

# Gambler

This trade-skill will enable one to play games of chance with a greater success chance.

Only one who has studied and passed the test of the Gambler can successfully increase his or her chances at gambling.

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

Prerequisite: Seeker skill, "Sleight of Hand".

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Modification-point cost: 9

Training Time: 52 weeks (364 days).

**Training note:** This is an averaged time to complete the full training for Gambler. However, the training time can vary according to the student's Gamblers Luck. Gamblers Luck is your Awareness and Dexterity added together  $\div 2$  (rounded up).

For every point of Gamblers Luck above 30, the training time will be reduced by two days (minimum 182 days to train).

For every point of Gamblers Luck below 20, the training time will be increased by two days.

**Training Cost:** 10 white-gold per day of training + the cost of all supplies used.

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Gamblers Luck is not cheating, but an uncanny awareness and gift, a sixth sense if you will, to win. This trade-skill is much different from all the other trade-skills in that the success chance is calculated much differently for each type of gambling game.

Gamblers Luck is split up and calculated into the following types of gambling:

**Cards:** 1% chance per 10 points of Awareness to know when to fold, or when to increase the bet. Maximum chance: 10%

**Chance:** Roll 1 D10. If you roll a 7, you will win a random chance every time.

**Dice:** 1% chance per 7 points of Dexterity to be free to switch one single die to a number higher or lower (it is your decision which die will be changed. This will happen on the roll, meaning the die will not actually be changed by the Gambler. Maximum chance: 14%

**Guessing:** 1% chance per 10 points of Luck your character currently has to guess correctly. Only natural luck can be used (not luck enhancements which may currently be in effect). Maximum chance: 30%  
Note: This trade-skill will help in the success of the Seeker Ability, "Riddles" found in the "Communication" Section of the Seeker Abilities.