

# Riding

This skill will enable you with the proficiency to ride certain creatures without penalties to strike, defend, and the chance to fall during quick maneuvers.

## Untrained riding risks:

1. Ability failure chance: 30%
2. Avoidance-rolls vs. "Awareness", "Coordination", and "Dexterity": -30
3. "Awareness", "Coordination", and "Dexterity" checks: -15
4. Defense/Offense: -20
5. Dismounted on critical maneuvers (sharp turn, dodging, quick run/flight): "Coordination" check.
6. Spell failure chance: 30%

## Training::

Simple:

Donkey, Horse (draft), Mule, Ox

Modification Point cost: 1

Normal:

Horse (stallion)

Modification Point cost: 2

Prerequisite: Simple

Difficult:

Horse (Trojan war, war)

Modification Point cost: 4

Prerequisite: Normal

Hard:

Bird (giant breeds), Griffin

Modification Point cost: 8

Prerequisite: Difficult

Extreme:

Dragon, Kyrrokk

Modification Point cost: 16

Prerequisite: Hard

Legendary:

Phoenix

Modification Point cost: 32

Prerequisite: Extreme