

29 Adventuring Skills (Ver 1.0)

These skills may be ranked as with any other skill. The only differences are that all characters start with swimming, climbing, stealth and horsemanship at Rank 0, and if the skill is used conspicuously during an adventure it can be ranked once without the need for training time, but there must be a tutor who with a similar skill who is present to advise the character on the technique they should employ.

29.1 Climbing

This skill allows a character to climb anything from walls to mountains without the aid of specialised equipment, if this is at all possible. The Base Chance to use this skill is $(4 \times MD + 8 \times Rank - [\text{structure height in feet} / 10])\%$. A character utilising this skill should make a roll at approximately 20' intervals, but if the climb is especially difficult, every 10'. Note that the GM may modify the formula in certain instances.

Various items of equipment may be used to improve a character's chance of climbing; however they will only function if a character has familiarity with them as follows:

1. Climbing Claws add 15% to BC but have no use for rock climbing where hands are more use. The additional experience cost to become familiar with these is 1000.
2. Rope allows the user to climb the structure making only one roll but are only useful where ropes may be practically used. The additional experience cost to gain familiarity with rope use is 500.
3. A climber suffers $([\text{Height of fall (in feet)} / 10] \text{ Squared})$ Endurance Points when they fall.

29.2 Horsemanship

An adventurer will use horsemanship to direct animals which they ride. An adventurer may use their horsemanship with any animal or monster which they would ordinarily ride (such as horses, donkeys, camels, elephants, etc.). Enchanted or Fantastical monsters do not necessarily fall into this category, and the GM must make rulings governing these situations.

The character's player will roll percentile dice whenever their horsemanship is called into play. A character's horsemanship is equal to $[(\text{modified AG} + \text{WP}) / 2 + \text{Rank} \times 8]$, round down.

The type of mount a character is riding will modify their horsemanship as follows:

Donkey	-10	Palfrey	+15
Mustang	-12†	Warhorse	-5†
Quarterhorse	-10	Camel	-15
Dire Wolf	-10	Mule	-8
Draft Horse	-5	Pony	+10
Elephant	-10		

†Rating unless trained by rider; in that case, 0.

The GM should also take into account the familiarity the character has with the individual animal type and apply modifiers thereby (i.e. the first time a character finds themselves atop a camel should be worth at least an additional -15).

A character's horsemanship is called into play whenever they wish their mount to perform an unusual or difficult action. Any mount can be directed into moving at a walking pace or even a brisk trot; an unusual or difficult action would be to break into a gallop or charge, jump an obstacle, etc. During combat, horsemanship is called into play during every Pulse to a) keep the mount controlled, b) regain control if it is lost, and c) direct the mount to take any specific Action. Remember only a Warhorse can be directed to enter into Close Combat by its rider, and all other mounts will only attack if directly assaulted.

A successful roll will result in the mount obeying the directions of the rider. A roll above the modified percentage but less than the modified percentage plus the

rider's WP indicates the mount either does nothing or continues to do whatever it was doing. A roll above both of these indicates the mount will either disobey the rider, buck, attempt to throw the rider, or some other unpleasant result. The actual occurrence must be decided by the GM and should become worse the farther the roll is above the modified percentage.

If the GM judges the rider has totally lost control of their mount, the rider may take no other action until they have regained control (presuming they manage to stay mounted).

Using horsemanship while in combat may be done in combination with any other Action. A trained rider receives certain abilities as they rise in Rank:

Rank 3 May use two-handed weapons

Rank 5 May fire a missile weapon while moving or cast a spell

Rank 7 May use two one-handed weapons at once

29.3 Flying

Flying is the skill of performing aerial manoeuvres using magical flying. As a rule aerial combat is difficult. Flying is an adventuring skill.

A character may always take off, fly, or land in an appropriate manner and reasonable conditions, and under such circumstances no roll is necessary. Note that landing appropriately is not precise. The success chance to perform a complex aerial manoeuvre with precision is $(3 \times AG + 10 \times Rank)$. This base chance may be modified by the following:

0 to -50	Environmental conditions.
+10 to -50	Type of flight used.
0 to -m/hr	Speed.

