

HNT

715-2

# 1 Create A Field Bandage

LEVEL

Tier 1

Create 1d3 Bandages. HNT Kit. 12 SP. 4 hrs. Campfire.

Bees Wax, Amaranth Leaves, Sea Water.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
2 pts	Touch	4 hours		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
9	1d3 Wraps	Permanent		None	HNT



By COPILOT

**Details:****GENERAL:**

- Creates 1d3 bandages.
- All bandages stop the bleeding,
- Hunter Field Bandages also heal 2 HP,
  - When applied by a Hunter heals an additional 2 HP.
- Requires the Hunter to maintain concentration,
  - i.e. the caster must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done.

**WHAT THIS SKILL DOES DO:**

- Create 1d3 wraps (bandages).
- Allows Hunter applied bandages to give 2 HP healing.
  - Use of Hunter Kit gives an additional +2 HP.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT work if the components are not gathered and processed properly.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

Field Bandage

- Stop Bleeding.
- HNT: +2 HP.
- Need: Campfire, HNT Kit, 12 Sp Pts, 4 Hours.  
Bees Wax, Amaranth Leaves, Sea Water.
- Market: 9 Max, Buy:10 GP, Sell:1 GP.

**Enhancements:**

LVL	ENHANCEMENTS	COST
20	Rollout Instant	16

**Focus Items and/or Kits:**

- Using a kit gives an additional +2 HP.

HNT

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# 1 Skinning A Hide

LEVEL

Tier 1

Results in usable hides.

Save needed. Size by Tier. 1st:2x4, 3rd:3x6, 5th:6x6.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	12 Hours		Class Specialty
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	Animal	Permanent		HNT



By COPILOT

**Details:****GENERAL:**

- At Tier 1 hunter is able to skin smaller animals (Sheep and smaller),
  - Provides a medium quality hide up to 2x4 ft / 60x120 cm.
- At Tier 3 hunter is able to skin medium animals (deer and smaller).
  - Provides a medium quality hide up to 3x6 ft / 90x180 cm.
- At Tier 5 hunter is able to skin large animals (grizzly bears and smaller).
  - Provides a medium quality hide up to 6x6 ft / 180x180 cm.
- Requires the person to maintain concentration,
  - i.e. the caster must stay awake throughout the Duration.
  - i.e. other activities that require concentration may not be done.

**WHAT THIS SKILL DOES DO:**

- Only affects creatures with hides.
- Works hides into medium quality but no edging or forming done,
  - Only one tenth of normal value if sold.
- Includes a curing process.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT work on living animals.
- Does NOT yield any product if,
  - Process is interrupted or stopped before end of duration,
  - Save fails.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

A Hide from Skinning



- By tier: 1st 2x4, 3rd 3x6, 5th 6x6.
- Non Hunters: not able to create this.
- Need: Campfire, 4 SP, 12 Hours.
- Animal carcass, Salt, common stone.
- Market: 99 Max, Buy:2 GP, Sell:5 SP.

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6

**Focus Items and/or Kits:**

- Hunters Kit is NOT passive.
- Yields 2 hides

HNT

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# 1 Ranged Weapon Expertise

LEVEL

Tier 1

**1** Weapon gains a Ranged ToHIT bonus of +1 per Tier.

Lasts for the lesser of either 24 hours or end of Battle.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Touch	2 Minutes	Battle Actions/Prep	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1 Item	End of Battle or 24 hrs	None	HNT

[By site/group]

**Details:****GENERAL:**

- Must be a Ranged weapon.

**WHAT THIS SKILL DOES DO:**

- Allows the Hunter to gain a +1 ToHIT per Tier with Ranged attacks.
- Requires the Hunter to be in control and holding the selected weapon during Rollout.

**WHAT THIS SKILL DOES NOT DO:**

- This does NOT give any ToHIT bonus for anything other than Range.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
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**Focus Items and/or Kits:**

- Not required.

**HNT**

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# 1 Find North

LEVEL Tier 1

**Hunter does a quick look and finds North.****GM indicates direction of North.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	Initiative	Natural Environment	Mundane
99	Self	1 Hour	None	HNT



By COPILOT

**Details:****GENERAL:**

- GM indicates which direction is north.

**WHAT THIS SKILL DOES DO:**

- Takes 6 seconds (a round) to review the surroundings.
- Allows the hunter to use this in battle.
- Determines where North is.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT allow the hunter to teach this to non-hunters.
- Does NOT reveal the location of any other direction.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
20	Rollout Instant	16

**Focus Items and/or Kits:**

- Not required.

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# 1 Create Singer's Salve

LEVEL

Tier 1

**Campfire Only. Bittercress leaf, Wild garlic oil, Rocko's.****DOT damage, heal 2 per cycle, HNT: +4 per daily cycle.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	Touch	4 Hours	Creations	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
9	1d3 Salves	Used / EOY	None for creation	HNT



By COPILOT

**Details:****GENERAL:**

- All ingredients stay fresh until New Year, if kept within Hunter's Herb Sack.
- Requires the Hunter to maintain concentration,
  - i.e. the Hunter must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done.

**WHAT THIS SKILL DOES DO: (create the Salve)**

- Creation requirements of the Hunter,
  - Must have basic cooking gear, but a workshop/kitchen is NOT required.
  - Acquire Bittercress leaf, Wild garlic oil, and Rocko's Hot Water,
  - Use a campfire or better to cook for 4 hours.
- Hunter may repeat this up to 3 times per day,
  - each effort takes 4 hours and requires a separate set of ingredients.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT allow the creation of more than 9 concoctions. (Stacking)

**CREATION:**

- 1d3 Jars of Singers Salve (Max 9 per day),
- Affects Damage caused by DOT,
  - Applied by a non-Hunter the salve reduces DOT type damage by 2 per cycle,
  - Applied by a HUNTER the salve reduces DOT type damage by 6 HP per cycle (+4 added).
- A non-Hunter can usually sell this for 10 GP,
- Hunter is usually able to sell this for 14 GP
- Apothecary's selling price ranges from 25 GP up to 50 GP.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

Singers Salve



- Affects DOT Damage, heals 1 per cycle.



- HNT: heal 2 per cycle.
- Need: Campfire, 12 Skill Pts, 4 Hours.
- Bittercress leaf, Wild garlic oil, Rocko's.
- Market: 9 Max, Buy:35 GP, Sell:14 GP.

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6

**Focus Items and/or Kits:**

- Hunters Kit is is NOT passive.
- Creates additional Salve (per creation process)

HNT

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# 1 Create/Repair Arrows (24)

LEVEL

Tier 1

24 arrows created. Tier based

1=Crude/Blunt, 2=Standard, 3=Flight.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
6 pts	Touch	4 Hours		Creations	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Self	Permanent		None	HNT



By COPILOT

**Details:****GENERAL:**

- Hunter is able to make crude arrows without a kit and few materials,
  - Other arrows require more skill and effort (below).
- Requires the Hunter to maintain concentration,
  - i.e. the Hunter must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done.

**WHAT THIS SKILL DOES DO:**

- Does allow the Hunter to make 24 arrows,
  - The type of arrows is based on Tier.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT allow the hunter to create high quality arrows.

**WHAT THE CREATION DOES:**

- All arrows created have no bonuses even if the materials previously did.
- Time Required: arrows can be constructed every rollout.
  - Experience & special materials:
    - Tier 1: 24 Crude arrows merely need a semi-straight stick. (0 pts)
    - Tier 1: 24 blunt arrows need blunted heads and sinew
    - Tier 2: 24 standard arrows require and arrow heads and sinew
    - Tier 3: 24 flight arrows require light weight shafts and sinew.
- All arrows are created with crude fletching,
  - All fletching (crude to professional) have the same stats.
  - Hunters kit will improve the fletching from crude to basic,
  - Profession Bowyers/Fletchers have skills beyond hunters.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

Arrows

- Kit, campfire, 4 hrs, and straight sticks needed.
- Tier 1 = 24 Blunt & crude arrows (Kit not needed).
- Tier 2 = 24 Standard arrows.
- Tier 3 = 24 Flight Arrows.

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6

**Focus Items and/or Kits:**

- Hunters Kit (Tools).
- Kit includes materials for basic fletching.



