

Huntsmen Trials

Invitation to Participate

An invitation is required to participate in the Huntsmen Trials. You cannot show up unannounced and expect to be considered a candidate. Invitations must be earned by graduating from a combat school or passing a series of preliminary initiation tests that are administered by the military. Anyone that isn't coming from a combat school has the opportunity to participate in the preliminary tests, but only the first attempt is free. Additional attempts are free once per year for anyone enrolled in the military.

Trial Expectations

Most candidates that pass the Huntsman trials possess tier 12 on the natural potential rankings (of 15 tiers possible). This is usually combined with several years of combat training beforehand (typically at a combat school) to attain at least 50% of their potential difference. Bare minimum students would likely enter the trials with at least 7500 mana available to use, recover 30 mana per second, possess 20 chambers, and have a Tier 3 Semblance or better unlocked. Additionally, the student would have to be sufficiently well-trained in combat and capable of surviving Grimm that most cannot.

There may be rare exceptions of weaker students that pass the Huntsmen trials, but usually only in extenuating circumstances. It is possible to bypass requirements with unique situations such as approval from the headmaster.

Trial Recommendations

Applicants typically receive recommendations from the trials even if they fail. Since the invitations themselves are rare and prestigious, it's common for even the rejected candidates to be perfectly qualified for high level mercenary work. A recommendation from a Huntsmen Academy initiation effectively guarantees a strong career in the military, often in critical roles with high pay and social respect.

Candidates that were nearly accepted usually receive particularly strong recommendations, or invitations that would allow them to try again the following year. It's also not uncommon for such candidates to transfer to other Huntsmen Academies that need more recruits with their specific roles or talents.

Trial Schedules

Weekly schedules are identified by "Rotations." Participants are assigned to one of the five rotation groups. The rotations cycle each day, ensuring that every group participates in every scheduled time block for the week.

Week #1

The first week is designed to weed out all of the candidates that are too far behind to be considered for enrollment. It has been unofficially nicknamed "Grimm Week" due to large culling of applicants that is associated with it. After the first week has concluded, the number of applicants is trimmed to 150% of the total number that will be accepted into the Huntsmen Academy that year.

The top 20% of candidates are approved for enrollment. Some of the top candidates may be provided guaranteed positions in House Solaris, with teams being designed around them.

Some of the scores earned during the first week cannot be modified since the tests will not be repeated.

Week 1	Rotation 1	Rotation 2	Rotation 3	Rotation 4	Rotation 5
1st Block 8 am – 10 pm	Phantasm	Odyssey	Specialist Skills	Obstacle Course	PVP Combat
2nd Block 10 pm – 12 pm	Phantasm	Odyssey	Specialist Skills	Obstacle Course	PVP Combat
3rd Block 1 pm – 3 pm	Survivability	Aura Mastery	Phantasm	Odyssey	Tactics
4th Block 3 pm – 5 pm	Reaction	Semblance	Phantasm	Odyssey	Tactics

Week #2 and Week #3 (for applicants)

The final two weeks focus on single challenges for the entire day. Remaining candidates must fight for their positions as the number of available enrollment spots decline.

After the second week, the number of applicants is trimmed to 125% of the total number that will be accepted into the Huntsmen Academy that year. Additionally, the top 75% of candidates now receive approval for enrollment and use the “Recruit Schedule” for the third week. This puts considerable pressure on those who remain. Only one week remains to prove themselves, and half of them will be cut.

After the third week, the final cuts are made and all of the enrollment slots are filled.

Week 2 & 3	Rotation 1	Rotation 2	Rotation 3	Rotation 4	Rotation 5
1st Block 8 am – 10 pm	Phantasm	Obstacle Course	Odyssey	PVP Combat	Specialist Skills
2nd Block 10 pm – 12 pm	Phantasm	Obstacle Course	Odyssey	PVP Combat	Specialist Skills
3rd Block 1 pm – 3 pm	Phantasm	Obstacle Course	Odyssey	PVP Combat	Specialist Skills
4th Block 3 pm – 5 pm	Phantasm	Obstacle Course	Odyssey	PVP Combat	Specialist Skills

Week #2 and Week #3 (for approved recruits)

Any recruit that was officially approved within the first two weeks has preparation time available before Initiation Week. Recruits are encouraged to socialize and practice with other candidates that they enjoy partnering with. Due to the importance of partners, this is a critical opportunity to solidify a talented team in anticipation of the official team assessments that begin in September. Most recruits will use this opportunity accordingly.

