



The Deep Forest Huntsman

As previously mentioned in *Vasgothia*, there was once a period of cultural contact between the elves of the Western Kingdoms and the Vasgothians. This brief part of Vasgothia's story left a profound mark upon the Namegivers of the Deep Forest and led to the adoption of the *Lew Teyrn* among the tribes. The Oath of Service, however, was not the only custom to be adopted by the Vasgothians. The Path of the Woodsman has been in use among the Barrites of the Deep Forest for centuries and while its purpose remains unchanged, its traditions have been greatly affected. The Deep Forest Huntsman, as the Path is known in Vasgothia, no longer has a connection to elven culture. Instead, its legacy of protection and service has instead been transmuted to include one's tribe and the Deep Forest as a whole. The Scourge certainly assisted in creating this distance between the original practitioners of the Path in Vasgothia and the modern followers of this Path. Vasgothian Huntsman no longer feel a deep connection to the elves or their traditions, though they do respect the Path's origins. This means that the Deep Forest Huntsman possesses its own True pattern, to which practitioners weave their threads and they also have their own ordeals and advancement rituals tied into larger Barrite cultural practices. The Huntsmen are also among the chief practitioners of the fangbrin fighting style and are responsible for its development.

Game Information

The Deep Forest Huntsman has the following changes from the standard Path of the Woodsman (*The Adept's Journey: Mystic Paths*, p. 145). The cultural requirements in the Path's Knack are altered to reflect the Path's connection to Barrite tradition. Initiation, Ordeals, and Advancement rituals are focused upon the Huntsman's tribe. For Barrite practitioners, this typically includes unearthing lore about the Idols, or defending their homes from Therans and Half-Horrors. For the rare Empirists who follow this Path, these rituals typically involve protecting their home and extended community from threats such as criminal gangs, hidden cultists, and abusive Theran overlords.

The Deep Forest Huntsman exchanges the Awareness, Anticipate Blow, and Climbing *Rank 1+* talent options for Acrobatic Defense, Animal Bond, and Unarmed Combat. The Huntsmen does not have access to the following Woodsman talent knacks: Nordal Defender, Resp ke Felyat, Resp ke Lavota, Resp ke Thiel, Resp ke Vardan, and Retishay (*Mystic Paths*, pp. 297-299) as these are based on elven tradition. In their place, the Huntsmen gains new talent knacks based on the Huntsmen talent.

Because of these changes, the Path bonus to Interaction tests only applies to practitioners of the Vasgothian Path, not both. (A Woodsman for example, does not receive the +2 bonus to Interaction tests with the Deep Forest Huntsman and vice versa).





New Talents & Knacks

Deep Forest Huntsman

Step: Rank

Action: N/A

Strain: 0

Skill Use: No

This talent measures the adept's advancement on the Huntsman Path. The adept can learn one Huntsman talent option for each rank and gains their Huntsman rank as a bonus to Interaction tests for making an impression or asking for favors of other Huntsmen. See the above text for details and additional benefits. This talent's maximum rank is 10 and costs Master tier to advance.

Deep Forest Huntsman [Path]

Talent: Thread Weaving **Cost:** 500 legend points

Requirements: Rank 5, Speak Vasgothian, Barrite Lore 5, Deep Forest Lore 3, must complete a Deep Forest Huntsman ordeal.

Restrictions: Any Discipline Circle 5

The adept performs the initiation ritual and weaves a thread to the Huntsman pattern, taking 2 Blood Magic Damage, and gains Huntsman at rank 1.

Huntsmen Knacks

Autumn Harvest [Karma]

Talent: Huntsman **Requirements:** Rank 3

Restrictions: None

Strain: 1

The adept may spend a Karma point on a test made to hunt or gather food

Favor of the Cloven Huntress [Karma]

Talent: Huntsman **Requirements:** 3

Restrictions:

Strain: 1

The adept may spend a Karma point on any Charisma or Willpower based-Actions made against animals in the Deep Forest.

Guardian of the Borderlands [Karma]

Talent: Huntsman **Requirement:** Rank 5

Restrictions: None

Strain: 1

The adept may spend a Karma point on any Action made in defense of their tribe or community.