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# 1 No Road Needed

LEVEL

Tier 1

**Can be much slower or much faster than the road.**

**Stay at normal road speed. No Double time. May need SKL save.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	10 Minutes	Traveling (PMP)	Mundane
STACK	AoE	DURATION	SAVE May Need Skill Save	CLASS GROUPS HNT
	Traversable Land	8 Hours	GM Keep course/speed	



By COPILOT

**Details:****GENERAL:**

- Hunter is able to stay on course when no path or road is available.
- Note: This sets a rate of travel for off road at what would be normal WALKING speed. This 1 Mark speed is calculated/estimated by the GM and should be much faster than the typical off road rate. That rate is usually equal to the road rate..
- However, it is possible a horsed party could travel faster on a road than to use this skill to travel the road walking rate straight through non-road trails.

**WHAT THIS SKILL DOES DO:**

- Allows the Hunter to guide up to 10 other people and maintain normal WALKING road speed,
- through common natural environments that are either entirely open or have game trails,
- Allows the Hunter to use this skill while also using other skills,
  - Example Skills,
  - Point Person. Find North. Find/Follow Trail, or Hunters Marks.
- Requires a Skill Save or more IF the environment is extreme,
  - Examples of extreme environments,
    - Desert or Lava Flats,
    - Cliffs or Large uneven craggy ground,
    - Bogs or Marshes,
    - Thick jungles.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT allow Hunter to guide others faster than normal WALKING road speed.
- Does NOT allow use of Double Time travel.
- Does NOT allow use of 'Cover Trail'.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
16	Rollout 1 Min	8

**Focus Items and/or Kits:**

- Use the Hunters Kit during rollout allows,
  - Duration to be set to 10 hours.

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## 2 Make Fire with Sticks

LEVEL

Tier 1

Create a fire with sticks only.

Dry Kindling needed. Damp kindling +20. Wet environ +20

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	10 Minutes		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	Kindling	Permanent		None	HNT



By COPILOT

### Details:

#### GENERAL:

- Method to create an initial spark is known by the Hunter.
- Environment must not be extreme.
  - If the environment is extreme the GM will adjust the Save.
- Does require the person to maintain concentration,
  - i.e. the caster must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done.

#### WHAT THIS SKILL DOES DO:

- Requires a Save only if the situation/Environment is extreme,
  - Non-Hunters use NON-Skill -40,
  - Hunters roll a Skill Save,

#### WHAT THIS SKILL DOES NOT DO:

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

- No creations. Usable only as a spell/skill.

#### Enhancements:

LVL	ENHANCEMENTS	COST
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#### Focus Items and/or Kits:

- Kit is NOT required but helps.
- A better Save column in extreme environments.

HNT

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## 2 Benign Approach

LEVEL

Tier 1

**Approach animals in a benign way to get close. No attacks**

**In sight of animal. Blending. Calm. Non-aggressive.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	10 Squares	5 Minutes	Natural Environment	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	10 Squares	1 Hour	May Need Skill Save	HNT



By COPILOT

**Details:****GENERAL:**

- Allows the hunter to get closer to a animal in a benign way than a non-hunter could.
- Hunter spends 20 minutes to evaluate and prepare the approach.
- During the rollout (prep time) and the duration the hunter stays focused,
  - Hunter must not be involved in anything other than minor activities.
- Using this skill takes entire round (No Attack).
- Does require the Hunter to maintain concentration,
  - i.e. the Hunter must stay awake throughout the Duration.
  - i.e. other activities that require concentration may not be done.

**WHAT THIS SKILL DOES DO:**

- Uses knowledge about the animal regarding:
  - Line of sight for approach,
  - Sounds likely to cause alarm and less alarm,
  - Scents which signal danger,
  - Movements kept to a calm non-aggressive nature.
- Allows Hunter to get twice as close to a creature as normal @ half movement.
  - Hunter uses blending, calm movements, non-aggressive actions, etc.
- Does get affected by how aware/skittish the creature is by nature.
- May require a Skill Save to approach the creature closer than 4 squares.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT give any reasonable defense vs attacks.
- Does NOT work as a camouflage only skill, but may include very limited camouflage.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Range X2	8

**Focus Items and/or Kits:**

- Not required.

HNT

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## 2 Create Sunrise Potion

LEVEL

Tier 1

**Campfire Only.** Anise Leaf, Ginger Oil, Honey.**Effect:** Heal +2 HP @ Sunrise. HNT +4 HP.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	Touch	4 Hours	Creations	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
9	1d3 Potions	Used / EOY	None for creation	HNT



By COPILOT

**Details:****GENERAL:**

- All ingredients stay fresh until New Year, if kept within Hunter's Herb Sack.
- This potion can be used at any time of the day, but will have the effect the next morning.
  - Any person can apply this potion for 2 HP to the morning HP gain for the creature.
  - If a Hunter applies this potion for 5 HP to the morning HP gain for the creature.
- Requires the Hunter to maintain concentration,
  - i.e. the Hunter must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done.

**WHAT THIS SKILL DOES DO:** (create the Salve)

- Creation requirements of the Hunter,
  - Must have basic cooking gear, but a workshop/kitchen is NOT required.
  - Acquire Anise Leaf, Ginger Oil, Honey,
  - Use a campfire or better to cook for 4 hours.
- Hunter may repeat this up to 3 times per day,
  - each effort takes 4 hours and requires a separate set of ingredients.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT use any magical process to create the concoction.
- Does NOT allow the creation of more than 9 concoctions per day.

**CREATION:**

- 1d3 Sunrise Potions (Max 9 per day)
- Add HP each morning (@ sunrise),
  - Applied by a non-Hunter the potion adds 2 HP (heals),
  - Applied by a HUNTER the potion adds 4 HP (heals).
- A non-Hunter can usually sell this for 1 GP,
- Hunter is usually able to sell this for 2 GP

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

Sunrise Potion

- Morning Heal +2 HP. Good to EOY.
- HNT: +4 HP.
- Need: Hunters Kit, Campfire, 12 Sp Pts, 4 Hrs. Anise Leaf, Ginger Oil, Honey.
- Market: 9 Max, Buy:5 GP, Sell:1 GP.

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6

**Focus Items and/or Kits:**

- Hunters Kit is NOT passive.
- Creates additional Potion (per creation process)



**HNT**

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## 2 Create LeanTo Shelter (2 ppl)

LEVEL

Tier 1

**Rough lean-to or tent struction.**

**Quickly built (1 min) & lasts 12 hrs, unless rough weather.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
3 pts	Touch	1 Minute	Fences and Shelters	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
7	1 Shelter	12 Hrs	None	HNT



By COPILOT

**Details:****GENERAL:**

- This is only a temporary shelter and isn't very sturdy.
- Hunters Kit is not required.

**WHAT THIS SKILL DOES DO:**

- Does create temporary shelter,

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT create a sturdy shelter
  - It cannot withstand a storm or similar weather.

**WHAT THE CREATION DOES:**

- Setup a Lean-To very quickly.
- The structure is will last 12 hours in mild weather conditions,
  - The Hunters Skill Save (1 per hour) will be needed for,
    - High winds,
    - Heavy snow/sleet,
    - Extreme rain/water flow that threatens to move the structure.
- Has a maximum occupancy,
  - 2 people of Human to Minotaur size,

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

Lean-To for 2 ppl

- Lean-To's or other type of minimal shelter.
- This shelters do NOT stay up during rough weather.
- Holds up to 2 persons

**Enhancements:**

LVL	ENHANCEMENTS	COST
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**Focus Items and/or Kits:**

- Not required.

HNT

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## 2 Perimeter Safety

LEVEL

Tier 1

**Creates noticeable sounds when stepped on.**

**To cross first a SNS-20 to find, then can cross.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Touch	30 Minutes	Fences and Shelters	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	3x8 Sq Perimeters	8 Hours	None	HNT



By COPILOT

**Details:****GENERAL:**

- When area is crossed then sounds of snaps, breaks,etc.
- Heavy wind, rain, or snow makes the duration 4 hr.
- Requires the Hunter to maintain concentration,
  - i.e. the Hunter must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done.