Week #4

Also known as Initiation Week, this week is dedicated to helping newly recruited freshmen integrate into the academy. Obligations include moving in, getting outfitted with proper academy attire, and more.

(See the Academy Schedules for full details on Initiation Week).

Scoring

Odyssey

Odyssey is the most important challenge in the Huntsmen Trials. It scores the most points and is the best reference guide for demonstrating a Huntsman’s abilities and the challenges they face. There are five initiation trials available in the Odyssey Delving challenges, along with another five challenges that are balanced for more experienced applicants. Applicants are able to attempt challenges multiple times and earn points based on their performance during the experience.

If an applicant is able to complete an Odyssey trial balanced for Junior Huntsmen, they are automatically guaranteed enrollment; it proves their competency across several fields of skill. If they’re able to complete an Odyssey trial balanced for licensed Huntsmen, they’re immediately given a position in House Solaris.

Points	Description
<i>Disqualification</i>	Unable to complete any initiation trials in the Odyssey Delving challenges.
0	Complete one initiation trial in the Odyssey Delving challenges.
1 – 5	Complete two initiation trials within the Odyssey Delving challenges.
6 – 15	Complete three initiation Odyssey trials.
16 – 25	Complete five approved Odyssey trials.
26 – 30	Complete an Odyssey trial balanced for roughly the top half of approved applicants.
31 – 35	Complete an Odyssey trial balanced for roughly the top 25% of applicants.
<i>Guaranteed Enroll</i>	Complete an Odyssey trial balanced for a Junior Huntsmen.
<i>House Solaris</i>	Complete an Odyssey trial balanced for licensed Huntsmen.

Phantasm

The initiation Phantasm trials are done solo, forcing each applicant to prove their competency with killing Grimm. Applicants can make multiple attempts and are able to fight alternative Grimm that they’re more comfortable with. Points are weighed mostly by the strongest Grimm killed, but are also influenced by the consistency and proficiency that one was able to kill them.

It’s intentionally designed to be very difficult to achieve, but on rare occasion an applicant may kill a Rank 9 Grimm and receive guaranteed enrollment. Those that do often receive a spot in House Solaris. Applicants that manage to kill a Rank 10 Grimm are automatically given a position in House Solaris, although in practice this rarely ever occurs.

Points	Description
<i>Disqualification</i>	Unable to kill a Rank 4 Grimm Phantom.
0 – 4	Kill a Rank 4 Grimm Phantom, such as a Centinel.
5 – 10	Kill a Rank 5 Grimm Phantom, such as an Evolved Grimm Wolf.
11 – 14	Kill a Rank 6 Grimm Phantom, such as a King Taijitu or Ursa.
15 – 18	Kill a Rank 7 Grimm Phantom, such as a Lancer or Sabyr.
19 – 20	Kill a Rank 8 Grimm Phantom, such as a Manticore.
<i>Guaranteed Enroll</i>	Kill a Rank 9 Grimm Phantom or better, such as a Death Stalker.
<i>House Solaris</i>	Kill a Rank 10 Grimm Phantom or better, such as a Nevermore or Queen Lancer.

Aura Mastery

Auras reflect the power that resides in an individual and provides exceptional insight into how powerful (and resilient) a Huntsmen can become. Most warriors capable of killing dangerous Grimm have extremely powerful auras; typically above the 97th percentile. It’s rare for warriors without extraordinary auras to even receive an

invitation to a Huntsmen Trial.

Weak auras translate to much higher death counts in such a dangerous occupation. As such, the faculty use aura metrics to help identify candidates that may be too susceptible to the threats they're likely to face as a Huntsmen. The tests to identify these metrics aren't perfect, but they do a good job of estimating one's aura availability and recovery rates.

If one's aura is below the 80th percentile of auras, it's considered an automatic disqualification. The risk is far too high to employ them as a Huntsmen. Otherwise, the points rewarded are as follows:

Percentile	80 – 90	90 – 95	96	97	98	99+
Points	0	1	2 – 3	4 – 6	7 – 10	11 – 15

PVP Combat

PVP is handled in arenas where applicants battle against Phantoms that are specifically balanced to identify one's general combat ability. While it's not the most important metric for Huntsmen, PVP is effective at identifying the approximate combat skill of the applicants.

