

Blood, sweat & tears

Basic training rules:

- Time required to learn a skill = 200 hours, i.e.
 - @ 4 hours/day = 2 months
 - @ 2 hours/day = 4 months

Time spent training	Typically	Difficulty	Modifier to Int
25 hours	A few hours	Very difficult	-40
50 hours	A few days	Difficult	-30
100 hours	A couple of weeks	Challenging	-20
150 hours	A month or so	Tricky	-10
200 hours	A couple of months	Routine	-
+50 hours			+10

Training outcome (result of Int test)	Result of training
Amazing success	Learns effortlessly (½ XP or ½ time)
Great success	Skilled and confident
Good success	Skilled!
Lucky success	Skilled but not confident
Unlucky failure	Almost there
Bad failure	Hasn't quite got the hang of it
Terrible failure	Accident (damages equipment)
Horrific failure	Injury (D6 W & hates the discipline)

- Irrespective of the result, the character must pay 100 XP
- Training with a tutor offers a bonus = ¼ tutor's Int

So, learning a skill takes a few (1-12) months to depending on the training intensity (maximum = 8 hours/day) and the pupil's learning ability (**Int**).

In our campaign

With so much time spent travelling our heroes are lucky to grab an hour or 2 per day in which to train themselves. At this rate they'll likely take several months to learn a skill.

In addition, their itinerant lifestyle severely limits the chances of tutoring. Consequently, their best hope of mentor often turns out to be their fellow comrades in arms. Such cross-training is not only affordable and practical but it is also nurtures respect among players. However, it can lead to a dangerous homogenisation of the party's skills. So, while it's welcome, I also encourage specialisation even if such training is more difficult to handle credibly.