

Sailor

This trade-skill will enable one to successfully perform specific ship hand duties on a sailing vessel.

Only one who has studied and passed the test of the Sailor can successfully perform sailing duties.

Sailing duties are as follows: Anchor, Captain, Compass, Docking, First Mate, Lookout, Navigation, Sails, Star-Charting.

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

Trade-skill prerequisites for common Sailor: "Blacksmith", "Carpentry", "Fishing"

Trade-skill prerequisites for First Mate Sailor: "Blacksmith", "Carpentry", "Cartography", "Fishing", "Geological Studies". Also, First Mate status is usually given to one who is trusted and has much sailing experience.

Trade-skill prerequisites for Captain: "Blacksmith", "Carpentry", "Cartography", "Fishing", "Geological Studies", "Lumberjack", "Survivalist". Also, Captain status is always given to one who has a minimum of 90% in all trade-skills and current Sailing duties. One cannot lead a vessel who does not have close to the highest % in each skills.

Modification-point cost: 11

Training Time: 52 weeks (364 days). This will be hands-on training while out to sea.

Training note: This is an averaged time to complete the full training for Sailor. However, the training time can vary according to the student's Intelligence.

For every point of Intelligence above 24, the training time will be reduced by one day (minimum 182 days to train).

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

Training Cost: 18 white-gold per day of training. All supplies will be furnished.

Your Intelligence will be the % chance to successfully perform Sailor duties. Example: If you have a 30 Intelligence, you will have a starting 30% chance to perform each of the following Sailor duties: Anchor, Captain, Compass, Docking, First Mate, Lookout, Navigation, Sails, Star-Charting.

For each duty performed successfully, the % chance to successfully perform another of the same will increase by +1.

Example:

If you have a 30 Intelligence, and successfully perform Docking, 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 perform another successfully, your skill would increase from 31% chance to 32%.

Ignore Captain and First Mate if you do not have the title.

Keep a log for each of the Sailor duty. I would keep a log as follows:

Sailor Duties:

Anchor: 47%

Captain: 36%

Compass: 66%

Docking: 78%

First Mate: 94%

Lookout: 43%

Navigation: 80%

Sails: 98%

Star-Charting: 54%

Maximum Sailor Duties success chance: 99%