Percentile	0 – 10	10 – 20	20 – 40	40 – 60	60 – 80	80 – 90	90 – 100
Points	0	1 – 2	3 – 5	6 – 9	10 – 12	13 – 14	15

Obstacle Course

The obstacle courses are designed to challenge an applicant's fitness, strength, agility, speed, and general athleticism. Success with these courses provide a strong indication of one's athletic competency.

There are three initiation obstacle courses that applicants are tested on. Each course tests a wide variety of athletic abilities, with some being more difficult than others. The goal is to beat the par times assigned, but additional points can be earned by beating other time thresholds.

Points	Description
<i>Disqualification</i>	Unable to complete any initiation obstacle course.
0	Complete one initiation obstacle course below par time.
1 – 2	Complete one initiation obstacle course above par time.
3 – 7	Complete at least two initiation obstacle courses above par time.
8 – 9	Beat the "proficient" time on one of the initiation obstacle courses.
10	Beat the "expert" time on one of the initiation obstacle courses.

Tactics

Tactics exams assess the applicant's ability to understand and properly manage battlefield combat. It involves strategy, team coordination, battlefield awareness, etc. Since all students receive this training at the academy, these exams only seek to identify any serious shortcomings that might prevent a candidate from progressing.

Points	Description
0	Candidate shows poor strategy, coordination, and battlefield awareness.
1 – 2	Candidate shows acceptable performance in tactical operations.
3 – 4	Candidate shows promising performance in tactical operations.

5	Candidate is well-trained and properly executes tactical operations.
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Semblance

Semblances are unique in how they influence the Huntsmen Trials. They're not required and are more of an "extra credit" than a metric that needs to be tested. However, some Semblances are so rare or powerful that they can move an unlikely candidate into a guaranteed position.

Points	Description
0	Semblance hasn't been discovered, or possess a common semblance of tier 2 or lower.
1 – 3	Possess a common semblance of tier 3 or higher.
4 – 7	Possess an uncommon, specialized, or valuable semblance: detection, stealth, psychokinesis, etc.
8 – 9	Possess a useful support semblance such as telepathic messaging.
10	Possess a rare or extremely valued semblance: illusion, divining, etc.
<i>Guaranteed Enroll</i>	Possess a semblance that can heal others or has other legendary advantages.

Specialist Skills

Specialist skills are considered "extra credit" as opposed to being part of the core examination. Candidates apply for specific roles or use this opportunity to impress the faculty with any rare or unique talents that would give the academy a reason to recruit them. In some cases, candidates show promise for roles that they hadn't originally considered. These exams can strongly influence the academy's decision, particularly to help balance roles that the academy is currently lacking in.

Points	Description
0	Candidate did not display any specialized skills that would qualify for additional points.
1	Candidate displayed evidence of serious effort such as an adept landing strategy.
2 – 4	Candidate appears qualified for a role that the academy is currently lacking in.
5 – 8	Candidate displayed a valuable talent such as infiltration, advanced tactics, technical skill, etc.
9 – 10	Candidate displayed a rare talent such as beastmastery and familiar bonding.

Discipline

Discipline is a "fail only" metric. It is measured by the faculty throughout the trials. If a candidate is misbehaving, ignoring rules, failing to listen, or otherwise having disciplinary issues they may be issued demerits. Demerits cause the candidate to lose points. Some disciplinary consequences can result in immediate disqualification.

Points	Description
<i>Disqualified</i>	Candidate had repeated or significant disciplinary problems.
-7 to -10	Candidate has had repeated disciplinary problems and is on the verge of being disqualified.
-5 to -6	Candidate had a notable disciplinary issue. Caution is advised in considering them for enrollment.
-3 to -4	Candidate had a disciplinary issue that needed resolution.
-1 to -2	Candidate had a minor disciplinary issue that required an initial warning.

Special Approval

Special approval can be provided by a few rare authorities within each Huntsmen Academy, such as the Headmaster and the Chancellor. Unlike the other metrics used, special approval bypasses any applicable rules. It

can be given for any reason, or for no stated reason at all. This generally only occurs in rare circumstances where the authority figure has a specific reason for approving someone for enrollment.