Flying into an obstacle causes up to $[D + (\text{relative speed in miles per hour} / 10) \text{ squared}]$ endurance damage. The nature of the obstacle may reduce the damage. Specific grievous injuries may also be incurred (normally C class).

Note that a speed of one mile per hour is equal to 30 yards per minute in the chase sequence and 1.5 hexes per pulse in combat.

A trained magical flier receives certain combat abilities as they rise in rank.

Rank 3 May use two-handed weapons

Rank 5 May fire a missile weapon while moving or cast a spell

Rank 7 May use two one-handed weapons at once

29.4 Knowledge (area)

This is a skill that can be taken many times — once for each area of knowledge. A character with this skill knows most of the common lore and traditions concerning their chosen area. An area may include: a particular city or territory, a culture, an historical period, or a race, or species. In addition, an area of knowledge may be taken from the Philosopher skill. If this is done, the area is equivalent in size to a Sub-field, and any Sub-fields except Advanced, Experimental or Ancient are available as areas of knowledge.

A character is limited to the knowledge available to their culture. The knowledge held by the character may not be entirely factual, and may contain certain popular misconceptions or superstitions. This skill mostly gives the character a much wider general knowledge about their area, some history of it, and perhaps some biographical knowledge of famous figures associated with it, both historical and contemporary. This skill is entirely one of knowledge, and confers no special ability to perform a craft or trade.

Generally there is no success percentage, the GM simply giving far more information regarding a certain topic to a character who has knowledge of that area. If there is doubt as to whether or not a character should know something from their specific area, the Base Chances are:

Rarity of Information	Base Chance
Common	WP + 70%
Uncommon	WP + 40%
Rare or Obscure	WP + 10%

These chances may be further modified by the GM to reflect the individual rarity of the knowledge. A character will not know the theories behind the lore.

If a character learns an area of Knowledge that is also a Philosopher Sub-field, and that character is, or becomes a Philosopher, the Knowledge (area) may be used as the appropriate Sub-field. See the EP cost table note A (§55) for details on Ranking.

29.5 Orienteering

The adventuring skill of orienteering no longer exists. Instead, artisan Cartographer (§32) exists. A Cartographer may use Landmarks and Read & Draw Maps as per a Navigator. They may not use Charts or Rutters.

Conversion

Characters with the current Orienteering skill have spent precisely the same amount of EP as a Rank 5 Artisan. They will gain Rank 5 Cartography. This normally takes 23 weeks, but they may spend only 10 weeks to convert the skill. There is no requirement as to when they have to spend the weeks. If they partially complete the ten weeks training, they may act as an Orienteer equal to half the weeks already spent training, until the training is complete. A character with Orienteering and Cartography will have 2,500ep and 13 weeks towards further ranks in Cartography.

29.6 Stealth

An adventurer can use stealth to move as soundlessly and unobtrusively as possible.

An adventurer may use their stealth ability only if they have adequate cover (i.e. space in which to conceal or obscure themselves) in the area they wish to traverse, they are appropriately clad (e.g. not in plate armour or luminescent clothing), and they are not currently under observation by the being(s) from whom they are attempting to conceal their presence.

The GM will roll percentile dice to determine if a character is able to use their stealth ability successfully. The GM only makes such a check if there is a reasonable possibility that the character could be detected. The GM makes one check each time the character attempts one continuous action, or each time an unexpected change of condition has a significant effect upon the character's chance of remaining hidden (e.g. one of the beings under surveillance heads for a room which happens to be through the doorway in which the character is hidden). The GM may modify the success percentage.

A character's base chance of using their stealth ability is $(3 \times \text{Agility} + 5 \times \text{Rank} + \text{Thief Rank} + 2 \times \text{Spy Rank} + 2 \times \text{Assassin Rank})\%$. The greatest Perception value of the beings who may be able to discover the character using the stealth ability is subtracted if those beings are unaware of the character's presence, or three times that Perception value if they are.

29.7 Swimming

Introduction

This skill is required in order to perform any actions in the water. All player characters start off with Rank 0. This, under good conditions, will allow the character to tread water in order to stay afloat. The higher the rank, the more the character will be able to do until they are at the stage where they can swim like a fish and survive even in adverse conditions.

Base chance

The base chance for swimming is: $PS + AG + EN + 8 \times Rank$ and is modified by the following (all adjustments cumulative)