

Hunters of Terrene

Guild

Background:

The Hunters of Terrene is a guild dedicated to the acquisition of food and no less to enjoy the thrill of the hunt. The guild has lodges located on the outskirts of every large city. They usually work closely with druids. However, there have been conflicts in the past. They have a loose leadership based at Winter's Cove on the far east coast of Aviron. Their Dameion Crirmin leads the lodges. He works closely with the Druids when the need arises.

Characteristics:

These people enjoy the outdoors more than city life. They like the thrill of the hunt. There are lodges all over the world and they are always looking for new hunters. The hunters care little for money and only use magic when they hunt something that requires it. They seek to test their skill.

You join any lodge as an apprentice. You must apprentice for at least 1 month. Only rank 2 or higher hunters can have an apprentice. The dowry paid to the master is 5gc * his rank in the hunters path.

Membership Requirements

Survival 3+

Dowry (5gc * the master's rank in the hunters path) or 12 month's apprenticeship

Hunter Requirements & Benefits

Path Rank	Requirements	Benefits
1	See Above	Trained in Survival & Notice
2	Survival and Notice 10+	Specialized in Survival & Notice
3	<i>Survivalist</i> Survival and Notice 20+	Hunter's Appraisal, Trapper
4	<i>Swift Tracker</i> Survival and Notice 30+	Tracker, Hunter's, Hunter's Run
5	Survival and Notice 40+	The Kill, Survivor
6	Survival and Notice 50+	Humperdinck's Eye, Terrain

Benefits Description

Hunter's Appraisal: This ability allows you to use your Analysis (Solution) skill to look over an area in the wilderness where a creature or persons left something behind. This includes tracks or waste. You can appraise how many passed through the area, their relative condition, the weight of the creature and you are able get an idea for any injuries they may have. The time with this skill in these cases is ½.

Trapper: Your traps are better concealed then others. The SC to conceal a trap is normally your Security (Installation) Skill Check. This ability allows you to spend an action die on this check and double your 2d10 result.

Tracker: You can spend an action die and this doubles your tracking skill for 4 hours.

The Kill: You gain a +4 to your attack when you take an aim action instead of the normal +1. This works well with Improved Aim. Further, you Critical Success Range for this shot is one better.

Survivor: This removes your skill cap and your training cap on all survival skills.

Hunter's Run: You gain 2 hexes in movement in combat, this also doubles the time between checks you have to make with any Athletics (Endure) check.

Humperdinck's Eye: You can track creatures of any type even flying creatures. You can also track magical movements and world and planar travel. The SC is +20 for flying creatures and SC is +30 for Magical movements.

Terrain: You treat all terrain as one better then it is, for purposes of movement. Therefore, rough terrain becomes normal etc. Very Rough Terrain becomes rough terrain and difficult terrain becomes very rough Terrain. Further, you gain a +2 to any checks needed when in these terrains.