

# Huntsmen Lore

## Natural Potential

Not all citizens (or Huntsmen) are created equal. One's natural advantages and ability can vary significantly between individuals. Some of these values can be categorized by tiers, which provide an estimate for several important traits the individual will possess.

Natural potential is determined by a number of factors:

1. **Anomaly.** The individual is an extremely rare “anomaly” that possesses incredible power; often believed to be returned for karmic reasons. Those with anomalies typically ignore the “parents” advantage.
2. **Parents.** The individual has a father, mother, or both that possess stronger than average aura or semblance. The stronger their aura and semblance, the more that seems to pass on to the child. The mother has a slightly stronger impact on this effect.
3. **Heroic or Villainous Nature.** The more heroic (or villainous) one is, the more likely they are powerful. Either extreme will influence one's potential power.
4. **Ambition.** The more ambitious and driven the individual is to succeed with their abilities, the more natural potential one has.
5. **Random Chance.** Some people will be born with genetic advantages that favor their final potential.

Transforming one's natural potential into actual talent is affected in the following ways:

1. **Heroism (or Villainy) and Ambition.** The same traits that increase one's natural potential also drive the individual to advance their power more rapidly.
2. **Effort & Training.** The amount and quality of training they've endured, either intentionally or by circumstance.
3. **Results & Experience:** Grimm Defeated, Missions, Challenges, Training Assignments, Dungeon Raids, Quests, etc. The more personal experience someone has, the more they'll grow.

## Natural Potential Tables

The “Natural Potential” tables are an important reference to identify what someone can be capable of at the peak of their natural ability. It provides several metrics that identify what advantages may be available to them. The actual numbers fluctuate for each individual, but are a reasonably close guideline. Semblances are the most random on a per-character basis.

The “BGP” trait is “Base Genetic Potential,” which is used to determine calculations for certain Aura Powers (see the “Aura Powers” document).

Tier	Nat. Potential	Approx. %	BGP	Mana (Untrained)	MPS (Untrained)
0	Minuscule	65%	0	150	3
1	Trivial	15%	0	300	4
2	Minor	8%	1	500	5
3	Modest	6%	1	1000	6
4	Capable	3%	2	1500	7
5	Notable	2%	2	2000	8
6	Impressive	1%	3	2400	9
7	Noteworthy	1 in 200	3	2750	10

8	Advantaged	1 in 400	4	3050	11
9	Gifted	1 in 800	4	3300	12
10	Exceptional	1 in 2000	5	3500	14
11	Extraordinary	1 in 10k	5	3700	16
12	Superior	1 in 50k	6	3850	18
13	Elite	1 in 400k	6	4000	20
14	Masterful	1 in 20m	7	4100	22
15	Legendary	1 in 250m	7	4200	24

Tier	Nat. Potential	Max. Mana	Max. MPS	Chambers	Semblance (Once Unlocked)
0	Minuscule	300	6	0	-
1	Trivial	600	8	1	-
2	Minor	1,000	10	3	-
3	Modest	2,000	12	6	-
4	Capable	3,000	14	8	-
5	Notable	4,000	16	12	Minimal (Tier 1)
6	Impressive	5,000	18	16	Minor (Tier 1 or 2)
7	Noteworthy	6,000	20	20	Useful, Minor (Tier 2)
8	Advantaged	7,000	22	24	Moderate (Tier 2 or 3)
9	Gifted	8,000	26	28	Good (Tier 3)
10	Exceptional	9,000	30	32	Great (Tier 3 or 4)
11	Extraordinary	10,000	36	36	Excellent (Tier 4)
12	Superior	11,000	42	42	Superior (Tier 4 or higher + Tier 2)
13	Elite	12,000	50	48	Elite (Tier 5 or higher + Tier 3)
14	Masterful	13,000	60	54	Master (Tier 6 or higher + Tier 4)
15	Legendary	15,000	70	64	Legendary (Tier 7 or higher + Tier 5)

### Typical Huntsman Progression

“Untrained” values represent what someone has when they have little to no meaningful training. After graduating from a combat training school (around the age of 18), one should have achieved about 50% of the growth between their untrained trait and their maximum potential. After graduating from a Huntsmen Academy (avg of five years), one should have achieved about 85% of the growth between their untrained trait and their maximum potential. If the intensity of training is maintained, one should reach their maximum potential within four to eight years of leaving their Huntsmen Academy.

