

Pathfinder

Pathfinder, sometimes referred to as a guide, is an individual that has taken the time to become knowledgeable about a certain area. These individuals are the type that claims to know an area like the back of their hand. These areas can be forest, mountains, plains, desert or even the sea.

Some guides, especially dwarves, have been known to study caverns or even sections of the underdeep. Lately a new type of guide has appeared these individuals have memorized dungeons, ruins and even sections of other planes.

Pathfinders are hired to take people into little known areas, through dangerous areas or sometimes by caravans hoping to cut travel time. Pathfinders will know the paths to take, paths to avoid, where springs can be found to refill water bags and such. A pathfinder with a good reputation is in high demand depending on the areas that they know well.

Some pathfinders have been known to become guides for several different, but usually closely located, areas. While this is a rarity, due to the length of time necessary to learn multiple locations, these pathfinders can become quite wealthy and will often be hired permanently by various shipping or caravan owners.

Game Terms:

Pathfinder characters will take one or several knowledge skills to become very familiar with an area. They will also take knowledge skills on the inhabitants or even the fauna of an area. If a PC wants to become a pathfinder of a large area, such as a specific large forest, this would take several knowledge skills due to the sheer size.

For something of this nature it should be cut into sections and each section would be a knowledge skill. The number of section would depend on the size of the forest. Deserts, underground complex and other like areas can use this same method depending on their size.

If a PC wanted to memorize a dungeon complex, like undermountain, this would take several skills per level. Each level would be cut into section and then multiple levels could possibly be memorized. This is an unusual example as this would take several years and most people stay away from that complex.

Pathfinders also are known to memorize paths to or from a certain target. This could be a patch of special herbs in a forest, or the most direct route to and from a certain room in undermountain for example. Even though this could cover a large amount of ground a GM could allow this as one skill. The pathfinder wouldn't know everything about the area traveled. Merely the most direct route to and from certain target area and what the party might encounter along the way. This would be possible traps, creatures and anything that is always found in route to the final destination.

The Package Deal:

Talents

3 Bump Of Direction

Skills

4 AK: Learned Area, Forest, Dungeon, Desert or Underground Area 12-

2 Survival (Players Choice) 11-

2 Navigation (Players Choice) 11-