

## Beastfriend

The variety of animals befriended by these Elves is reflected in the diversity between Beastfriends. The different advances and skills associated with the main types of animals are given below. However, all Beastfriends have access to the following common core set of skills and career entries/exits:

### Skills:

Animal Care  
Animal Training  
Call Animal (new skill, see below)  
Charm Animal\*  
Follow Trail\*  
Orientation  
Sixth Sense

### Career Entries:

Gamekeeper  
Herdsman  
Initiate (Kurnuous)  
Woodsman

### Career Exits

Priest (Kurnuous)  
Waywatcher

\*These skills are gained automatically when Beastfriends enter the career, but operate with respect to their specific friend species only. To gain full use of these skills, they can be bought normally using experience points.

### Trappings:

There are no particular trappings associated with the Beastfriend career, although many choose to arm and dress themselves in styles reminiscent of their friend species. Thus, the Caraidh Much favour curving, tusk-like daggers, whilst the Caraidh Bruinn and Caraidh Cadhmorr use clawed knuckle-dusters.

### Caraidh Bruinn (Beastfriend of the Bear)

The kings of the forest are also beloved to the Elves and have animal keepers dedicated to honour and protect them.

### Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10		+2	+2	+2						+10		

### Skills:

Specialist Weapon - Fist  
Street Fighter  
Strike Mighty Blow

### **Caraidh Much (Beastfriend of the Boar)**

These famed Elven animal keepers live with their wards, whom they are dedicated to protect, and have formed mental ties with them. This live in a boar family group external to mainstream Elven communities, but remain integral with them.

#### **Advance Scheme**

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Dex</b>	<b>Ld</b>	<b>Int</b>	<b>Cl</b>	<b>WP</b>	<b>Fel</b>
	+10		+1	+1	+2	+10					+10	+10	

#### **Skills:**

Frenzied Attack  
Street Fighter  
Strike to Injure

### **Caraidh Iolair (Beastfriend of the Hawk)**

Great Claw and the eagles of the Western Forest are highly independent and noble creatures, but have good relations with the Elves and will assist them in their struggle for they have no desire to flee their nests. These are, in fact, the last remnants of the once great species of forest eagle.

#### **Advance Scheme**

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Dex</b>	<b>Ld</b>	<b>Int</b>	<b>Cl</b>	<b>WP</b>	<b>Fel</b>
+1	+10	+10			+1	+20			+10	+10			

#### **Skills:**

Dodge Blow  
Flee!  
Strike to Injure

### **Caraidh Aech (Beastfriend of the Horse)**

#### **Advance Scheme**

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Dex</b>	<b>Ld</b>	<b>Int</b>	<b>Cl</b>	<b>WP</b>	<b>Fel</b>
+1			+1	+2	+2					+10	+10		

#### **Skills:**

Acute Hearing  
Flee!  
Ride – Horse

### **Caraidh Cu (Beastfriend of the Hound)**

This group of animal keepers roam the forest in a pack and are responsible for keeping the vermin down to acceptable numbers and also hunt down larger intruders. The Elves have adopted many of the mannerisms of their companions and howl orders to them as necessary.

The hounds are descended from the hunting variety that the High Elves brought from Ulthuan over five millennia ago. The Hounds of Laurëlorrn are a feral version of that ancient breed.

#### **Advance Scheme**

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Dex</b>	<b>Ld</b>	<b>Int</b>	<b>Cl</b>	<b>WP</b>	<b>Fel</b>
+1	+10				+2	+10			+10	+10	+10		

#### **Skills:**

Acute Hearing  
Frenzied Attack  
Street Fighter

### **Caraidh Cadhmorr (Beastfriend of the Cat)**

A highly aloof group, these Elves and their companions live a nomadic lifestyle travelling from settlement to settlement, where they are honourably received during their frequently short stays.

#### **Advance Scheme**

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Dex</b>	<b>Ld</b>	<b>Int</b>	<b>Cl</b>	<b>WP</b>	<b>Fel</b>
+1	+10		+1		+1	+20				+10		+10	

#### **Skills:**

Concealment Rural  
Silent Move Rural  
Specialist Weapon- Fist