Shadows of the Untold Winter [Karma]

Talent: Huntsman **Requirements:** Rank 7

Restrictions: None

Strain: 1

The adept may spend a Karma point on an attack, damage, or tracking test against a Half-Horror or one of their constructs.

Stranger's Misstep [Karma]

Talent: Huntsman **Requirements:** Rank 5

Restrictions: None

Strain: 1

The adept may spend a Karma point on an attack, damage, or tracking test against a Namegiver who not a member of the adept's tribe or community.





The Vasgothian Beastmaster

Of all the Disciplines, it is the Beastmaster that calls most strongly to the hearts of the Vasgothians. Perhaps this is because there is still a primal remnant in their souls, something wild and feral and there are a number of highly skilled and legendary Beastmasters within the province. This has led to the expression 'As strong as a Vasgothian Beastmaster' that sees use across the lands of the Theran Empire.

- Skypoint & Vivane, Book One

Beastmaster is a widely practised Discipline in Vasgothia, especially among the tribes of the Deep Forest. Due to their expertise at practicing this Discipline, Vasgothian Beastmasters have developed a new talent known as Bestial Empowerment, as well as several new talent knacks that not normally available to Beastmasters outside the province.

The Vasgothian Beastmaster may learn Bestial Empowerment as their Discipline Talent at Circle Nine in place of Relentless Recovery, which replaces Steely Stare as a Warden talent option. The new Knacks presented below all have Barrite Lore as a requirement. This is only for those adepts who are not part of a Barrite tribe. Barrite characters do not have to meet this requirement.

New Talent

Bestial Empowerment

Step: Rank + WIL **Action:** Standard

Strain: 1 **Skill Use:** No

The adept is able to awaken their inner beast, allowing them to imitate the abilities of creatures. The adept makes a Bestial Empowerment test against a creature's Mystic Defense. Success means that the adept may select one of the creature's powers and gain access to it. If the power has a step number, such as Fire Breath, or Stealthy Stride, the adept may make tests to use it by using their Bestial Empowerment step. The Action type is the same as the type used by the creature (Standard Actions remain Standard Actions etc.) If the power has a rank only, such as Fury or Resist Pain, the





adept gains a number of ranks equal to the successes scored. The maximum step number or rank of an imitated power is equal to that of the creature being imitated. If a creature has a power that has neither a step nor a rank, (such as a firbruid's *Frenzy*), the adept cannot use this talent to imitate it. Bestial Empowerment lasts a number of rounds equal to the successes scored.

Example 1: Hestia is in combat with a ferocious tatzelwurm and decides that she could really do with the creature's ability to shrug off pain. She makes a Bestial Empowerment test against the tatzelwurm's Mystic Defense of 12, scoring a 17 – two successes. She gains Resist Pain (2) for the next two rounds. Had she scored three successes, she would still only gain Resist Pain (2) as that is the max rank that the tatzelwurm possesses.

Example 2: Later, Hestia finds herself near a slumbering Crag Wolf outside its lair. Not wishing to disturb the beast, or its pack-mates, she makes a Bestial Empowerment test against its Mystic Defense of 8, scoring 28 – four successes. She decides to imitate the wolf's Stealthy Stride power. Her Bestial Empowerment step is 16, but the wolf's Stealthy Stride step is 10, so she must use the lower step number. After four rounds of sneaking away, the Stealthy Stride power leaves her, but by then she has made good her escape.

Only one creature power may be imitated at a time using this talent. Powers that require the *Creature Power* ability to activate (such as the Basilisk's *Killing Glare* power) cannot be imitated using this talent. Bestial Empowerment cannot be used to imitate the abilities of Namegivers, adepts, questors, Horrors, Horror Constructs, or dragons. Game masters may rule that a successful Creature Lore or Creature Analysis test be made against a creature the adept is unfamiliar with before using this talent.

Animal Bond

Sense the Bond

Talent: Animal Bond

Restrictions: None

Action: Free

Skill Use: No

Requirements: 5, Barrite Lore 2

Step: N/A

Strain: 1

When using Animal Bond, the adept can sense if a given target has been affected by another's use of the talent. The adept must score an additional success on their Animal Bond test. If successful, they learn if the target is currently being affected by the Animal Bond talent and to what extent, such as how long the bond has been in place, what the animal's attitude is towards the talent's user etc.





