

# Venomist

This trade-skill will allow the handling of common snakes in various ways.

Note: There is no mastery for this trade-skill.

Prerequisite: Seeker Ability, "Creature Studies" ("Animal Creature Studies" -- you must know each snake you are attempting to work with).

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Modification-point cost: 12

Training Time: 30 weeks (210 days).

Training note: This is an averaged time to complete the full training for Venomist. However, the training time can vary according to how Snake-Wisdom the student is ( $\text{Awareness} + \text{Coordination} + \text{Dexterity} \div 3$  (rounded up) = Snake-Wisdom).

For every point of Snake-Wisdom above 24, the training time will be reduced by one day (minimum 105 days to train).

For every point of Snake-Wisdom below 18, the training time will be increased by three days.

Training Cost: 30 white-gold per day of training + the cost of all tools and supplies used.

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Your Snake-Wisdom will be the % chance to successfully preform the following Venomist skills: Avoid Bite, Create Anti-Venom, Identify Venom, Milk Snake, Serpents Apathy.

Example: If you have 30 Snake-Wisdom, you will have a starting 30% chance to successfully preform each skill. Each time a specific Venomist Skill is preformed 3 times, the % chance to successfully preform that specific skill again will increase by +1. You must keep a Venomist Skills list in a log. I would do it like this:

## Venomist Skills:

Avoid Bite: 45%

Create Anti-Venom: 38%

Identify Venom: 77%

Milk Snake: 66%

Serpents Apathy: 71%

Each time I am successful 3 times in any of the Venomist Skills, I would add +1 to the % chance for success the next time I attempt the same.

Maximum success chance: 98%