

**Hunter**  
**Trade Manual**

Version 2.0

Owner:

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### === 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)
- Journal/Paper for tracking trap placement
- Sand timer or time keeping device
- Bait
- A ten-sided die (D10)

### === Time & Actions ===

#### 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. The player may instead forgo this bonus and the Steady Income perk to instead flip a coin for a chance to gain a Leather Swatch. If the result is heads, you gain one Leather Swatch Reagent, representing your ability to hunt while traveling. If the result is tails, you get nothing.

#### Trapping 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, and therefore does not require Traps & Devices to be used. They must be clearly marked with a bright piece of gold cloth with your character name on it along with the words "Small Game Trap" so others do not tamper with the trap. A form of bait must be placed in the trap, the most common of which is food or grub (This may be real or fake as long as it passes decorum). A game trap must be set up in a more secluded area, which should be at least 100 paces away from any kind of camp or settlement, and 20 paces away from main pathways. Traps are limited to 6 at a time to avoid excessive hunting that could harm local ecosystems, and each trap must also be placed more than 10 paces from other traps. Once the traps are set, you must use your journal to document and map where they have been placed.

Once at least 3 hours have passed, the documented traps must be checked for success and signed with a staff member (Result of 8 or higher on a d10). This wait time represents the needed time to see if any game wandered close enough to be caught. The odds of catching may be lower if traps are placed incorrectly or if multiple trappers accidentally overlap their trap locations. While collecting the traps you must discard used bait and use a piece of fur to represent each roll that was successful. If choosing to use the traps again then they must be moved to a different untrapped location, otherwise penalties may apply. The player must provide the tracked document with trap successes and failures at the end of an event for 2 silver or a leather swatch for each success.

**Summarized step-by-step process:**

1. Find location 100 paces from any camp or settlement, 20 paces from a pathway, and 10 paces from any other trap. Place your trap and add bait to the trap.
2. Document trap location with a drawn map or description using landmarks.
3. Repeat steps 1 and 2 for up to 6 total traps.
4. Once the desired number of traps are placed, wait 3 hours.
5. Speak with staff or a herald and then perform dice rolls, adding or subtracting bonuses as needed. Once successes and failures are marked, have the staff member sign the document.
6. Recover traps, discard bait, and use pieces of fur to represent successful catches.
7. Repeat steps 1 through 6 if wishing to perform another round of trapping. Note that this must be done in a new area.
8. At event check-out present the staff signed document to receive reagents or silver per success.

## **Gather Fresh Quality Bait**

**Time:** 5 minutes

**Action:** A Hunter may spend time gathering fresh regional bait by harvesting berries, digging for grub with a trowel, or other bait gathering actions. After the time required has passed the Hunter gains 1 Quality Bait that can be used when placing a trap, if not used the Quality Bait loses its freshness and becomes regular bait at the end of the event. If Quality Bait is used when placing a trap, the resulting roll gains +2.

## **Rare Catches**

**Time:** N/A

**Action:** If the Hunter also takes Lore: Animals then they gain knowledge and training for unique animals. Few and far between, tracks and other signs of rare small game can be tracked for trapping locations. These animals are greatly sought after for their high-quality leather or valuable meat. The trapping locations for these animals are most often far from civilization and must be located for a chance to capture, which often will involve unique circumstances or rules. A hunter without Lore: Animals cannot catch these animals, unless the catching information is provided by a hunter who has Lore: Animals.

Appearances of these animals may be rare and should not be expected to be consistently appearing or found.

## **Wilderness Knowledge**

**Time:** N/A

**Action:** If the Hunter also takes Lore: Survival they gain an optional additional dice roll made in regards to surviving in hostile territory. After the first die is rolled, the player may choose to replace the result with a second die before it is rolled, making their survival and evasion of enemies more likely should they be isolated after an event. If a second die is used, then it's result must be taken even if it is worse than the first.