

Survivalist

This trade-skill will enable you to survive in the wilderness with nothing but the clothes on your back.

Survival techniques are as follows: Basic Weapon (hand-held), Basic Weapon (thrown), Basic Weapon (hurled), Build Fire , Build Shelter , Evade Nature , Find Food , Find Shelter , Find Water , Fish Trap , Purify Water , Small Game Snare , Large Game Trap.

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

Trade-skill prerequisites for Survivalist: "Geological Studies", "Hunter"

Modification-point cost: 10

Training Time: 26 weeks (182 days). This will be hands-on training while out in the wilds.

Training note: This is an averaged time to complete the full training for Survivalist. However, the training time can vary according to the student's Survival Skill ($\text{Survival Skill} = \text{Intelligence} + \text{Wisdom} \div 2$ (rounded up)).

For every point of Survival Skill above 26, the training time will be reduced by one day (minimum 91 days to train).

For every point of Survival Skill below 18, the training time will be increased by one day.

Training Cost: 24 white-gold per day of training.

Survival Skill ($\text{Survival Skill} = \text{Intelligence} + \text{Wisdom} \div 2$ (rounded up)) will be the % chance to succeed at an attempt to survive. Example: If you have a 30 Survival Skill, you will have a starting 30% chance to preform each Survivalist skill:

For each Survivalist Skill successfully, the % chance to successfully preform another of the same will increase by +1.

Example:
If you have a 30 Survival Skill, and successfully Find Water, you will gain +1 added to your current 30% chance the next time you attempt the same (you would have a 31% chance). If you Find Water successfully, your skill would increase from 31% chance to 32%.

Keep a list of Survivalist Skills. I would keep a log as follows:

Survivalist Skill:

Basic Weapon (hand-held): 45%

Basic Weapon (hurled): 66%

Basic Weapon (thrown): 79%

Build Fire: 47%

Build Shelter: 36%

Evade Nature: 78%

Find Food: 94%

Find Shelter: 43%

Find Water: 90%

Fish Trap: 49%

Purity Water: 68%

Large Game Trap: 39%

Small Game Snare: 55%

Maximum Sailor Duties success chance: 80%