**WHAT THIS SKILL DOES DO:**

- Requires the hunter to spend the 1 hour rollout time prep'ing the area.
- Allows the hunter to create a square-wide perimeter
  - The perimeter is made of sticks, stones, leaves etc.
- Requires any who cross the perimeter to roll a Senses Save -20.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT stop a Hunter from traversing this area if they are using this skill.
  - Will not trigger the traps.
- Does NOT keep the duration of 8 hours during a storm,

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Damage X2	12

**Focus Items and/or Kits:**

- Not required.

**FTR-HNT**

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**3 Mental Alarm Clock**

LEVEL

Tier 1

**Set a wake up time in your head.****Wake within next 24 hrs. 1 Rd to clear head.**

COST	RANGE	ROLL OUT	ICON	COLLECTION	OUTCOME
4 pts	Self	10 Minutes		Class Specialty	Mundane
STACK	AoE	DURATION	ICON	SAVE	CLASS GROUPS
1	Self	24 Hours		None	FTR-HNT



Created by COPILOT

**Details:****GENERAL:**

- If used when awake the 'Alarm' still alerts the character.
- Requires the Hunter/Fighter to maintain concentration,
  - i.e. the Hunter/Fighter must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done.

**WHAT THIS SKILL DOES DO:**

- Allows the character to be fully awake the next round from waking.
- 6 seconds after the alarm wakes the character they are able to act/react.
- During the first 6 rounds they can only defend, but not move or attack.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT take effect if character is exhausted from things like...
  - Double time travel,
  - Lack of sleep,
  - HP at 0,
  - Etc...
- Does NOT have any effect versus sleep enforced by magic.
- Does NOT work if the wake up time is beyond 24 hours.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8

**Focus Items and/or Kits:**

- Not required.

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# 3 Calm Animal

LEVEL

Tier 1

**Hunters use mannerisms, food, time, to communicate calmness.****Requires a Save for non-domesticated animals.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	2 Squares	20 Minutes	Natural Environment	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Animal	2 Hours	 GM	HNT
Animal is calmed				



By COPILOT

**Details:****GENERAL:**

- Note: In-game 'Animals' are defined as non-civilized creatures found in the real world.
- Some animals respond with fight/Flight quicker than others.
  - Frightened targets will resist more.
  - Circumstances may affect the Save Column.
- Some wild animals react poorly to entrapment,
  - attempts to calm may worsen things involving entrapped animals,
  - not ALL animals refuse to calm in an entrapped situation.
- Requires the Hunter to maintain concentration,
  - i.e. the caster must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done.

**WHAT THIS SKILL DOES DO:**

- Calms animals, even in towns.
- Hunter must use mannerisms, food, time, etc,
  - Whatever is available.
- Has a better effect with domesticated animals, thus now Save is required
  - Normally requires a Skill save with wild animals.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT require a save with a domesticated animal.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8
14	Duration X2	8

**Focus Items and/or Kits:**

- Not required.

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# 3 Hunt/Fish/Gather

LEVEL Tier 1

Hunters can stop for the day and get food.

Once per day for 9 hours. 1d6 per Tier +6 meals per day.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	9 Hours 	Natural Environment	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	20x20 Squares	Rollout 	May Need Skill Save	HNT



By COPILOT

**Details:****GENERAL:**

- Requires the Hunter to maintain concentration,
  - i.e. the Hunter must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done.
- Note: Hunters are skilled within this topic,
  - More skilled than any other adventurers,
  - But Hunters, Fishermen, Gatherers are more efficient at these skills than Hunters.

**WHAT THIS SKILL DOES DO:**

- Requires a roll a d6 per Tier plus 6 for the number of meals acquired the acquired,
  - Non-skilled can assist and add 2 meals each.
- Allows the Hunter to hunt, fish, or gather once per day.

**WHAT THIS SKILL DOES NOT DO:****Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

Hunt/Fish/Gather Yield

- Non-Hunter: 3 meals acquired in duration.
- Hunter: d6 per Tier + Hunters Kit.
- Need: Must be in the proper environment. GM may alter the yield or add a Save.
- Market: Each Meal... Max, Buy:8 SP, Sell:2 SP.

**Enhancements:**

LVL	ENHANCEMENTS	COST
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**Focus Items and/or Kits:**

- Hunters Kit is NOT passive.
- Yield x 1.5 (gain 50%)

**HNT**

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# **3 Hunter Marks**

**LEVEL**

Tier 1

**Hunters leave messages in nature that others miss.****If Marks are not obvious then Skill Save is needed to notice.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	6 Squares	1 Minute	Communication	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Square	1 Month (30 days)	None	HNT



By COPILOT

**Details:****GENERAL:**

- If Hunter Marks are intentionally knocked about,
  - Knocked about could mean Marks are seen as damaged or could mean cast to look natural.
  - Any Hunter searching for them would need to Skill Save to find them,
  - GM would need to help reveal how much of the original message survived.
- Hunters who are purposely looking for the marks will find them..
  - Hunters not looking for marks may still see them,
  - GM to roll Save.

**WHAT THIS SKILL DOES DO:**

- Allows the message to remain for a month in a natural environment.
- Allows the Hunter to use a limited choice of words:
  - A personal mark (signature),
  - Right, Left, Back, Forward, Up, Down, Yes, No,
  - Cold, Hot, Water, Fire, Earth,
  - Under, Over, Break, Wait,
  - Integer numbers,
  - Basic Colors,
  - Safe, Danger, Enemy, Friend, Trap, True, False.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT do well in urban areas,
  - Message will only last an 1 day with in Urban environment.
- Does NOT survive past any intentional physical disruption.

Example of what might be left as a message:

Personal Mark of 3 tents (would be recognized as a personal marking).  
 Right, Water, Forward 2, Safe. Or

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
16	Rollout 1 Min	8

**Focus Items and/or Kits:**

- Not required.

HNT

724-1

**4**

# Accurate Ranged Shots

LEVEL

Tier 1

**Shoot slower, but more accurately****ToHit & Dmg +2 per Tier.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Char Sheet	Initiative	Battle Offense	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS



RDS

None



By COPILOT

**Details:****GENERAL:**

- Requires the Hunter to use a Ranged weapon (bow or crossbow).

**WHAT THIS SKILL DOES DO:**

- Allows the Hunter to add 2 to the ToHIT for each Tier they have attained.
- Allows the Hunter to add 2 points of damage for each Tier they have attained.
- Applies to all Ranged attacks with a bow/crossbow by the Hunter during the round.

**WHAT THIS SKILL DOES NOT DO:****Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
12	Range X2	8

**Focus Items and/or Kits:**

- Not required.

HNT

723-1

**4**

# Hunters Melee Charge

LEVEL

Tier 1

**Hunter charges quickly and directly to the target.****EXTRAL Min 4 Sqs. 1 Attk. AC-4. ToHIT/Dmg +8. No pivot.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Move x2	Initiative	Battle Offense	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1 Creature	1 Round	None	HNT



By COPILOT

**Details:****GENERAL:**

- This is EXTRAL effort.
- Thus no other Extra effort can be done in the same round. (1 per round),
- EXTRAL effort stops the flow of the battle and is resolved immediately.
- May incur AoO's during charge.

**WHAT THIS SKILL DOES DO:**

- Requires the Hunter to move in a straight uninterrupted line to the target,
  - The Hunter is not allowed to reach the target then pivot. It must be straight on,
  - It must be a minimum of 4 squares and a maximum of twice the movement allowance.
- Allows the Hunter to gain +8 ToHIT and +8 Damage,
  - But limited to a maximum of 1 attacks.
- Requires the Hunter to downgrade their AC by 4 (AC-4).

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT allow more than 1 attack in a charge round.
- Does NOT inhibit the Hunter from becoming the target of an AoO while charging.
- Does NOT allow Hunter to end the charge with a pivot,
  - Charger must end facing the enemy to use this skill.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

LVL: 1      No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
9	Damage +50%	8
9	Range +50%	6

**Focus Items and/or Kits:**

- Not required.

HNT

726-1

**4**

# Mimic Soft Nature Sounds

LEVEL

Tier 1

**Soft low volume natural sounds to discourage attention.****Create low natural sounds. Low volume and intensity.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	Initiative	Communication	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	6x6 Squares	20 Minutes	None	HNT



By COPILOT

**Details:****GENERAL:**

- Audiences roll the save and failure indicates they believe the sound is real.
- At higher levels may be combined with Ventriloquism skill.

