEVEL 3

STACK 99

COST4 pts

RANGETouch


AREA OF EFFECT1 Shelter

ROLL OUT10 Minutes

DURATION2 Days


SAVE: No Save

Create Temporary Shelter (3 ppl)



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 Enhancements0 SP



LEVEL 7

STACK 3

COST8 pts

RANGE1 Square


AREA OF EFFECT3 x 3 Squares

ROLL OUT1 Hour

DURATION8 Hours / Tier


SAVE: No Save

Hunters Hidden Shelter (4 ppl)



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 X28 SP  
Lvl 12 AoE X26 SP



-Hunter

Nae'Ems

LEVEL14

NAE'EM

STACK99

COST48 pts

RANGE1 Recipient

AREA OF EFFECT1 Target

ROLL OUT1 Month

DURATIONPermanent

SAVE:No Save

Bestow House Authority

Character is able to draw followers to their banner  
The Character is able to know 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 Eolas using the "House Authority" cause another to be a non-owner authority.

CREATE:

COUNTER:None

ENHANCEMENTS:  
Lvl 0No Enhancements0 SP

Natural Environment

LEVEL1

STACK99

COST4 pts

RANGESelf

AREA OF EFFECTSelf

ROLL OUTInitiative

DURATION1 Hour

SAVE:No Save

Find North



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

COUNTER:None

ENHANCEMENTS:  
Lvl 20Rollout Instant16 SP

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 12Range 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 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

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 0No 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 0No Enhancements0 SP

LEVEL12

STACK1

COST12 pts

RANGESelf


AREA OF EFFECT1 Mark

ROLL OUT20 Minutes

DURATION24 Hours

SAVE:No Save

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.

COUNTER:Cover Trail - HNT Lvl:1

ENHANCEMENTS:  
Lvl 10Rollout Halved6 SP

-Hunter

Traveling (PMP)

LEVEL1

STACK

COST4 pts


RANGESelf

AREA OF EFFECTTraversable Land

ROLL OUT10 Minutes

DURATION8 Hours

SAVE:No Save



Hunter is able to stay on course when no path or road is available.

Hunter guides up to 10 other people while maintaining the normal WALKING road speed.

Extreme environments require the GM roll a SKL:2 Save to keep the course and speed.

The Hunter can use this skill while using some other skills like Point Person, Find North..

Double time is NOT an option while using this skill.

FOCUS:Duration = 10 hrs

COUNTER:None

ENHANCEMENTS:

Lvl 10Rollout Halved

Lvl 16Rollout 1 Min

6 SP

8 SP

LEVEL8

STACK1

COST8 pts


RANGESelf

AREA OF EFFECTSelf

ROLL OUT10 Minutes

DURATION12 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 14Duration X2

8 SP

LEVEL9

JUST

STACK99

COST12 pts


RANGETouch

AREA OF EFFECT1 Mark Trail

ROLL OUT20 Minutes

DURATION12 Hours

SAVE:No Save



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:1

ENHANCEMENTS:

Lvl 10Rollout Halved

6 SP