Hunter Trade Manual

This manual belongs to:

Version – 1.0 – 5 exp

=== Trade Description ===
A hunter utilizes the resources of the wilderness to provide food and harvest furs and leathers.

=== Equipment Required ===
- Pieces of fur or fake game
- Game Traps (Herald approved)

=== Time & Actions ===

Trap Game

Time: Minimum of 3 hours

Action: A Hunter may place traps during an event in an attempt to catch small game. These traps are specific to small game and cannot be used against others or to deliver poisons, and therefore do not require Traps & Devices to be used. They must be clearly marked with a bright gold piece of cloth with your name on it along with the words "Small Game Trap" so others do not tamper with the trap. A game trap must be setup in a more secluded area, which should be at least 100 yards away from any kind of camp, settlement, or main pathways. Once a trap is setup, you must notify a Herald that it has been placed and its location. A Herald will then give you a Small Game card that can only be opened when you return to check the traps later, revealing if your trapping attempts were successful. The card must then be attached to the trap and then the trap brought back to be verified. You must place a piece of fur into the trap of any that were successful. A trap must be set and left for at least 3 hours before being checked; it needs time to see if game wandered close enough to be caught.

Small Game cards can be turned in at the end of an event for coin, leather swatches, or turned in to assist your Faction in harvesting supplies for the month, should you belong to one.

Wilderness Knowledge

Time: N/A

Action: If the Hunter also takes Lore:Survival, they gain a bonus to any rolls made in regards to surviving in hostile territory, making their survival and evasion of enemies much more successful should they be isolated after an event.

Supplemental Income

Time: N/A

Action: If the player takes Profession: Hunter, they gain a +1 bonus when calculating how much money they earn during downtime.