**WHAT THIS SKILL DOES DO:**

- Allows the Hunter to create sounds which may be in the local environment.
- Allows the Hunter to 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.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT hide the actions taken for the Hunter to make the sounds.
  - This is not ventriloquism.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Rollout Init	12
20	Rollout Instant	16

**Focus Items and/or Kits:**

- Not required.

HNT

727-1

# 4 Create Revive Salve

LEVEL

Tier 1

Need Kitchen/Lab.      Bittercress leaves, Pine Tar, Oak sap.

1d3 Salves.      Effect: 1d3 HP &amp; Awake 30 Min.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	4 Hours		Creations	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
9	1d3 Salves	Used / EOY	1	None for creation	HNT



By COPILOT

**Details:****GENERAL:**

- All ingredients stay fresh until New Year, if kept within Hunter's Herb Sack.
- Requires the Hunter to maintain concentration,
  - i.e. the Hunter must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done.

**WHAT THIS SKILL DOES DO: (create the Salve)**

- Creation requirements of the Hunter,
  - A stocked Kitchen/Lab is required.
  - Acquire Bittercress leaves, Pine Tar, and Oak sap,
  - Use a stove to bake for 4 hours.
- Hunter may repeat this up to 3 times per day,
  - each effort takes 4 hours and requires a separate set of ingredients.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT allow the creation of more than 9 concoctions. (Stacking)

**CREATION:**

- 1d3 Jars of Revive Salve (Max 9 per day),
- Affects health and wakefulness,
  - Applied by a non-Hunter adds 2 HP @ sunrise and stimulates wakefulness for 30 min,
  - Applied by a HUNTER add 6 HP total @ sunrise and stimulates wakefulness for 30 min.
- A non-Hunter can usually sell this for 1 GP,
- Hunter is usually able to sell this for 2 GP

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

## Revive Salve



- @sunrise +2 HP & Waken 30 Min.
- HNT: +4 HP: Dur: 4 hrs.
- Need: Kitchen/Lab, 12 Sp Pts, 4 Hours. Bittercress Leaves, Oak Sap, and Pine Sap.
- Market: 9 Max, Buy:2 GP, Sell:9 GP.

**Enhancements:**

LVL      ENHANCEMENTS      COST

**Focus Items and/or Kits:**

- Hunters Kit is is NOT passive.
- Makes 1 additional Salve (per creation process)

**HNT**

729-1

# 5 Point 80 ft Ahead

LEVEL

Tier 2

**Scout ahead for the party.****Self: 80ft in front. Grp:No suprize. Init+4 in 1st round.**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	10 Minutes		Battle Actions/Prep	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	16 Squares ahead	Up To 1 day		None	HNT



By COPILOT

**Details:****GENERAL:**

- Point person can prevent the party from being surprised.
- Requires the Hunter to maintain concentration,
  - i.e. the Hunter must stay awake throughout the Duration.
  - i.e. other activities that require concentration may not be done,
  - Spell will not continue when/if casters concentration is broken.
- *NOTE: The Hunter takes 10 minutes Rollout to quickly survey the area before starting the task.*
- *NOTE: a surprise round is round #0.*

**WHAT THIS SKILL DOES DO:**

- Allows point person to move ahead of the group and prevent surprise attacks,
- Allows the point person to provide the party a +4 Initiative in first round.
- Requires the point person to roll a Save when attempting to avoid surprise.
- Will continue to work as expected even if methods are used to look ahead of the point person.
  - For instance, scrying spells, or pets that do NOT bring major attention.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT allow enough time and forwarning to avoid encounters entirely.
- Does NOT help if the point person is unaware, for example:
  - Doubletimed,
  - Dazed, Stunned, 1000 yard stare,
  - Intense conversation,
  - full group sleeping,
  - Exhausted.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
16	AoE X2	16
16	Rollout 1 Min	8

**Focus Items and/or Kits:**

- Not required.

HNT

905-1

**5**

# CROSSBOW: Long Distance Shots

LEVEL

Tier 2

**Requires the Hunter to use a crossbow.****Distance +8 Sqs.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	By Weapon	Initiative	Battle Offense	Mundane
1	1 Target	4 Rounds	4 RDS None	HNT



By COPILOT

**Details:****GENERAL:**

- Hunter uses a crossbow and this skill to gain even more distance.
- The Hunter rolls normal Initiatives and ToHITs.

**WHAT THIS SKILL DOES DO:**

- Requires the Hunter to use a crossbow.
- Allows Hunter to add 8 squares to the distance.
- Allows the Hunter to use this on all allowed attacks within the Duration.

**WHAT THIS SKILL DOES NOT DO:****Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
14	Attacks +1	8

**Focus Items and/or Kits:**

- Not required.

HNT

767-1

## 5 Penetrating Ranged Shots

LEVEL

Tier 2

**Shots that do more damage at the cost of accuracy.**

**All bow shots:** ToHits -2, Damage+8.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	By Weapon	Initiative	Battle Offense	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	By Weapon	2 Rounds	None	HNT



By COPILOT

### Details:

#### GENERAL:

- Each shot is well placed in order to maximize damage at the cost of accuracy.

#### WHAT THIS SKILL DOES DO:

- Gives the Hunter certain battle adjustments,
  - ToHIT -2
  - Damage has a bonus of +8.
- May deliver even more advantages with enhancements,
  - 'Initiative +4' enhancement at 5th level cost 4 pts,
  - 'Damage +50%' enhancements at 9th level cost 8 pts.

#### WHAT THIS SKILL DOES NOT DO:

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

No Counter Available.

#### Creations:

- No creations. Usable only as a spell/skill.

#### Enhancements:

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
9	Damage +50%	8

#### Focus Items and/or Kits:

- Not required.

## FTR-HNT-ROG

801-1

**5 Disrupt Concentration**

LEVEL

Tier 2

**Attempt to interrupt a target that is concentrating.****INTERRUPT:** Attempt to stop a specific spell or action.

COST	RANGE	ROLL OUT	<b>NOW</b>	COLLECTION	OUTCOME
8 pts	8 Squares	Instant		Battle Reaction	Mundane
STACK	AoE	DURATION	<b>2 RDS</b>	SAVE Senses	CLASS GROUPS FTR-HNT-ROG
99	3x3 Squares	2 Rounds			Not Disrupted



By COPILOT

**Details:****GENERAL:**

- When using this skill no other attacks may be utilized. (Just 1)
- Examples of reasons to use this skill:
  - Draw attention away from a rogue attempting to not be seen,
  - Distract a pickpocket target to assist a sticky fingered Rogue.
  - Disrupt the effort of a person trying to organize a group or crowd.

**Spells that can be disrupted (interrupted) during Rollout are:**

- |                                   |                                    |
|-----------------------------------|------------------------------------|
| x -Dispel Magic Spell             | 9 -Find Clues To True Name         |
| 2 -Connect With A Fighter         | 9 -Create Plague Bearer/Drifter    |
| 2 -Triggered Forced Healing 2d8   | 9 -Dimension Portal                |
| 3 -Repair Undead/Living Dead      | 11-Astral Plane Projection         |
| 3 -Invoke Temporary Imp           | 11-Connect To An Arcane Focus Item |
| 4 -Slow Healing 10/Hr (Max=4 hrs) | 11-Summon Life From Death          |
| 4 -Final Rites                    | 12-Circle - Dimensional Expulsion  |
| 5 -Dimension Quick Portal for 3   | 13-Summon Strumos Item (Tae'Em)    |
| 5 -Detect Magic                   | 13-Circle of Containment           |
| 5 -Invoke Imp Partner (Year long) | 14-Consecration of Corpse          |
| 6 -Create a Vae'Em Location.      | 16-Reveal True Name                |
| 7 -Speak To Dokour Target         | 18-Arcane Removal (2 of 3)         |
| 7 -Direction To Dokour Target     | 19-Dead Spirit Conversation Circle |
| 7 -Create Permanent Nae'Em        | 20-Raise The Dead                  |
| 7 -Invoke Skeleton/Drifter        | 20-Invoke Wraith/Ghoul             |
| 8 -Create Zombie/Skeleton         |                                    |

**WHAT THIS SKILL DOES DO:**

- Requires the target group to pass the Save or fail to complete an action or effort.
- Requires character to use this BEFORE the any targeted skill has enacted,
  - can be used in same initiative as the targeted skill,
- This action might,
  - draw more attention than intended (pull more aggro)
  - disrupt more issues that are in play than expected,

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT focus on a single target for it's affect.
- Does NOT exclude the characters own group from being affected.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Range X2	8
18	Range X4	10

**Focus Items and/or Kits:**

- Not required.

