

# Swimming

A character that does not have this ability has never learned to swim. Basic Swimming must be taken in order for a character to tread water and swim without drowning.

# Basic Swimming

If you do not have this ability, you do not know how to swim.

The normal distance a character can swim = your normal movement on land  $\div$  3 (rounded down).

Modification Point cost: 1

This is a simple form of swimming as follows:

Gives your character the skill of treading water and simple swimming techniques.

Adjustments:

While wearing clothing and/or leather armoring, you will have a penalty to the spaces per turn you can travel as follows:

Clothing worn: -1 space movement per turn.

Leather armor: -3 space movement per turn.

Note:

If your swim movement is reduced to 0, you cannot swim with clothing and/or leather armoring worn (it is as if you cannot swim).

# Advanced Swimming

If you are dressed down properly to swim, your distance traveled per turn will increase +1 space per turn.

Prerequisite: Basic Swimming

Modification Point cost: 3

This is a more advanced form of swimming as follows:

+ 1 space (5') movement while swimming

Adjustments:

While wearing clothing and/or leather armoring, you will have the “Basic Swimming” skill with no bonus to the distance you can travel per turn.

# Expert Swimming

If you are dressed down properly to swim, your distance traveled per turn will increase +2 spaces per turn.

Prerequisite: Advanced Swimming

Modification Point cost: 6

This is a more expert form of swimming as follows:

+ 2 spaces (10') movement while swimming

Adjustments:

While wearing clothing, leather armor, and/or aiding someone to swim, you will have the “Advanced Swimming” skill with the +1space per turn bonus to the distance you can travel.