***Travel (Foot)***

* *Guard*: +20 on Observe Rolls to detect enemies. Higher degrees will allow advanced warning of the party. Weapons out if not surprised.
* *Scout:* Observe or Investigate +10 to discover interesting places (dungeons and ruins) along the way.
* *Forager:* Oserve or Investigate +10 to find ingredients for alchemy, deposits of ore, animal skins for crafting, etc.
* *Scavenger:* Oserve or Investigate +10 to find discarded loot.
* *Traveller:* Increases party travelling speed.

***Travel (Sea)***

* *Guard:* Higher degrees will allow advanced warning of the party. Weapons out if not surprised.
* *Navigator:* +20 on Observe Rolls to detect enemies. Decrease chance of random event.
* *Sailor:* Increases party travelling speed.
* *Lookout:* Observe or Investigate +10 to discover interesting places (dungeons and ruins) along the way, in addition floating loot.
* *Fisher:* Oserve or Investigate +10 to find ingredients for alchemy, deposits of ore, animal skins for crafting, etc, in addition floating loot.

***Travel (Horse)***

* *Scout:* Observe +10 to discover interesting places (dungeons and ruins) along the way.
* *Traveller:* Increases party travelling speed.
* *Guard:* +20 on Observe Rolls to detect enemies. Higher degrees will allow advanced warning of the party. Weapons out if not surprised.

***Dungeon Crawl***

* *Guard:* +20 on Observe Rolls to detect enemies. Higher degrees will allow advanced warning of the party. Weapons out if not surprised.
* *Looter:* Observe or Investigate +10 to find general dungeon loot.
* *Trap Finder:* Observe or Investigate +10 to detect traps before they are sprung. Can warn the rest of the party if they are not in the front of the pack with sufficiently high DoS. If they are in the front of the party, this is automatic on a success.

***Wilderness Loot Table*** *(d6 + degrees of success)*

| ***Roll*** | ***Loot*** |
| --- | --- |
| 1-5 | Nothing |
| 6 | 2d4 Coins |
| 7 | 1 Random Piece of Non Magical Armor (Steel or lower) |
| 8 | 2 3rd Level Potions of Healing |
| 9 | 1 Random Non Magic Weapon (Steel or lower) |
| 10 | 2 3rd Level Potions of Replenishment |
| 11 | 1 Random Magical Piece of Armor (Dwemwer, Elven, or Orcish) |
| 12 | 2 Potions of Rejuvenation |
| 13 | 1 Random Magical Weapon (Dwemwer, Elven, or Orcish) |
| 14 | 3d12 Coins |
| 15 | 1 Enchanted item from a dead adventurer |