HNT

732-1

## 6 Shoot Thru Party to Target

LEVEL

Tier 2

**Target enemy on the other side of friends.**

**All Ranged attacks in Duration. Bonus +2 Init, if announced.**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	By Weapon	Initiative		Battle Offense	Mundane
STACK 99	AoE By Weapon	DURATION 1 Round		SAVE None	CLASS GROUPS HNT



By COPILOT

**Details:****GENERAL:**

- Hunter uses the knowledge of how other party members move and fight to be able to take an otherwise blocked shot.

**WHAT THIS SKILL DOES DO:**

- Allows the Hunter to shoot without penalties through up to 3 ranks of friends.
- Allows the Hunter to shoot past a party member and target the enemy.
- Allows this benefit to be used on all ranged attacks in the round.
- Gives an Initiative bonus of +2 if announced before the Initiatives are rolled.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT give any bonuses ToHit or Damage.
- Does NOT give Initiative bonuses if not announced before the Initiative rolls.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
9	Range +50%	6

**Focus Items and/or Kits:**

- Not required.

HNT

665-1

# 6 AoO on Melee Entry

LEVEL

Tier 2

**Interrupt and attack an enemy that has come to you.**

**INTERRUPT:** Targets entering melee become open to an attack.

COST	RANGE	ROLL OUT	NOW	COLLECTION	OUTCOME
4 pts	Melee	Instant		Battle Reaction	Mundane
STACK	AoE	DURATION	1 RDS	SAVE	CLASS GROUPS
99	Self	1 Round		None	HNT



By COPILOT

## Details:



### GENERAL:

- This is EXTRA effort.
  - Thus no other Extra effort can be done in the same round. (1 per round),
  - EXTRA effort stops the flow of the battle and is resolved immediately.
- INTERRUPTION (Rollout is Instant)
  - This skill pauses all action when enacted before any opposing effect can be done.
  - Such effect might be damage taken or an attack made.
- Timing of movement:
  - Movement is halted and resumes when this AoO is resolved,
  - Movement (if possible) continues.

### WHAT THIS SKILL DOES DO:

- Does allow Only 1 AoO is allowed per round.
  - Does allows an AoO against those entering melee range.
- This skill pauses all action when enacted before the target can complete their action.
- Does allow Hunter to continue with normal actions/attacks.

### WHAT THIS SKILL DOES NOT DO:

#### Bonds and Connections

- No Nae'Em connection.

#### Counter:

LVL: 1      No Counter Available.

#### Creations:

- No creations. Usable only as a spell/skill.

#### Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

#### Focus Items and/or Kits:

- Not required.

**HNT**

713-1

# **6** Hunters Hut (10 ppl)

LEVEL

Tier 2

**Sturdier version of a Lean-To hut. Stands for 2 days.****Holds up to 10 people. Max Fragility Time -1.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
10 pts	Touch	20 Minutes		Fences and Shelters Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
3	2x1 Squares	2 Days		HNT None



By COPILOT

**Details:****GENERAL:**

- Requires the Hunter to maintain concentration,
  - i.e. the Hunter must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done.
- Generally, use of shelters aids with sickness/disease rolls.

**WHAT THIS SKILL DOES DO:**

- Allows Hunter to create a temporary shelter for up to 10 persons using available material.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT allow Hunter to make snow, or mud dwelling,
  - Ice huts (igloo's) are viable though.
- Does NOT allow Hunters to 'make' caves, but caves can be used without cost.

**WHAT THE CREATION DOES:**

- Allows Hunter to create a temporary shelter for up to 10 persons using available material,
  - Hunter may place the hut against a single or group of trees or convert a thicket like area,
  - If no materials are available then no points are spent and no structure is built,
  - By default it is a large sturdy Lean-To with closed ends in style.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

- If left up the shelter will fall after 2 days.
- Holds up to 10 people.

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
17	Hidden	4

**Focus Items and/or Kits:**

- Hunters Kit is NOT passive.
- AoE becomes 2x2 squares

HNT

731-1

# 7 Held Shot, 1 Target

LEVEL

Tier 2

Keep aiming longer and longer for a more accurate shot.

Conc on 1 Target ToHIT/Dmg +6 per held attck, max+24.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	By Weapon	Initiative	Battle Offense	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Target	5 Attacks	None	HNT



By COPILOT

**Details:****GENERAL:**

- Hunter must use a bow or crossbow and continuously focus on a single target.
- Hunter must not use/complete any other attacks or skills.
- Does require the Hunter to maintain concentration,
  - i.e. the Hunter must stay awake throughout the Duration.
  - i.e. other activities that require concentration may not be done.

**WHAT THIS SKILL DOES DO:**

- Hunter gains bonuses of,
  - ToHIT of +6 per held attack while waiting to shoot,
  - This ToHIT and damage bonus applies to the next ToHIT (not the entire round),
  - The ToHIT and damage bonus max's at +24.
- Allows the Hunter to start holding their shot before rounds start.
- The unmoving Hunter gains a +25% to any Save Rolls to help them stay unnoticed,
  - This is providing the initial setup completed by the Hunter includes being unnoticed.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT have any effect on targets moving in and out of sight,
  - This effort requires the target to be completely out of sight for the round.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
5	Initiative +4	4
9	Range +50%	6
12	Range X2	8

**Focus Items and/or Kits:**

- Not required.

HNT

734-1

# 7 Create Repellent Oil

LEVEL

Tier 2

**Campfire Only: Honeysuckle, Marsh Daisy Leaves, & Root Ash.****Yield 1d3 items. Repells insects. Large= Health Save.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	Touch	4 Hours	Creations	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1d3 bottles	Used / EOY	None for creation	HNT



By COPILOT

**Details:****GENERAL:**

- All ingredients stay fresh until New Year, if kept within Hunter's Herb Sack.
- Requires the Hunter to maintain concentration,
  - i.e. the Hunter must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done.

**WHAT THIS SKILL DOES DO: (create the Oil)**

- Creation requirements of the Hunter,
  - Must have basic cooking gear, but a workshop/kitchen is NOT required.
  - Acquire Honeysuckle, Marsh Daisy Leaves, and Root Ash.,
  - Use a campfire or better to cook for 4 hours.
- Hunter may repeat this up to 3 times per day,
  - each effort takes 4 hours and requires a separate set of ingredients.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT allow the creation of more than 9 concoctions. (Stacking)

**CREATION:**

- 1d3 Bottles of Repellent Oil (Max 9 per day),
- Repells insects,
  - Applied by a non-Hunter small insects will not stay near,
  - Applied by a HUNTER any large insect must roll a Health Save,
  - A failed Save by the insects will cause them to stay at a distance.
- A non-Hunter can usually sell this for 2 GP,
- Hunter is usually able to sell this for 5 GP

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

Repellent Oil

- Repel large insects. Dur= 1 hr.
- HNT: 2 Hrs.
- Need: Campfire, 12 Sp pts, 4 Hours. Honeysuckle, Marsh Daisy Leaves, and Root Ash.
- Market: 9 Max, Buy:18 GP, Sell:3 GP.

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6

**Focus Items and/or Kits:**

- Hunters Kit is NOT passive.
- Creates additional bottle (per creation process)

HNT

755-1

# 7 Hunters HIDDEN Shelter (5 ppl)

LEVEL

Tier 2

**Take time to set up a hidden shelter.**

**Watch for: Smoke, noise, or movements that give it away.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	1 Square	4 Hours	Fences and Shelters	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
3	3 x 3 Squares	1 day / Tier	None	HNT



By COPILOT

**Details:****GENERAL:**

- Requires the EACH PERSON to maintain awareness,
  - i.e. they must stay aware of noise and commotion throughout the Rollout.
  - Be aware that the more activity around the shelter will likely make it easier to notice.
- Casual by-passers will not normally notice the shelter,
  - But noise, smoke, people entering/exiting may draw attention,
  - Note that active searchers are NOT casual by-passers.

