

Riding

This trade-skill will enable one to ride certain creatures proficiently. Only one who has studied and passed each of the following "Types of Riding" can skillfully ride certain "Steed types" without, or with less, % roll checks to stay mounted.

Note: There is no mastery for this trade-skill. If you are trained to ride certain steeds, you can ride them with no checks whether you are in combat, riding peacefully, or within a storm. The GM will decide what checks will be rolled for certain circumstances. Those checks will be much easier if you have the proficiency for the steed you are riding.

Type of Riding:	Steed types:	Modification-points to train:
Simple:	Donkey, Horse (Draft), Ox and Mule	1
Normal:	Pony, Stallion	2
Difficult:	War Horse, War Pony	4
Hard:	Kyrokk, Giant Eagle	8
Extreme:	Dragon, Griffin	16
Legendary:	Phoenix	32

Type of Riding:	Steed types:	Training Time:
Simple:	Donkey, Horse (Draft), Ox and Mule	1 week.
Normal:	Pony, Stallion	2 weeks.
Difficult:	War Horse, War Pony	4 weeks.
Hard:	Kyrokk, Giant Eagle	8 weeks.
Extreme:	Dragon, Griffin	16 weeks.
Legendary:	Phoenix	32 weeks.

Note concerning "Training Time": Training cannot be shortened (as it can for most other trade-skills).

Type of Riding:	Steed types:	Training Cost:
Simple:	Donkey, Horse (Draft), Ox and Mule	2 white-gold per day + the cost of training equipment. Prerequisite: None.
Normal:	Pony, Stallion	4 white-gold per day + the cost of training equipment. Prerequisite: Simple Riding.
Difficult:	War Horse, War Pony	8 white-gold per day + the cost of training equipment. Prerequisite: Normal Riding.
Hard:	Kyrokk, Giant Eagle	160 white-gold per day + the cost of training equipment. Prerequisite: Difficult Riding.
Extreme:	Dragon, Griffin	320 white-gold per day + the cost of training equipment. Prerequisite: Hard Riding.
Legendary:	Phoenix	640 white-gold per day + the cost of training equipment. Prerequisite: Extreme Riding.