## Experience Tiers

Tier	Talent Level	Approx. %	Description
0	Unskilled	65%	Have insignificant control; generally none.
1	Trivial	15%	Have some limited, minimal proficiency.
2	Minor	8%	Have minor proficiency, basic defenses or slight boosts.
3	Amateur	6%	Have somewhat useful gifts; human athletes, etc. Often the lesser drafts for village protection.
4	Notable	3%	Make up the bulk of village warriors and military soldiers. Have minor talents

			such as aura shielding, boosted strength and reactions, etc.
5	Warriors	2%	Gifted warriors, may possess and control a simple semblance. Often trained as an apprentice warrior, village protector, or soldier.
6	Gifted Warriors	1%	Gifted, talented warriors. Likely possess a semblance. May serve an important combat role in the military.
7	Professional Warriors	1 in 200	Usually possess a useful semblance and gifted aura abilities. Often serve in critical combat roles in the military.
8	Superior Warriors	1 in 400	Controls a useful semblance and potent aura powers. Likely trained at a combat school and served in high military positions.
9	Elite Warriors	1 in 800	Likely graduated from a combat school and serves the elite military.
10	Junior Huntsmen	1 in 3k	Has some degree of education from a Huntsmen Academy.
11	Huntsmen	1 in 5k	Graduated from one of the Huntsmen Academies.
12	Superior Huntsmen	1 in 50k	More skilled and more powerful than the average Huntsmen.
13	Elite Huntsmen	1 in 1m	Likely lead world-class huntsmen teams. Qualifies for House Solaris.
14	Master Huntsmen	1 in 20m	Is likely a worldwide celebrity, easily recognized by the public.
15	Legendary Huntsmen	1 in 250m	Only about two alive at any given time on Remnant. Have extraordinary talent; are far above the fold.

# Huntsmen Missions

## Mission Boards

Once a Huntsmen has completed their schooling and has their official Huntsmen license they can take jobs from the Huntsmen Mission Boards. Mission Boards include lists of missions that Huntsmen can take, and are generally related to the area where the Mission Board is located. Missions can be added by government agencies, the academies, the military, local organizations, corporations, and private citizens that can cover the payouts.

Missions include assignment type, destination, expected difficulty, and any additional relevant details for the Huntsmen that review the listings. The boards can be accessed by phones (scrolls) for any Huntsmen that are interested in them.

## Payouts

When a Huntsmen has completed a job, funds will be delivered to their account. This is done on the honor system, but with severe penalties for attempting to cheat it. There have been almost no accounts of Huntsmen trying to cheat the system due to the ramifications for doing so.

Huntsmen get taxed on their payouts, which is distributed roughly as follows:

- 20% to the academies that trained them, by the percent of training they received at each academy (in quarters of training).
- 5% to the local government where the job is posted (may change based on the area).
- 5% to the regional government where the job is posted (may change based on the region).
- 5% to the national government where the job is posted.

## Mission Types

Mission	Description
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Attack	Participate in a direct attack or ambush against a designated target.
Beast Recovery	Capture a beast that was scouted in the area, and return it.
Bodyguard	Protect a given target for a given duration or until the mission criteria has been fulfilled.
Bounty	Track down and retrieve a wanted target. May be requested as dead, alive, or either.
Destroy Target	Destroy a specific target. Often a location, construction, mechanism, artifact, etc.
Escort	A specific type of transport mission that involves safely escorting targets to a given destination.
Extraction	Infiltrate a target location, extract a designated person or designated supplies, and return with it.
Guard	Protect a target location for a given duration or until the mission criteria has been fulfilled.
Investigation	Deals with strategic reconnaissance, relating to spycraft or detective work.
Peacekeeping	Ensure the safety of citizens within a given area. Keep the peace.
Scouting	Deals with tactical reconnaissance relating to a battlefield or dangerous location.
Transport	Transport supplies or sensitive information to a delivery target.

Grimm Missions are very popular on mission boards. Every region on the planet struggles with the perpetual threat of Grimm and the dangers they pose to the surrounding society.

Grimm Missions	Description
Attrition	Eliminate as many Grimm as possible within the designated area to reduce their numbers.
Grimm	Eliminate a specific Grimm threat that was identified, such as a high-tier Grimm or a group of Grimm.

