

Fishing

The Fisherman is adept at catching fish in any environment.

A skilled Fisherman can sustain him or herself with a permanent food source if a fishing spot can be located.

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

Modification-point cost: 9 ... This covers the modification-point cost for all types of fishing.

The following are all the styles of fishing:

Bog Fishing

Current Fishing (River and Stream)

Ice Fishing

Net Fishing

Ocean Fishing (Deep Sea)

Ocean Fishing (Shoreline)

Pond and Lake Fishing

Spear Fishing

Trap Fishing

Keep a list of the different types of fishing (listed above). Each time you successfully fish your skill will increase.

Fishing Training and Starting out

The Fisherman is adept at catching fish in any environment and in many ways.

Only one who has studied and passed the test of Fishing can consistently, and successfully, progress in Fishing.

Modification-point cost: 9 (this has already been purchased -- 9 modification-points will be all that is required).

Training Time: 9 weeks (63 days).

Training note: This is an averaged time to complete the full training course for each style of fishing. One week will be spent to teach each style of fishing. Training time can vary according to the student's Awareness.

For every point of Awareness above 30, the training time will be reduced by one day (minimum 4 days to train in EACH fishing style).

For every point of Awareness below 20, the training time will be increased by one day in EACH fishing style.

Training Cost: 8 white-gold per day of training + the cost of fishing equipment.

Your Awareness will be the % chance to successfully catch a fish. Example: If you have a 30 Awareness, you will have a starting 30% chance to succeed at catching a fish.

For each successful fish caught, the % chance to succeed again will increase by +1.

Example:

If you have a 30 Awareness, and successfully catch a fish, you will gain +1 added to your current 30% chance the next time you attempt to catch a fish (you would have a 31% chance). If you catch a fish successfully, your skill in catching another fish, using that same style of fishing would increase from 31% chance to 32%.

Maximum success chance: 80% Remember to keep a record of all the different styles of fishing.

Time to catch a fish

The time to catch a fish will be as follows (players will NEVER roll on this chart -- the G.M. will do it):

%Roll: Time to catch a fish:

01-02: 1-D4 turns.

03-04: 1-D6 turns.

05-06: 1-D8 turns.

07-08: 1-D10 turns.

09-10: 1-D12 turns.

11-12: 1-D20 turns.

13-14: 1-D30 turns.

15-16: 1-D100 turns.

17-19: 1-D4 minutes.

20-22: 1-D6 minutes.

23-25: 1-D8 minutes.

26-28: 1-D10 minutes.

29-31: 1-D12 minutes.

32-34: 1-D20 minutes.

35-37: 2-D20 minutes.

38-40: 3-D20 minutes.

41-43: 4-D20 minutes.

44-46: 5-D20 minutes.

47-48: 1-D4 hours.

49-50: 1-D6 hours.

51-52: 1-D8 hours.

53-54: 1-D10 hours.

55-56: 1-D12 hours.

57-78: There are no fish within range at this time. Try again in 2-D12 hours.

79-99: There are no fish within this water source.

00: Secret in the Water. You have caught something that has been dropped in the water, or hidden there. This will be strictly up to the Discretion of the G.M.

Size of fish caught

The size of a fish caught will vary with each type of fish. Depending on where you are fishing, the fish will vary in size and rarity. G.M.: You must use your imagination with this trade-skill (as it is to complex a chart to create).

When a fish is caught, roll on the following chart to know its size:

%Roll: Size of fish:

01-10: Tiny

11-60: Small

61-90: Medium

91-94: Large

95-97: Huge

98-99: Massive

00: Record