**WHAT THIS SKILL DOES DO: (Set up a hiddent shelter)**

- After thoughtful set up the group can rest with little likelihood of interruption.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT have any effect when: (some examples)
  - In a urban environment,
  - In a subterranean location,
  - In an areas that have little to no plants or visual coverage.
- Does NOT inhibit sound or smells from within or without the shelter.

**WHAT THE CREATION DOES:**

- Does allow the Hunter to create a shelter that protects from non-extreme weather & temperature.
- The shelter:
  - allows up to 5 people,

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

Hidden Shelter

- Shelter duration is 1 day / Tier.
- Holds up to 5 people.
- Concerns: Smoke, Noise, Movements.
- Area not used in: Urban, No coverage, Heavy traffic.

**Enhancements:**

LVL	ENHANCEMENTS	COST
14	Duration X2	8
16	AoE X2	16

**Focus Items and/or Kits:**

- Hunters kit is NOT passive,
- Use of kit reduces Rollout in half.

HNT

757-1

# 8 Critical Shot At 19 to 20

LEVEL

Tier 2

Natural 19-20 ToHITs are critical Hits. 1 Ranged wpn only.

4 hrs.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
8 pts	By Weapon	Initiative	Battle Offense	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	By Weapon	4 hours	None	HNT



By COPILOT

## Details:

### GENERAL:

- Can be applied in or out of battle,
- Doubling the duration (Enhancement) can not be done after the skill has been started.
- Does require the person to maintain concentration,
  - i.e. the caster must stay awake throughout the Duration.
  - i.e. other activities that require concentration may not be done.

### WHAT THIS SKILL DOES DO:

- Is set to only one ranged weapon per battle,
  - The potentail effect lasts the entire duration, but only for 1 selected weapon.
- Critical Rolls for Ranged Shot,
  - Normal Critical Roll is a Natural 20,
  - This skill changes the allow rolls to a Natural 19 or 20,
  - any of these natural rolls allows Hunter to use the Critical Range chart.

### WHAT THIS SKILL DOES NOT DO:

- Does NOT apply to a type of weapon (e.g. all longbows).

### Bonds and Connections

- No Nae'Em connection.

### Counter:

No Counter Available.

### Creations:

- No creations. Usable only as a spell/skill.

### Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8

### Focus Items and/or Kits:

- Not required.

HNT

774-1

8

# Coastal Net Fishing

LEVEL

Tier 2

Not a Solo skill. Hunter direct 3+ helpers

Yield: 5d20 +5/helper. Cook: 1 hr / 30 meals.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	16 Hours		Natural Environment	Mundane
STACK	AoE	DURATION		SAVE None	CLASS GROUPS HNT



By COPILOT

**Details:****GENERAL:**

- Hunter coordinates net fishing from piers or ships.
- Net fishing is a team effort: Hunter may be the coordinator and bring in 6d20 meals,
  - Professional and permanent net fisherman brings in 12d20 meals.
  - Each helper person adds 5 uncooked meals to the total.
- Requires the Hunter to maintain awareness and focus on the task,
  - i.e. the caster must stay focused throughout the Rollout.
  - i.e. other activities that require concentration may not be done.

**WHAT THIS SKILL IS ABOUT:**

- Hunter must have time to set up, net fish, and tear down (All in the Rollout time):
  - 4 Hrs prep time for the crew and equip, 8 Hrs fishing time, 4 Hrs cleaning and gutting fish.
- Yield based on amount of help:
  - Yield with help is 5d20 uncooked meals,
  - Each helper person adds 5 uncooked meals to the total.
- Raw food to Cooking,
  - Cooking / prep time is 1 hour per 30 fish.
- Requires nets and other proper fishing gear.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT account for spoilage or processing,
  - These side issues are not to interrupt more of the game unless very significant.
- Does NOT allow the Hunter to complete this skill alone,

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

- Yields fish.

**Enhancements:**

LVL	ENHANCEMENTS	COST
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**Focus Items and/or Kits:**

- Not required.

HNT

754-1

# 8 Create Fragility Poultice

LEVEL

Tier 2

Need Kitchen/Lab. Bees Wax, Seaweed, and Anis Leaves.

Yield 1d3 items. Effect: Fragility issues -1 level

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Touch	4 Hours		Creations	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1d3 Poultices	Used / EOY		None for creation	HNT



By COPILOT

**Details:****GENERAL:**

- All ingredients stay fresh until New Year, if kept within Hunter's Herb Sack.
- Requires the Hunter to maintain concentration,
  - i.e. the Hunter must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done.

**WHAT THIS SKILL DOES DO: (create the Poultice)**

- Creation requirements of the Hunter,
  - A stocked Kitchen/Lab is required.
  - Acquire Bees Wax, Seaweed, and Anis Leaves,
  - Use a stove to bake for 4 hours.
- Hunter may repeat this up to 3 times per day,
  - each effort takes 4 hours and requires a separate set of ingredients.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT allow the creation of more than 9 concoctions. (Stacking)

**CREATION:**

- 1d3 Jars of Fragility Poultice (Max 9 per day),
- Affects health and wakefulness,
  - Applied by a non-Hunter it will lower the Fragility level by 1,
  - Applied by a HUNTER it will also reduce the max time (rounds, hours, days) by 1..
- A non-Hunter can usually sell this for 4 GP,
- Hunter is usually able to sell this for 8 GP

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

Fragility Poultice

- Current Fragility level -1.
- HNT: Max Time -2.
- Need: Kitchen/Lab, 16 Sp Pts, 4 Hours. Bees Wax, Seaweed, and Anis Leaves.
- Market: 9 Max, Buy:60 GP, Sell:7 GP.

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save Roll +20	8

**Focus Items and/or Kits:**

- Hunters Kit is is NOT passive.
- Makes 1 additional Poultice (per creation process)



HNT

756-1

**9**

# 1000 Yard Stare (1 to 4 days)

LEVEL

Tier 3

**Long constant pace, with no rest. Walk x3 in 20 hours.****Max 3 days. Encntr unlikely. Surprise likely. Wake=2 rds.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	Self	10 Minutes	Traveling (PMP)	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	Self	20 Hours	None	HNT



By COPILOT

**Details:****GENERAL:**

- Requires the Hunter to maintain concentration enough to keep moving,
  - i.e. the Hunter must stay conscious throughout the Duration.
  - i.e. other activities that require concentration may not be done,
  - Spell will not continue when/if casters concentration is broken.

**WHAT THIS SKILL DOES DO:**

- This effort can be repeated day after day for 4 days at a pace 3x of normal walking.
- Due to constant pace, encounters are often unaware of the walker until they pass
  - can be surprised
  - unlikely to have encounter
  - no ability to surprise others,
  - able to engage in skills and battle after 2 Rds upon 'waking'.
- This skill goes against the watchful training a Hunter has therefore a hunter must save
  - Skills Save once per use at the 8 hr mark,
  - Fail means Hunter can not maintain the stare and GM rolls for encounter,
  - Pass means Hunter can maintain stare for duration,
    - and the normal check for encounters would be after the 16th hour.
- Allows the hunter to maintain a fast walking pace for 16 hours
- Allows the hunter to travel 3X normal walking distance,
- Allows the hunter to be surprised

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT allow the likelihood of an encounter
- Does NOT allow Hunter the ability to surprise others,

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
14	Duration X2	8

**Focus Items and/or Kits:**

- Not required.

HNT

759-1

# 9 Cover Wilderness Trail

LEVEL Tier 3

**Hunter masks the trail where poss. Another HNT may find it.**

**JUST 1:** 1/2 Move until 10th lvl enhancement resets to full.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	Touch	12 Hours		Traveling (PMP)
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	Trail 1 Mark Long	Permanent		HNT



By COPILOT

**Details:****JUST****GENERAL:**

- Requires the Hunter to maintain concentration,
  - i.e. the Hunter must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done.
- Another Hunter may be able to find a Covered Trail.
- When using this skill only one attack may be utilized. (Just 1),
  - While covering the trail the Hunter can use 1 attack a round and still cover a trail.
  - The moment this skill is no longer used this limitation goes away,
  - Therefore, delaying battle by even 1 round to stop this skill is a good strategy.