Covert Operations	Description
Infiltration	Infiltrate a target high-profile area undetected, perform an additional assignment, and leave.
Sabotage	Sabotage a designated target. Often a location, construction, mechanism, artifact, etc.
Undercover	Establish an undercover profile within an organization in order to extract valuable information.
{Secret Operations}	Applies to any standard mission that must be listed covertly.

## Mission Clearances

Mission Clearance	Description
Class 1-4 Missions	Publicly visible missions available to anyone with appropriate Class ratings.
Class 1-4 Huntsman Missions	Publicly visible missions available to licensed Huntsmen with appropriate Class ratings.
Class 1-4 Covert Operations	Only visible and available to licensed Agents with the appropriate Class rating.
Class 1-2 Top Secret Spy Operations	Only visible and available to licensed Spies with the appropriate Class rating.
Class 1-2 Top Secret Saboteur Operations	Only visible and available to licensed Saboteurs with the appropriate Class rating.

# Ranks & Insignia

### Overview

Rank	I	II	III	IV	V	VI
<i>Assault</i>	Infantry	Soldier	Vanguard	Knight	Marine	Commando
<i>Grimm</i>	Conscript	Slayer	Vanquisher	Champion	Templar	Paladin
<i>Guardian</i>	Guardian	Sentry	Ward	Warden	Sentinel	Master Sentinel

<i>Huntsman</i>	Junior	Huntsman	Veteran	Expert	Elite	Master
<i>Support</i>	Cadet	Companion	Wolf	Monk	Tempest	Paragon

Assault Ranks indicate the level of proficiency one has attained with offense capability and damage output. It is most closely associated with the “Assault” specialization among Warrior Huntsmen.

Guardian Ranks indicate the level of proficiency one has attained with defensive capabilities, survival, and protecting teammates. It is most closely associated with the “Guardian” specialization among Warrior Huntsmen.

Support Ranks indicate the level of proficiency one has attained with strategy, team coordination, combat utility, and critical assistance or support to teammates. It is most closely associated with the “Caster,” “Freelancer,” and “Ranger” specializations among Warrior Huntsmen.

## Grimm Ranks

To earn Grimm ranks one must score Grimm kills that can be proven by Auro ring or through other means that can be received and proven by the Huntsmen Academies and the military. The Huntsmen Academies keep track of Grimm kills, as well as the scores for each Grimm type. The value of a Grimm kill varies widely depending on what type it is; some are worth thousands more than others.

Only individuals who report Grimm kills to the Huntsmen Academies are relevant to the scoring. Generally only Huntsmen and soldiers are relevant to the ranking system. Even the lowest scores reported have still killed more Grimm than the overwhelming majority of citizens.

Once a Grimm Rank has been earned, it can never be lost. Since Huntsmen continue to report their Grimm kills even after receiving their titles, it remains an extremely competitive ranking system.

Those with Grimm Ranks are generally immortalized as heroic within society. Their social value is essentially a direct substitute for being a Huntsmen, with each increased rank representing a direct rise in social value.

Rank	Title	Requirements To Earn Rank
1	Conscript	Score in the 25th percentile or better of Grimm scores achieved over the last year.
2	Slayer	Score in the 60th percentile or better of Grimm scores achieved over the last two years.
3	Vanquisher	Score in the 85th percentile or better of Grimm scores achieved over the last three years.
4	Champion	Score in the 95th percentile or better of Grimm scores achieved over the last four years.
5	Templar	Score in the 99th percentile of Grimm scores achieved over the last five years.
6	Paladin	Score in the 99.9th percentile of Grimm scores achieved over the last six years.

## Huntsmen Ranks

Rank	Title	Requirements To Earn Rank
1	Junior Huntsman	Complete two years at a Huntsmen Academy. Also receive this rank if gained entry to House Solaris.
2	Huntsman	Graduate with all required Huntsmen credentials from a Huntsmen Academy.
3	Veteran Huntsman	Attain “Vanquisher” rank. In Assault, Guardian, and Support, receive at least one Rank 3 and one Rank 2.
4	Expert Huntsman	Attain “Champion” rank. In Assault, Guardian, and Support, receive at least one Rank 4 and one Rank 3.
5	Elite Huntsman	Attain “Templar” rank. In Assault, Guardian, and Support, receive at least one Rank 5 and one Rank 4.
6	Master Huntsman	Attain “Paladin” rank. In Assault, Guardian, and Support, receive at least one Rank 6 and one Rank 5.

