

Information



A statused member of the Hunters can take the title of Journeyman.

- Guildleader: Carrion (Goblin)

Background

The Hunters perform a similar role to that of the Pathfinders and Seekers but is a guild for those scouts of a darker disposition. Truly skilled Hunters may one day be invited to join the ranks of the Assassins.

Notable Guildmembers

None that wish the publicity.

Requirements to Join

Swiftness of foot, keenness of eye and a willingness to get the job done.

Guild Skills

These skills are available to Guildmembers at normal use of character points but do not require specific expenditure of Status:

- [Discern Poisoning](#)

- [Sneak Attack \(Primary Guildmembers Only\)](#)
- [Trap Handling](#)

Status Skills Ranks 20 - 63

These skills are available to all Guildmembers at normal use of character points and the expenditure of one point of status.

- [Throat Slit](#)
- [Sneak Attack \(Secondary Guildmembers Only\)](#)
- [Sneak Attack Mastery](#)
- [Disguise](#)
- [Discern Herbal Potion](#)
- [Discern Herbal Potion Mastery](#)
- [Enhanced Discern Herbal Potion Mastery](#)
- [Discern Alchemical Potion](#)
- [Discern Alchemical Potion Mastery](#)
- [Enhanced Discern Alchemical Potion Mastery](#)
- [Make Herbal Potion](#)
- [Make Herbal Potion Mastery](#)
- [Additional Dexterity](#)

Note that only one status is required to learn all of the Discern Potion skills although each must still be paid for with character points.

Status Skills Ranks 64 - 127

These skills are available to all Guildmembers with more than 640 points at normal use of character points and the expenditure of one point of status.

- [Weapon Attunement](#)
- [Jack of All Trades \(Primary Guildmembers Only\)](#)
- [Combat Awareness](#)
- [Throat Slit Mastery](#)
- [Enhanced Sneak Attack Mastery](#)
- [Enhanced Make Herbal Potion Mastery](#)
- [Additional Dexterity Mastery](#)

Status Skills Ranks 128+

Hunters

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These skills are available to all Guildmembers with more than 1280 points at normal use of character points and the expenditure of one point of status.

- [Enhanced Throat Slit Mastery](#)
- [Combat Awareness Mastery](#)
- [Enhanced Combat Awareness Mastery](#)
- [Enhanced Additional Dexterity Mastery](#)