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# SKILL TRAINING REQUIREMENTS

In my game universe I distinguish between physical (or manual type) skills such as gun combat, vehicle, gunnery and animal riding, and intellectual (or academic type) skills such as navigation, computer, medical and electronics. If a skill is mostly physical it takes less time to train in and uses Dexterity as its DM for success. If a skill is mostly intellectual it takes more time to train and uses Intelligence as its DM for success. For those skills that are equal in their physical and intellectual requirement, such as piloting and engineering, I count as intellectual. Some skills are not easily taught in a classroom setting such as streetwise, gambling or carousing. For these skills I award experience points (which count the same as training hours) if a PC demonstrates a creative or original way of using that specific skill, even if the effort was unsuccessful. And finally, a PC may train in only one skill at a time.

## Physical Skills Length of Training

Skill Level	Hours Needed
0	25
1	50
2	100
3	150
4	200
5	250

And for each additional skill level  
add fifty hours to the previous level.

## Intellectual Skills Length of Training

Skill Level	Hours Needed
0	50
1	100
2	200
3	300
4	400
5	500

And for each additional skill level add  
one hundred hours to the previous level.

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Using the base hours above I then determine the specific number of hours for each PC by subtracting 2 hours for each "Instruction" skill level of the trainer, and 2 hours for each DM of the students intelligence if the skill is intellectual, or dexterity if the skill is physical.

If a student is in a dedicated classroom environment (a university or training school) I automatically award  $30 + 2d10$  hours. If the student is not attending a structured course of study then they must roll to determine how many hours of study they obtain for the week. The student must roll his/her Education score or lower to stay committed to study. If successful, roll  $4d10 + \text{Education score}$  for the number of hours studied. I also require that 50% of this study time an instructor be available. If the determination roll is unsuccessful, the student receives only the number of hours equal to their initial determination roll.

Once the student has completed the required number of study hours a performance exam will be given by the instructor. Using the PCs intelligence or dexterity DMs, roll 8+ using 2d6 for success. If successful, the PC receives the next skill level. If unsuccessful, the student may continue study for a number of hours equal to 10% of the original course length and then take the exam again.