## Huntsmen Officers

Huntsmen Officer Ranks provide a clear hierarchy of command between Huntsmen in any situation where the acting authority might otherwise be uncertain or ambiguous. If the top authority conflicts between two or more leaders of equal rank, and no clarification is available from superiors, the leader is designated based on the highest ranks earned in the following order: Huntsmen, Grimm, and Support. Huntsmen Leadership also outranks Military Leadership of equal rank.

Huntsmen Officer Ranks are appointed by the Huntsmen Academy, and represent the individuals most capable of coordinating the team and leading others into battle. The most talented combat teams tend to advance, proving the overall competency of the team and its leader, which propels the leader to higher ranks.

Higher ranks in leadership may result in commanding more elite teams and dealing with more dangerous missions. It may also translate to commanding more soldiers, but most teams remain small unless there is a reason to assemble for a large mission.

Rank	Title	Additional Details
1	Team Leader	Appointed during schooling. May not be officially awarded until the position is held for two years.
2	Squad Leader	Appointed during schooling. Always assigned to a Team Leader. May not be official immediately.
3	Sergeant	
4	Lieutenant	Must be Veteran Huntsmen or better.
5	Captain	Must be Expert Huntsmen or better.
6	Commander	Must be Elite Huntsmen or better.

## Military Officers

Military Officer Ranks are appointed by the Military. Some of these appointments may be slightly political, but generally reflects the competency of the position. As a leader’s rank increases, the number of soldiers that they directly command tends to increase.

Rank	Title	Units	Additional Details
1	Team Leader	4	
2	Squad Leader	8	
3	Sergeant	16 – 100	
4	Lieutenant	100 – 500	
5	Captain	500 – 2k	
6	Commander	2k+	

# Licenses & Certifications

Licenses and certifications can be acquired at major universities, Huntsmen Academies, or certain institutions such as military schools.

Many certifications are included as part of the Specialized classes for members of the appropriate type.

Huntsmen Specialists	Includes Certifications as part of Specialized Classes
All Rogues	Officer, Investigator, Lawmaker, Agent, Infiltration, Sabotage, Spycraft, Stealth

All Warriors	Officer, 16 Seasons of Weapon Certifications
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Alchemy Specialists	Includes Certifications as part of Specialized Classes
Botanist	Botany, Components, Potion Brewing
Cleric	Aura Circuits, Cleric, Chakra Codes, Energy Circuits, Magical Operations
Enchanter	
Engineer	
Extractor	
Forgemaster	
Mason	
Potion Brewer	Components, Potion Brewing, Energy Circuits, Chakra Codes
Shaman	

## Covert Licenses

Certification Courses	Course	Teaches
<i>Agent</i>	4 Seasons	Covert Operations. Requires certifications: Infiltration, Sabotage, Spycraft, and Stealth.
<i>Infiltration</i>	2 Seasons	Infiltration and exfiltration, planning, escape & contingency plans, etc.
<i>Sabotage</i>	2 Seasons	General sabotage, explosives, tech destruction, etc.
<i>Spycraft</i>	4 Seasons	Diplomacy, intel gathering, deception, motive sensing, and other spycraft.
<i>Stealth</i>	2 Seasons	Concealment, hiding, stealth, smuggling, etc.

Licenses	Description
<i>Class 1 Agent</i> “Handler”	Authorized to participate in Class 1 Covert Operations on missions boards you have access to. Can also join intelligence agencies for additional private listings. Primary function is to recruit and handle covert assets (informants, insiders, etc) to gather intel or extend operations.
<i>Class 2 Agent</i> “Agent”	Authorized to participate in Class 2 Covert Operations listed on missions boards you have access to.
<i>Class 3 Agent</i> “Secret Agent”	Authorized to participate in Class 3 Covert Operations listed on missions boards you have access to.
<i>Class 4 Agent</i> “Special Agent”	Authorized to participate in Class 4 Covert Operations listed on missions boards you have access to.

Licenses	Learning Requirements
<i>Class 1 Agent</i> “Handler”	Must qualify as a Class 3 Officer. Must also pass the “Agent” certification course and be approved by an agency.
<i>Class 2 Agent</i> “Agent”	Must qualify as a Class 1 Agent and pass the “Agent” certification course with an A. Must have completed at least three successful Class 1 Covert Operations and recruited at least one covert asset.
<i>Class 3 Agent</i> “Secret Agent”	Must qualify as a Class 2 Agent. Must have completed at least five successful Class 2 Covert Operations.
<i>Class 4 Agent</i> “Special Agent”	Must qualify as a Class 3 Agent and be a licensed Huntsman. Must have completed at least five successful Class 3 Covert Operations.

