43 Navigator (Ver 1.1)

The art of piloting a sea-going vessel and that of ascertaining one's location are inextricably linked. Humanoids must venture across the waters in awkward ships, and are unable to survive immersion in the sea except for relatively short periods of time. Yet there are many beings who dwell beneath the surface of the ocean, and it is profitable for land-bound peoples to engage in commerce with them. Adventurers, with the assistance of an Adept, will probably choose to try to despoil some of the treasures of the deep.

A navigator can manage ships of increasing size as they become more experienced. There is a limit to the size of ships constructed, because of their relative fragility (sea-creatures are wont to destroy those vessels they consider overly large). The navigator's other chief ability allows them to locate directions with instruments and read maps.

43.1 Benefits

A navigator can determine all compass directions if they can view the stars.

If the night is cloudy, or during the day, the navigator's chance of correctly locating the compass direction is equal to (25 + 7 × Rank)%. If the roll is less than or equal to the success percentage, the navigator has an exact reading on the compass directions. If the roll is greater than the success percentage, the reading is off by one degree for each percentage point by which exceeds the success percentage (the GM must decide in which direction the error is made).

A navigator may always determine the compass direction of a landmark relative to their position.

A landmark is defined as any object which can be seen or to which a being can precisely point. A navigator may also judge the distance between their position and a visible landmark. Their chance to precisely gauge the distance is equal to (PC + 10 × Rank)%. When the roll exceeds the success chance, the estimate is off by the percentage difference between the roll and the chance to accurately judge, randomly long or short.

A navigator can read a map if they can relate their physical surroundings to the symbols on that map.

This skill allows a navigator to read a map, chart or rutter if they can relate their physical surroundings to the symbols on that document. Even the best quality maps are not particularly accurate or standardised. Interpreting each new map is a challenge of the navigator's wits and experience. If a character does not have a map-reading skill, they may not read maps.

If a navigator tries to read a map which is of the area in which they are presently located or is of an area with which they are quite familiar, they clearly understand at least (2 × PC + 8 × Rank)% of the map. Further, they are baffled by up to (2 × PC + 2 × Rank)% of the map. They may misinterpret the remainder of the map. If a navigator tries to read a map of an area with which they are not familiar, they clearly understand only (PC + 4 × Rank)% of what they would have had they known the area. If the map is inaccurate, it is unlikely that the character will detect the flaw unless it was relatively major.

The navigator may place themselves on a map if they can determine the direction of two marked landmarks.

Map Creating

The navigator may draw a map or chart or which shows the major landmarks and features of the area in which they are presently located or of an area with which they are quite familiar; or write a rutter describing a route that they are travelling or are familiar with. At least (2 × PC + 8 × Rank)% of the map will be accurate, a further (2 × PC + 2 × Rank)% will be confusing and unclear, and the rest will be inaccurate and misleading.

A navigator can competently pilot a ship of up to (25 + 25 × Rank) feet in length.

A competent pilot of a ship has a negligible chance of damaging or sinking a ship when faced with normal weather and sea conditions. When a ship is not steered by a competent pilot, it is in very real danger of experiencing an accident in choppy seas or during a storm.

A navigator can consistently maintain a ship's speed at (50 + 5 × Rank)% of its optimum speed.

If the ship is undercrewed, the optimum speed is calculated for the ship with its current crew complement.

A navigator can predict weather at sea with (PC + 5 × Rank)% chance of accuracy.

The GM rolls percentile dice; if the roll is equal to or less than the success percentage, a navigator can correctly predict the weather for the following (4 + 2 × Rank) hours. If the roll is greater than the success percentage, the navigator's version of the upcoming weather becomes more and more inaccurate as the roll approaches 100.

A navigator can sometimes recognise non-magical danger at sea before subjecting the ship to it.

A navigator's success percentage to use their perceive danger ability is (3 × Perception + 7 × Rank)%. If the GM's roll is equal to or less than half the success percentage (rounded down), the GM informs the navigator character of the precise danger the ship is facing. If the roll is between one-half and the full success percentage, the navigator intuitively senses the direction and distance of the danger. If the roll is greater than the success percentage, the navigator is unaware of impending doom.