

Swimming

A character that does not have this ability has never learned to swim. Basic Swimming must be taken in order for a character to tread water and swim without drowning.

Basic Swimming

If you do not have this ability, you do not know how to swim.

The normal distance a character can swim = your normal movement on land \div 3 (rounded down).

Modification Point cost: 1

This is a simple form of swimming as follows:

Gives your character the skill of treading water and simple swimming techniques.

Adjustments:

While wearing clothing and/or leather armoring, you will have a penalty to the spaces per turn you can travel as follows:

Clothing worn: -1 space movement per turn.

Leather armor: -3 space movement per turn.

Note:

If your swim movement is reduced to 0, you cannot swim with clothing and/or leather armoring worn (it is as if you cannot swim).

Advanced Swimming

If you are dressed down properly to swim, your distance traveled per turn will increase +1 space per turn.

Prerequisite: Basic Swimming

Modification Point cost: 3

This is a more advanced form of swimming as follows:

+ 1 space (5') movement while swimming

Adjustments:

While wearing clothing and/or leather armor, you will have the “Basic Swimming” skill with no bonus to the distance you can travel per turn.

Expert Swimming

If you are dressed down properly to swim, your distance traveled per turn will increase +2 spaces per turn.

Prerequisite: Advanced Swimming

Modification Point cost: 6

This is a more expert form of swimming as follows:

+ 2 spaces (10') movement while swimming

Adjustments:

While wearing clothing, leather armoring, and/or aiding someone to swim, you will have the “Advanced Swimming” skill with the +1space per turn bonus to the distance you can travel.