### Spy License

Licenses	Description
<i>Class 1 Spy</i> “Spy”	Authorized to participate in Class 1 Top-Secret Spy Operations listed on missions boards you have access to.

<i>Class 2 Spy</i> "Spymaster"	Authorized to participate in Class 2 Top-Secret Spy Operations listed on missions boards you have access to.
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Licenses	Learning Requirements
<i>Class 1 Spy</i> "Spy"	Must qualify as a Class 3 Officer. Must pass the "Spycraft" certification course with an A. Must have completed at least five successful Class 3 Covert Operations. Must receive approval from an appropriate institution.
<i>Class 2 Spy</i> "Spymaster"	Must qualify as a Class 1 Spy and be a licensed Huntsman. Must have completed at least three successful Class 1 Top-Secret Spy Operations. Must receive approval from a Huntsmen Academy.

## Saboteur License

Licenses	Description
<i>Class 1 Saboteur</i> "Saboteur"	Authorized to participate in Class 1 Top-Secret Saboteur Operations listed on missions boards you have access to.
<i>Class 2 Saboteur</i> "Sapper"	Authorized to participate in Class 2 Top-Secret Spy Operations listed on missions boards you have access to.

Licenses	Learning Requirements
<i>Class 1 Saboteur</i> "Saboteur"	Must qualify as a Class 3 Officer. Must pass the "Sabotage," "Infiltration," and "Stealth" certification courses with an A. Must have completed at least five successful Class 3 Covert Operations. Must receive approval from an appropriate institution.
<i>Class 2 Saboteur</i> "Sapper"	Must qualify as a Class 1 Saboteur and be a licensed Huntsman. Must have completed at least three successful Class 1 Top-Secret Saboteur Operations. Must receive approval from a Huntsmen Academy.

## Combat Certifications

Combat certifications are included as part of Primary Training classes for all Huntsmen. Huntsmen have no reason to seek out these certification courses unless they are falling behind schedule.

Certification Courses	Course	Teaches
<i>Environment Combat</i>	2 Seasons	How to utilize the environment to your advantage.
<i>Evasive Maneuvers</i>	2 Seasons	How to evade and deal with ranged attacks, multiple opponents, etc.
<i>Grimm Combat</i>	4 Seasons	Best practices for dealing with the Grimm threat.
<i>Martial Arts, Defense</i>	4 Seasons	Styles for defensive martial arts, including melee weaponry.
<i>Martial Arts, Offense</i>	4 Seasons	Styles for aggressive martial arts, including melee weaponry.
<i>Team Combat</i>	4 Seasons	Team combat, team coordination, battle strategy, combat signals and call signs, etc.

## Officer Licenses

Certification Courses	Course	Teaches
<i>Investigator</i>	2 Seasons	Investigation & interrogation methodologies, criminal law, legal etiquette, etc.
<i>Lawmaker</i>	2 Seasons	Proper handling and behavior for a lawmaker's authority.
<i>Officer</i>	2 Seasons	Civil law, peacekeeping techniques, lawful etiquette, moral philosophy, etc.

Licenses	Description
<i>Class 1 Officer</i> "Peacekeeper"	Authorized to arrest citizens for civil disruptions, and to enforce the law to maintain peace. Permitted to use lethal force to protect innocent civilians against violence.



<i>Class 2 Officer</i> “Officer”	Authorized to interrogate citizens under penalty of arrest for noncompliance. Permitted to arrest citizens in the pursuit of information and evidence. All Huntsmen must receive this license.
<i>Class 3 Officer</i> “Investigator”	Authorized to search property without a warrant. Can seize illegal materials or evidence relating to an investigation. All such actions must be recorded in official records within one week.
<i>Class 4 Officer</i> “Lawmaker”	Authorized to make any legal enforcement, such as shutting down businesses or blockading areas. Permitted to arrest citizens, search property, or seize materials and evidence for any reason. All such actions must be recorded in official records within three months.
<i>Class 5 Officer</i> “Enforcer”	Authorized to make any legal enforcement without public transparency. Any notable actions taken must be recorded in judicial records, but can be classified under secret operations.
<i>Class 6 Officer</i> “Top Enforcer”	Authorized to have access to top-secret information and participate in top-secret operations. Has practically full immunity from the law when in reasonable pursuit of criminal activity.

