

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 Caraithd Much favour curving, tusk-like daggers, whilst the Caraithd Bruinn and Caraithd Cadhmorr use clawed knuckle-dusters.

Caraithd 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. They live in a boar family group external to mainstream Elven communities, but remain integral with them.

Advance Scheme

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

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

Skills:

Dodge Blow
Flee!
Strike to Injure

Caraidh Aech (Beastfriend of the Horse)

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+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 Laurëlorn are a feral version of that ancient breed.

Advance Scheme

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

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

Skills:

Concealment Rural
Silent Move Rural
Specialist Weapon- Fist