

Battle Actions/Prep

LEVEL5

STACK1

COST8 pts


RANGESelf

AREA OF EFFECT16 Squares ahead

ROLL OUT10 Minutes

DURATIONUp To 1 day

SAVE: No Save



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.

COUNTER: None

ENHANCEMENTS:
Lvl 10 Rollout Halved6 SP
Lvl 16 Rollout 1 Min8 SP
Lvl 16 AoE X216 SP

LEVEL16

STACK1

COST16 pts


RANGEMELEE

AREA OF EFFECT1 Creature

ROLL OUTPre-battle

DURATIONInstant

SAVE: No Save



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.

COUNTER: None

ENHANCEMENTS:
Lvl 17 Damage +8 / die16 SP
Lvl 9 Damage +50%8 SP
Lvl 14 Attacks +18 SP

Battle Offense

LEVEL4

STACK99

COST4 pts


RANGEChar Sheet

AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION1 Round

SAVE: No Save



A focus on accuracy rather than speed with a bow or crossbow.
Shooter loses 1 attack (Minimum 1).
Shooter gains +2 ToHIT and +2 Damage per Tier.
Plus to damage is NOT per die.
Applies to all bow/crossbow shots during the round.

COUNTER: None

ENHANCEMENTS:
Lvl 12 Range X28 SP
Lvl 5 Initiative +44 SP

LEVEL4

+

STACK1

COST4 pts


RANGEMOVE x2

AREA OF EFFECT1 Creature

ROLL OUTInitiative

DURATION1 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:No Counter Available. Lvl:1

ENHANCEMENTS:
Lvl 9 Range +50%6 SP
Lvl 5 Initiative +44 SP
Lvl 9 Damage +50%8 SP

LEVEL5

STACK1

COST8 pts


RANGEBy Weapon

AREA OF EFFECT1 Target

ROLL OUTInitiative

DURATION4 Rounds

SAVE: No Save



Hunter uses a crossbow with this skill to gain distance.
Distance is increased by 8 squares. Number of attacks -1.
Hunter must use a crossbow.
Bows cannot be used with this skill.
No changes to Initative and ToHIT rolls.

COUNTER: None

ENHANCEMENTS:
Lvl 5 Initiative +44 SP
Lvl 14 Attacks +18 SP

LEVEL5

STACK1

COST8 pts


RANGEBy Weapon

AREA OF EFFECTBy Weapon

ROLL OUTInitiative

DURATION2 Rounds

SAVE: No Save



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.

COUNTER: None

ENHANCEMENTS:
Lvl 5 Initiative +44 SP
Lvl 9 Damage +50%8 SP

LEVEL6

STACK99

COST8 pts


RANGEBy Weapon

AREA OF EFFECTBy Weapon

ROLL OUTInitiative

DURATION1 Round

SAVE: No Save





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.
This will allow the hunter to shoot through up to 3 ranks of friends.


COUNTER: None


ENHANCEMENTS:
Lvl 9 Range +50%6 SP
Lvl 5 Initiative +44 SP


-Hunter


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 +2 ToHIT & Dmg. Up to a max bonus of +10 (5 attacks missed). Hunter keeps prey in sight and fires a carefully aimed shot. Bow or crossbow. If the target is out of sight for an entire round or more the count must start over. Each successive attack w/ same target +2 ToHit and Damage(Max +10).</p>										COUNTER: None
										ENHANCEMENTS:	
										Lvl 12 Range X2	8 SP
										Lvl 9 Range +50%	6 SP
										Lvl 5 Initiative +4	4 SP


LEVEL	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 Initiative 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, & 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


LEVEL	15		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					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, 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. Number of attacks are halved. Minimum of 1. Full walking movement.</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		AREA OF EFFECT		ROLL OUT		DURATION		SAVE: Senses	
				8 pts		8 Squares		3x3 Squares		Instant		2 Rounds	Not Disrupted
<div>  <p>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.</p> <p>LIST OF SPELL IN FULL DESCRIPTION.</p> </div>													
												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		
 <p>Rogue take AAO as target enters the battle</p> <p>Allows Rogue an Attack of Opportunity when a target enters into melee range.</p> <p>This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.</p> <p>Rogue can interrupt the battle, resolve the Extra attack, then the battle continues.</p>											COUNTER:No Counter Available. Lvl:1

Class Specialty

LEVEL	1			STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Create A Field Bandage					0.40 pts	Touch	1d3 Wraps	4 hours	Permanent		
	 <p>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.</p>											
												CREATE:Field Bandage FOCUS:+ 2 HP COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP

LEVEL

1

STACK

99

COST

4 pts

RANGE

Self

AREA OF EFFECT

Animal

ROLL OUT

12 Hours


DURATION

Permanent

SAVE:

No Save

Skinning A 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	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Make Fire with Sticks						4 pts	Touch	Kindling	10 Minutes	Permanent		
<div></div> <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>						<div>FOCUS:COL-1</div> <div>COUNTER: None</div>						

LEVEL	3	<div></div>	<div></div>	STACK	1	COST	4 pts	RANGE	Self	AREA OF EFFECT	Self	ROLL OUT	10 Minutes	DURATION	24 Hours	SAVE:	No Save						
<h2>Mental Alarm Clock</h2> <div></div> <p>Able to set a time and wake up at that time.</p> <p>Fighter reviews surroundings to understand the normal sounds during the rollout.</p> <p>Fighter must not be exhausted or forced to sleep. Does not guarantee restful sleep.</p> <p>When waking it takes 1 full round before Fighter is able to be clear headed.</p> <p>If used when awake the 'Alarm' still alerts the character.</p>																							
<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr></table>																		Lvl 10	Rollout Halved	6 SP	Lvl 14	Duration X2	8 SP
Lvl 10	Rollout Halved	6 SP																					
Lvl 14	Duration X2	8 SP																					

Communication

LEVEL

3

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 Marks




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

-Hunter

LEVEL	4	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Mimic Soft Nature Sounds					4 pts	Self	6x6 Squares	Initiative	20 Minutes		




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


LEVEL	1	<div></div> <div></div>	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	None for creation
Create Singer's Salve					12 pts	Touch	1d3 Salves	4 Hours	Used / EOY		



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


LEVEL	1	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Create/Repair Arrows (24)					6 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:Arrows
FOCUS:Fletching
COUNTER: None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP


LEVEL	2	<div></div> <div></div>	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	None for creation
Create Sunrise Potion					12 pts	Touch	1d3 Potions	4 Hours	Used / EOY		



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


LEVEL	4	<div></div> <div></div>	STACK	9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	None for creation
Create Revive Salve					12 pts	Touch	1d3 Salves	4 Hours	Used / EOY		



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


LEVEL	7	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	None for creation
Create Repellent Oil					12 pts	Touch	1d3 bottles	4 Hours	Used / EOY		



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

LEVEL	8	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	None for creation
Create Fragility Poultice					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

-Hunter

LEVEL	10			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	None for creation
Create Maidens Breath (Inhalent)						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
Create Aelenes Tea						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
Create Java Meal Spice						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
Create LeanTo Shelter (2 ppl)						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
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	6			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Hunters Hut (10 ppl)						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

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

Nae'Ems

LEVEL14

NAE'EM

STACK99

COST48 pts

RANGE1 Recipient

AREA OF EFFECT1 Target

ROLL OUT1 Week

DURATIONPermanent

SAVE: No Save



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 Alliegence

COUNTER: None

Natural Environment

LEVEL1

STACK99

COST4 pts

RANGESelf

AREA OF EFFECTSelf

ROLL OUTInitiative

DURATION1 Hour

SAVE: No Save



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

COUNTER: None

ENHANCEMENTS:
Lvl 20 Rollout Instant16 SP

LEVEL2

STACK99

COST4 pts

RANGE10 Squares

AREA OF EFFECT10 Squares

ROLL OUT5 Minutes

DURATION1 Hour

SAVE: May Need Skill Sa



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: Mav Need Skill Sa
Animal is calmed



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

COUNTER: None

ENHANCEMENTS:
Lvl 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: May Need Skill Sa



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

LEVEL8

STACK1

COST8 pts

RANGESelf

AREA OF EFFECTOcean

ROLL OUT16 Hours

DURATIONPermanent

SAVE: No Save



Hunter coordinates a net fishing effort.
Hunter coordinates fishing in deep waters.
3-12 assistants needed.
Meals gained: 6d20 + 5/assistant.
Cook:1 hr per 30 meals

CREATE:

COUNTER: None

Traveling (PMP)

LEVEL1

STACK

COST4 pts

RANGESelf

AREA OF EFFECTTraversable Land

ROLL OUT10 Minutes

DURATION8 Hours

SAVE: Mav Need Skill Sa
Keep course/speed



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

LEVEL

9

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 X2 8 SP

LEVEL

9

JUST 7

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 Halved 6 SP

LEVEL

12

JUST 7

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 X2 8 SP