Licenses	Learning Requirements
<i>Class 1 Officer</i> “Peacekeeper”	Must pass combat and athletic exams to qualify, which can take years of training. Must also pass the “Officer” certification course.
<i>Class 2 Officer</i> “Officer”	Must qualify as a Class 1 Officer and receive an A on the “Officer” certification exams.
<i>Class 3 Officer</i> “Investigator”	Must qualify as a Class 2 Officer and pass the “Investigator” certification course.
<i>Class 4 Officer</i> “Lawmaker”	Must qualify as a Class 3 Officer, receive an A on the “Investigator” certification exams, and pass the “Lawmaker” certification course.
<i>Class 5 Officer</i> “Enforcer”	Must qualify as a Class 4 Officer and receive an A on the “Lawmaker” certification course. Must be a licensed Huntsmen. Must also get approval from the administration of a Huntsmen Academy.
<i>Class 6 Officer</i> “Top Enforcer”	Must qualify as a Class 5 Officer. Must be specifically chosen and granted authority by one of the Huntsmen Academy Intelligence Agencies.

## Vehicle Certifications

Certification Courses	Course	Teaches
<i>Aerial Stunting</i>	2 Seasons	Correct use of gliders, wind-suits, jet packs, spider-swing artifacts, etc.
<i>Aerial Survival</i>	1 Seasons	Landing strategies, basics of aerial movement, crash techniques and survival, etc.
<i>Airship Combat</i>	8 Seasons	Airship combat, aerial tactics, etc. Requires Pilot’s License.
<i>Hoverbiking</i>	2 Seasons	Proper and safe use of hoverbikes, racing techniques, crash techniques & survival, etc.
<i>Naval Combat</i>	4 Seasons	Naval combat, naval tactics, etc. Requires Naval License.
<i>Naval License</i>	2 Seasons	Piloting large ships and naval vehicles, docking & departing, etc.
<i>Pilot’s License</i>	4 Seasons	Piloting airships, landing & takeoff, etc.

## Weapon Certifications

Weapon certifications indicate that the user understands how to properly and safely use the weapon, and can use it competently in a fight. Students can test out of these certifications if they are already proficient; generally from combat school or prolonged use of the weapon in personal training. Otherwise, a season of weapon certification courses is usually sufficient to get certified in two or three weapon categories.

A weapon certification course provides the necessary equipment and training grounds to practice. Instructors are available to guide the students in hands-on lessons. However, these skills can also be learned outside of the course at one’s own discretion and graded by examination later.

Weapon Certifications	Notes
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<i>Artillery</i>	Certifies use in mounted turrets and other artillery weapons.
<i>Bows</i>	Certifies use in bows and crossbows.
<i>Explosives</i>	Certifies use in applying and detonating explosives.
<i>Firearms</i>	Certifies use pistols, shotguns, rifles, and other firearms.
<i>Grenades</i>	Certifies use of grenades.
<i>Heavy Firearms</i>	Certifies use of miniguns, grenade launchers, and other heavy firearms.
<i>Melee</i>	Certifies use daggers, swords, axes, two-handed swords and axes, and other melee weapons.
<i>Polearms</i>	Certifies use halberds, spears, poleaxes, scythes, and other bladed polearms.
<i>Shield</i>	Certifies use of shields. Requires a “Melee” certification.
Thrown Weapons	Certifies use of throwing knives, shurikens, and other throwing weapons.

## Proficiency Certifications

Proficiency certifications indicate that the user is well-trained and proficient with the weapon; enough to be considered highly lethal in combat with it. The exams can be taken at the end of any season, even if the user didn’t attend the training courses. However, most students require many hours of training to pass the proficiency exams.

Each archetype may have multiple certifications available. Completing one certification in an archetype often means that others within that archetype will be much easier (or in some cases, nearly guaranteed). For example, completing a “Spear” examination will usually guarantee simultaneous certifications with Halberds, Spears, and Poleaxes. Short Blades and Long Blades are similar enough that learning one will generally cut the duration of the other in half. Some certifications won’t overlap quite as well and will need additional training to pass the examinations.