Twist Bond

Talent: Animal Bond

Requirements: 9, Barrite Lore 5

Restrictions: None

Step: Rank + CHA

Action: Standard

Strain: 2

Skill Use: No

The adept may use their influence to sour the bond between an animal and another adept. The adept makes a Twist Bond test against the Mystic Defense of the animal. For each success achieved, the animal's attitude moves one step towards Hostile in regard to how the animal interacts with the adept towards which they share a bond. Once the animal's attitude drops to Neutral (or lower) they can no longer be targeted by talents and abilities that affect Animal Companions and no longer responds to commands taught through the Animal Training talent / skill. The effects of Twist Bond are not permanent however, and fade after a number of rounds equal to the adept's Twist Bond rank.

See *Game Master's Guide*, p. 142 for more information on Attitudes.

Awareness

Cat's Eyes

Talent: Awareness

Requirements: 4, Barrite Lore 2

Restrictions: None

Step: N/A

Action: Free

Strain: 1

Skill Use: No

Similar to the spell of the same name, this Knack grants the adept the Low-Light Vision. When using the Awareness talent, the adept may take the Strain of this knack and grant themselves the Low-Light Vision racial ability (*Player's Guide*, p. 46). This lasts for a number of rounds equal to the adept's Awareness talent rank.

Instinctive Awareness

Talent: Awareness

Requirements: 8, Barrite Lore 4

Restrictions: None

Step: N/A

Action: Free

Strain: 2

Skill Use: No

The adept relies upon their instincts to get them out of harms way. Whenever the adept makes a Perception test to avoid being surprised (*Player's Guide*, p.390) and succeeds, they add their rank in Awareness to the result of the next Initiative test they make.





Snake's Eyes

Talent: Awareness

Requirements: 6, Barrite Lore 3

Restrictions: None

Step: N/A

Action: Free

Strain: 2

Skill Use: No

When using the Awareness talent, the adept may take the Strain of this knack and grant themselves the Heat Sight racial ability (*Player's Guide*, p. 45). This lasts for a number of rounds equal to the adept's Awareness talent rank.

Borrow Sense

Locate Nest

Talent: Borrow Sense

Requirements: Rank 5, Barrite Lore 2

Restrictions: None

Step: N/A

Action: Free

Strain: 2

Skill Use: No

When using the Borrow Sense talent, the adept also learns where the animal's nest /lair is located and how to best access it (from the animal's perspective). The maximum range is equal to the adept's Borrow Sense rank in miles.

Dominate Beast

Alpha

Talent: Dominate Beast

Requirements: 6, Barrite Lore 3

Restrictions: None

Step: Rank + WIL

Action: Standard

Strain: 2

Skill Use: No

The adept is able to assume dominance over groups of animals. The adept makes a Dominate Beast test against the highest Social Defense, +1 for each additional target. Success allows the adept to apply the effects of Dominate Beast against all affected targets. Alpha may only be used on groups of animals who naturally form social groups, cattle herds, wolf packs, etc. It has no effect on groups of animals that would not normally form a social group, such as a Beastmaster's assembled animal companions.

End Rider's Tyranny

Talent: Dominate Beast

Requirements: Rank 8, Barrite Lore 4

Restrictions: None

Step: Rank + WIL

Action: Standard

Strain: 2

Skill Use: No

The adept can intimidate a mount into throwing a rider from their backs. The adept makes an End Rider's Tyranny test against the Mystic Defense of the mount or its rider (whichever is higher). Success means the mount immediately stops what it is





doing and throws its rider from off its back. The rider must immediately make a Knockdown test with a difficulty equal to the result of the adept's End Rider's Tyranny test. If they fail, they take damage equal to the mount's Strength Step.

Great Leap

Hare's Leap

Talent: Great Leap

Restrictions: None

Action: Free

Requirements: Rank 7, Barrite Lore 3

Step: Rank + DEX

Strain: 2

The adept has learned to leap into the air to avoid attacks, much like the wily and cunning hare. The adept may make a Hare's Leap test against an incoming close combat or ranged Attack test. If successful, the adept leaps out of the way (the distance determined as per the Great Leap talent, *Player's Guide*, p.129). Hare's Leap cannot be used in the same round as similar talents that avoid attacks such as Avoid Blow, or Riposte, but it may be used against attacks where the adept is blindsided, or attacked from surprise.