**WHAT THIS SKILL DOES DO:**

- Does allow the hunter to cover a trail,
  - up to 8 persons (including the Hunter),
  - result shows a look of undisturbed natural area.
- Can be used on minor side roads that are not hard packed,
  - Hard pack roads/paths often don't leave a discernable trail.
- Hunter's movement is halved.
- Using the enhancement 'Rollout Halved' at 10th level will reset the movement to Full.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT have any effect in non-natural areas.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

LVL: 1 Find/Follow Trail- HNT

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6

**Creations:**

- No creations. Usable only as a spell/skill.

**Focus Items and/or Kits:**

- Not required.

HNT

763-1

# 10 Blunted Bow Shots (Bow Only)

LEVEL Tier 3

Damage roll Crit (Blunt col). Full then 1/2 (Min 1)

Bow (only) w/blunts.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	By Weapon	Initiative	Battle Offense	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	As per Weapon	4 Rounds	None	HNT



By COPILOT

**Details:****GENERAL:**

- Hunter is required to use blunted ammo on all attacks.
  - Damage roll Crit (Blunt column). Initially full then 1/2.,
  - If HP damage is not indicated then the damage is 1 HP.
- Crossbows deliver too much thrust and does not work well with this skill/ammo.

**WHAT THIS SKILL DOES DO:**

- Requires the Hunter to use a bow.
- Requires the Hunter to roll a normal ToHIT.
- Requires the Hunter to use the 'Critical' chart for any sucessful hits,
  - the 'Critical' chart is the blunt arrow damage with a minimum of 1 pt damage.
- Allows the Hunter to use this on all attacks in this round if using blunted ammo.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT allow use of the critical chart for non-blunt, non-criticals.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
14	Duration X2	8

**Focus Items and/or Kits:**

- Not required.

HNT

768-1

# 10 Create Maidens Breath (Inhalent)

LEVEL

Tier 3

**Campfire Only:** Marigold wine, Hemlock ash, Wild garlic oil.**Yield of 1d3 items. Effect: Dazed or stunned made better.**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
18 pts	Touch	4 Hours		Creations	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1d3 Vials	Used / EOY		None for creation	HNT



By COPILOT

**Details:****GENERAL:**

- All ingredients stay fresh until New Year, if kept within Hunter's Herb Sack.
- Requires the Hunter to maintain concentration,
  - i.e. the Hunter must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done.

**WHAT THIS SKILL DOES DO:** (create the inhalent)

- Creation requirements of the Hunter,
  - Must have basic cooking gear, but a workshop/kitchen is NOT required.
  - Acquire Marigold wine, Hemlock ash, Wild garlic oil,
  - Use a campfire or better to cook for 4 hours.
- Hunter may repeat this up to 3 times per day,
  - each effort takes 4 hours and requires a separate set of ingredients.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT allow the creation of more than 9 concoctions. (Stacking)

**CREATION:**

- 1d3 servings of tea in 1 bag (Max 9 per day),
- Repells insects,
  - Applied by a non-Hunter makes the duration only half as long,
  - Applied by a HUNTER ends the effect (Duration ends).
- A non-Hunter can usually sell this for 5 Silver Pcs,
- Hunter is usually able to sell this for 1 GP.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:****Maidens Breath**

- Anti- Stun, daze, confusion: Dur: 1/2.
- HNT: Ends (Dur: x0).
- Need: Campfire, 18 Sp Pts, 4 Hours.  
Marigold wine, Hemlock ash, Wild garlic oil.
- Market: 9 Max, Buy:10 GP, Sell:1 GP.

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save Roll +20	8

**Focus Items and/or Kits:**

- Hunters Kit is is NOT passive.
- Makes 1 additional Bottle (per creation process)



**FTR-HNT-ROG****11 Mounted Melee Attack**

LEVEL

Tier 3

Use a trained mount and run them down.

**1 Attk, Max 2 if stopped. Single handed wpn. Sm shld/buckler.**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	1 Square	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Horse	1 Battle		None	FTR-HNT-ROG

815-1



By COPILOT

**Details:****GENERAL:**

- Requires the use of a trained mount.

**WHAT THIS SKILL DOES DO:**

- Requires the attack to use a single handed full axe, hammer, or blade,
  - smaller weapons cannot be used. (Hatchets, tools, daggers, etc)
- Allows the rider to attack from the mount when moving,
  - due to the movement to and past the target only 1 attack is allowed.
- Allows the rider to stop and attack from atop of the mount,
  - With a max of 2 attacks,
  - The rider may choose to use both attacks on the same target.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT allow more than 2 attacks regardless of the number of attacks normally allowed.
- Does NOT give any extra protection to the mount via any skills,

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
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**Focus Items and/or Kits:**

- Not required.

HNT

771-1

# 11 Create Aelenes Tea

LEVEL

Tier 3

**Campfire Only: Amaranth & Anise leaves, and Ethereal Grass****Yield of 1d3 items. Effect: Sleep and SP 2 (or 4) gain @6am**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16.8 pts	Touch	4 Hours	Creations	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Bag	Used / EOY	None for creation	HNT



By COPILOT

**Details:****GENERAL:**

- All ingredients stay fresh until New Year, if kept within Hunter's Herb Sack.
- Requires the Hunter to maintain concentration,
  - i.e. the Hunter must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done.

**WHAT THIS SKILL DOES DO: (create the inhalent)**

- Creation requirements of the Hunter,
  - Must have basic cooking gear, but a workshop/kitchen is NOT required.
  - Acquire Amaranth & Anise leaves, and Ethereal Grass,
  - Use a campfire or better to cook for 4 hours.
- Hunter may repeat this up to 3 times per day,
  - each effort takes 4 hours and requires a separate set of ingredients.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT allow the creation of more than 9 concoctions. (Stacking)

**CREATION:**

- A bag of 1d3 servings of Tea (Max 9 per day),
- Repells insects,
  - Applied by a non-Hunter for sound sleep and +2 Skill pts at 6am,
  - Applied by a HUNTER for sound sleep and +4 Skill pts at 6am (additional 2).
- A non-Hunter can usually sell this for 9 to 12 GP,
- Hunter is usually able to sell this for 11 to 18 gp..

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

Aelene's Tea



- Serving helps sound sleep and +2 SP @6am.
- HNT: Extra +2 SP @6am.
- Need: Campfire, 16 Sp Pts, 4 Hours.  
Amaranth & Anise leaves, and Ethereal Grass.
- Market: 9 Max, Buy:60 GP, Sell:13 GP.

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save Roll +20	8

**Focus Items and/or Kits:**

- Hunters Kit is is NOT passive.
- Makes 1 additional serving.



HNT

769-1

# 11 Create Java Meal Spice

LEVEL

Tier 3

**Campfire Only. Peppermint Oil, Beetle Shells, Gingerroot****Yield= 1d3 servings. Effect: 24 or 48 hrs awake.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
24 pts	Touch	4 Hours	Creations	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Meal	Used / EOY	None for creation	HNT



By COPILOT

**Details:****GENERAL:**

- All ingredients stay fresh until New Year, if kept within Hunter's Herb Sack.
- Requires the Hunter to maintain concentration,
  - i.e. the Hunter must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done.

**WHAT THIS SKILL DOES DO: (create the inhalent)**

- Creation requirements of the Hunter,
  - Must have basic cooking gear, but a workshop/kitchen is NOT required.
  - Acquire Peppermint Oil, Beetle Shells, Gingerroot,
  - Use a campfire or better to cook for 4 hours.
- Hunter may repeat this up to 3 times per day,
  - each effort takes 4 hours and requires a separate set of ingredients.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT allow the creation of more than 9 concoctions. (Stacking)

**CREATION:**

- 1d3 servings of tea in 1 bag (Max 9 per day),
- Repells insects,
  - Applied by a non-Hunter then alert for 24 hours,
  - Applied by a HUNTER then alert for 48 hours total.
- A non-Hunter can usually sell this for 1 GP,
- Hunter is usually able to sell this for 2 GP.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

## Java Meal Spice



- Distinct taste. Alert for 24 hrs.
- HNT: Alert for 48 hrs total.
- Need: Campfire, 24 Sp Pts, 4 Hours. Peppermint Oil, Beetle Shells, Gingerroot.
- Market: 9 Max, Buy:10 GP, Sell:1 GP.