The duration of these proficiencies are designed for students at Huntsmen Academies; not the general public. The specific hours required depends on the individual, their natural skill, their time investment, proficiencies with related weapon categories, and other unique circumstances. Some individuals may pass through courses two or three times faster than average due to natural talent, while others might lag behind.

<b>Proficiency Archetypes</b>	<b>Avg. Hours</b>	<b>Weapon Proficiency Certifications</b>
<i>Bows</i>	400	Bows, Crossbows
<i>Explosives</i>	150	Explosives
<i>Grenades</i>	100	Grenades
<i>Heavy Firearms</i>	200	Miniguns, Grenade Launchers, Heavy Blasters
<i>Long Blades</i>	400	Swords, Two-Handed Swords, Axes, Two-Handed Axes
<i>Makeshift Weaponry</i>	100	Chairs, Boxes, Miscellaneous Items
<i>Pistols</i>	300	Pistols, SMGs, Dual-Wielding
<i>Polearms</i>	150	Halberds, Spears, Poleaxes, Scythes
<i>Rifles</i>	200	Rifles
<i>Shields</i>	200	Shields
<i>Short Blades</i>	400	Daggers & Knives, Short Swords
<i>Shotguns</i>	100	Shotguns
Thrown Weapons	300	Throwing Knives, Shurikens
{ <i>Exotic Weapons</i> }	Varies	Any number of exotic weapons, possibly tailored to the individual.

# Alchemy Licenses

Alchemy certifications, in addition to their extensive course requirements, have several academic requirements in order to understand the course material. The academic botany courses (Metabotany, Components, Potions, etc) are critical to understanding and completing the final stages of the alchemy certifications.

Certification Courses	Course	Teaches
Botany	8 Seasons	Magical gardening, harvesting, component gathering, alchemical plant lore, etc.
Components	4 Seasons	Component harvesting and handling, alchemical component lore, etc.
Potion Brewing	8 Seasons	Create potions, identify & handle components, mixing techniques, etc.

## Botanists

Licenses	Description
Class 1 Botanist “Harvester”	Authorized to prepare areas for alchemical gardens and harvest alchemical components without supervision.
Class 2 Botanist “Gardener”	Authorized to tend to alchemical plants and gardens, and low-tier magical plants. Often acts as a supervisor for Class 1 Botanists and aides.
Class 3 Botanist “Botanist”	Authorized to tend to magical plants and gardens.
Class 4 Botanist “Druid”	Authorized to architect the designs of magical gardens, including advanced symbol botany. Often acts as a supervisor of a magical garden and botanists that work with them.

Licenses	Learning Requirements
Class 1 Botanist “Harvester”	Must receiving a passing grade on the “Botany” certification course.
Class 2 Botanist “Gardener”	Must pass the “Botany” certification course with an A and receive approval from an accredited university for magical botany.
Class 3 Botanist “Botanist”	Must qualify as a Class 2 Botanist. Must have worked for at least six years at a magical garden in an official capacity. Must pass an advanced botany examination within 1 year prior to this promotion.
Class 4 Botanist “Druid”	Must qualify as a Class 3 Botanist. Must receive an apprenticeship from a Druid (Class 4 Botanist) and serve as their apprentice for at least six years.

## Potion Brewers

Licenses	Description
Class 1 Brewer “Potion Handler”	Authorized to sell potions, identify potion requirements, handle alchemical components, prepare tier 2 potions, and to oversee and supervise the development of tier 1 potions.
Class 2 Brewer “Brewer”	Authorized to prepare tier 3 potions, and to oversee and supervise the development of tier 2 potions.
Class 3 Brewer “Mystic Brewer”	Authorized to tailor potions based on individual chakra codes and aura signatures. Authorized to supervise any potion teams. May indicate the ability to produce tier 4 potions.
Class 4 Brewer “Master Brewer”	Indicates the ability to produce potions at tier 4 (and in some cases above tier 4).

Licenses	Learning Requirements
Class 1 Brewer “Potion Handler”	Must qualify as a Class 2 Botanist. Must receiving a passing grade on the “Potion Brewing” certification course.
Class 2 Brewer “Brewer”	Must qualify as a Class 1 Brewer and have produced at least three successful tier 2 potion batches (as part of a team). Must pass the “Potion Brewing” certification course with an A and receive approval from

	an accredited university for potion brewing.
<i>Class 3 Brewer</i> “Mystic Brewer”	Must have worked for at least six years at a potion brewing lab in an official capacity. Must have produced at least three successful tier 3 potion batches (as part of a team). Must pass an advanced potions examination within 1 year prior to this promotion.
<i>Class 4 Brewer</i> “Master Brewer”	Must qualify as a Class 3 Brewer. Must receive an apprenticeship from a Master Brewer (Class 4 Brewer) and serve as their apprentice for at least six years. Must have produced a tier 4 potion.

## Medical Licenses

Medical certifications, in addition to their extensive course requirements, have several academic requirements in order to understand the course material. The academic biology courses (Metabiology, Aura Circuitry, Astral Biology, etc) are critical to understanding and completing the final stages of the medical certifications.

Certification Courses	Course	Teaches
<i>Aura Circuits</i>	4 Seasons	Identifying aura circuitry, knowledge on auras & aura powers, etc.
<i>Chakra Codes</i>	4 Seasons	Identifying chakra codes, chambers, etc. Requires Energy Circuits.
<i>Cleric</i>	4 Seasons	Requires Magical Operations as a certification prerequisite.
<i>Energy Circuits</i>	4 Seasons	Identifying energy circuitry, diagnosing issues, knowledge on energy circuits.
<i>Magical Operations</i>	4 Seasons	Proper magical operating procedures. Requires Aura Circuits & Chakra Codes.

Licenses	Description
<i>Class 1 Cleric</i> “Geneticist”	Authorized to review a target’s aura and energy circuits to identify and report on Chakra Codes (Metabiological Genetic Sequences).
<i>Class 2 Cleric</i> “Cleric”	Authorized to perform magical operations on subjects.
<i>Class 3 Cleric</i> “Master Cleric”	Authorized to oversee, supervise, and recommend magical operations.

Licenses	Learning Requirements
<i>Class 1 Cleric</i> “Geneticist”	Must receiving a passing grade on the “Cleric” certification course.
<i>Class 2 Cleric</i> “Cleric”	Must qualify as a Class 1 Cleric, pass the “Cleric” certification course with an A, receive approval from an accredited university for medical work, and worked at least four years as a Geneticist.
<i>Class 3 Cleric</i> “Master Cleric”	Must have worked for at least eight years as a Cleric in an official capacity, and apprenticed with a Master Cleric for at least two. Must have performed at least twenty magical operations. Must pass an advanced medical examination within 1 year prior to this promotion.

## Engineering Licenses

Certification Courses	Course	Teaches
<i>Artificing</i>	4 Seasons	Crafting magical equipment and artifacts. Requires Imbuing certification.
<i>Enchanting</i>	6 Seasons	Moving and enchanting energies, astral circuitry, etc.
<i>Imbuing</i>	6 Seasons	Infusing magical energies into items.
<i>Symbol Magic</i>	6 Seasons	Creating symbol magic. Requires Enchanting certification.

## Beast Licenses

Certification Courses	Course	Teaches
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<i>Beast Caretaking</i>	2 Seasons	How to identify, feed, and otherwise care for beasts.
<i>Beast Domestication</i>	4 Seasons	How to domesticate a wild beast. Requires Beast Training certification.
<i>Beast Handling</i>	2 Seasons	How to handle and interact with beasts. Requires Beast Caretaking certification.
<i>Beast Training</i>	2 Seasons	How to properly train a beast. Requires Beast Handling certification.

Licenses	Description
<i>Class 1 Beastmaster</i> “Caretaker”	Authorized to care for domesticated beasts in an official capacity.
<i>Class 2 Beastmaster</i> “Beastmaster”	Authorized to handle, ride, oversee, and train domesticated beasts.
<i>Class 3 Beastmaster</i> “Beast Trainer”	Authorized to oversee, tame, train, and interact with undomesticated beasts.

Licenses	Learning Requirements
<i>Class 1 Beastmaster</i> “Caretaker”	Must receiving a passing grade on the “Beast Handling” certification course. Must pass the “Beast Caretaking” certification course with an A.
<i>Class 2 Beastmaster</i> “Beastmaster”	Must qualify as a Class 1 Beastmaster and pass the “Beast Training” certification course with an A.
<i>Class 3 Beastmaster</i> “Beast Trainer”	Must qualify as a Class 2 Beastmaster and pass the “Beast Domestication” certification course with an A. Also requires passing a rigorous combat examination to deal with hostile beasts.