**Enhancements:**

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save Roll +20	8

**Focus Items and/or Kits:**

- Hunters Kit is is NOT passive.
- Makes 2 additional Meals.

HNT

772-1

## 12 Targeting A Moving Target

LEVEL Tier 3

Hunter has no negatives when shooting at the target.

Number of attacks -1. Minimum of 1. Bow required.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	By Weapon	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	By Weapon	1 Round		None	HNT



By COPILOT

**Details:****GENERAL:**

- Hunter shoots at a moving target.
- Standard riding adjustment is Rider gets +6 AC. Beast gets -2 AC.
- Standard flying adjustment is Rider gets +6 AC. Beast gets -2 AC.

**WHAT THIS SKILL DOES DO:**

- Requires Hunter to use a bow or crossbow,
- Reduces number of attacks by 1. Minimum of 1.
- Allows the Hunter to ignore any negative adjustments due to movement.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT allow the use of any non-bow weapon with this skill.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
12	Range X2	8
20	Rollout Instant	16

**Focus Items and/or Kits:**

- Not required.

HNT

765-1

# 12 Find/Follow Wilderness Trail

LEVEL

Tier 3

**Attempt to find another Hunters trail.**

**JUST 1:** Comparison Skill used, situation may add modifiers.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME		
12 pts	Self	20 Minutes		Traveling (PMP)	Mundane		
STACK	AoE	DURATION		SAVE	CLASS GROUPS		
1	1 Mark	12 Hours	Skill				

Find Follow

## Details:

### JUST



#### GENERAL:

- Requires the Hunter to maintain concentration,
  - i.e. the Hunter must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done.
- Duration refers to how long the Hunter may work this skill before resting.
- When using this skill only one attack may be utilized. (Just 1),
  - While tracking the Hunter can use 1 attack a round and still maintain tracking,
  - The moment this tracking skill is no longer used this limitation goes away,
  - Therefore, delaying battle by even 1 round to stop this skill is a good strategy.

#### WHAT THIS SKILL DOES DO:

- Requires a comparison Skill Save for this skill:
  - The tracking Hunter rolls a Skill Save and compares the result to
  - the tracked Hunter roll of a Skill Save.
- Modifiers may include:
  - Age of trail (How long it's been since the trail was made)
  - In an unusual or strange environment,
  - Weather,
  - Environment,
  - Actions taken by the tracked (covered trail?)
  - Hard packed areas.
- Does reduce the Hunters movement by half.

#### WHAT THIS SKILL DOES NOT DO:



By COPILOT

#### Bonds and Connections

- No Nae'Em connection.



#### Counter:

LVL: 1      Cover Trail - HNT

#### Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8

#### Creations:

- No creations. Usable only as a spell/skill.

#### Focus Items and/or Kits:

- Not required.

**HNT**

770-1

# 13 Ranged Sucker Shot(s)

LEVEL

Tier 4

**Take aim and shoot an unaware target. Bow only.****Init/ToHIT/Dmg +12. Attk 1/2(Min 1). AoE=1.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
16 pts	By Weapon	Initiative	Battle Offense	Mundane
STACK	AoE	DURATION	SAVE	CLASS GROUPS
1	1 Target	1 Round	None	HNT

**Details:****GENERAL:**

- Hunter focuses on a single target.
  - Must select target prior to any initiative roll,
  - Target must be unaware.
- Hunter may have other skills in play when executing this skill.

**WHAT THIS SKILL DOES DO:**

- Requires the Hunter to use a bow.
- Allows the Hunter the following bonuses,
  - Initiative +12
  - ToHIT +12
  - Damage +12
- Reduces the hunters number of attacks in half.
  - Minimum of 1.
- Requires the target to be unaware.
- AOE is 1 target (for all shots in the round),
  - Enhancement 'AOE=2 Targets' allows the Hunter to aim for a 2nd target.

**WHAT THIS SKILL DOES NOT DO:****Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	AoE = 2 Recipients	10
17	Damage +8 / die	16

**Focus Items and/or Kits:**

- Not required.

ALL

991-1

# 14 Bestow House Authority

LEVEL Tier 4

**Keep your House Organized. Can tell if a follower is true.**

**Creates A House for the character.**

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
48 pts	1 Recipient	1 Week	Nae'Ems	Magical
STACK	AoE	DURATION	SAVE	CLASS GROUPS
99	1 Target	Permanent	None	ALL



By Perchance.org

## Details:

### GENERAL:

- Focus item makes the 'sensing' passive.  
Otherwise character must actively work to 'sense' another's level of allegiance.  
Only the caster using the "House Authority" can cause another to be a non-owner authority.
- Does require the person to maintain concentration,
  - i.e. the person must stay awake throughout the Rollout.
  - i.e. other activities that require concentration may not be done.

### WHAT THIS SKILL DOES DO:

- There is only 1 Owner of a House, but there can be any number of Authorities of a House.  
Each require this skill/spell to be exercised first.
- The owner/authority of a House may belong to other Houses.  
Owners may disallow any other members within the house.  
Authorities may only disallow other members that are NOT owners and NOT authorities.
- Players establishing a House:
  - Allow the owner and authorities of the house to know the approximate loyalty of a person.
  - Allow the person to be recognized for higher loyalty without revealing specifics.

### WHAT THIS SKILL DOES NOT DO:

- Does NOT reveal any specifics regarding loyalty other than the reputation number,
  - the range of -1 to -9 is a negative reputation indicating the person is NOT loyal.
  - the range of 1 to 9 is a positive reputation indicating the person is loyal.



### Bonds and Connections

- A subtle Nae'Em connection w/o communication.

### Counter:

No Counter Available.

### Creations:

- No creations. Usable only as a spell/skill.

### Enhancements:

LVL	ENHANCEMENTS	COST
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### Focus Items and/or Kits:

- Not of any benefit during creation of the House.
- Focus items aid during any 'sensing' of allegiance.

HNT

775-1

# 15 Unstable and Shooting

LEVEL

Tier 4

**Reduces shot distance 1/2, can walk full. Bow required.**

**Negates detriments of unstable footing.**

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	By Weapon	Initiative		Battle Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	1 Target	1 Round		None	HNT



By COPILOT

**Details:****GENERAL:**

- Can be used for any unstable footing of the shooter.
- Does require the Hunter to maintain concentration,
  - i.e. the Hunter must stay awake throughout the Duration.
  - i.e. other activities that require concentration may not be done,
  - Spell will not continue when/if casters concentration is broken.

**WHAT THIS SKILL DOES DO:**

- Requires the Hunter to use a bow.
- Allows the Hunter to shoot up to half the distance of their weapon.
- Allows the Hunter to walk up to their full range of movement.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT allow the use of any non-ranged weapon.
- Does NOT allow use of this skill while running.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Duration X2	8
17	Damage +8 / die	16

**Focus Items and/or Kits:**

- Not required.

HNT

777-1

# 16 Quick Ranged Shot (PreBattle)

LEVEL

Tier 4

Hunter shoots first to start a round zero.

**1 Attack. Init+15, if needed. ToHIT & Dmg +5**

COST	RANGE	ROLL OUT	NEXT	COLLECTION	OUTCOME
16 pts	Melee	Pre-battle		Battle Actions/Prep	Mundane
STACK	AoE	DURATION	NOW	SAVE	CLASS GROUPS
1	1 Creature	Instant		None	HNT



By COPILOT

**Details:****GENERAL:**

- Quickly Shoots to potentially start a battle.
- Requires the Hunter to use a bow.

**WHAT THIS SKILL DOES DO:**

- Allows battle bonuses: Initiative +15, ToHIT +5, and Damage +5.
- Limits the Hunter to 1 attack in the round.

**WHAT THIS SKILL DOES NOT DO:**

- Does NOT work with any weapons except bows.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
14	Attacks +1	8
17	Damage +8 / die	16

**Focus Items and/or Kits:**

- Not required.