

## **Training:**

If you look up the skills *riding* and *training* on the page “character stats and derived stats” you'll see, that the starting value for riding is created from COURAGE and ENDURANCE and that of training only from ENDURANCE.

This has an important reason. Training an animal means, making it safe for humans, making it suppress it's natural reactions on certain events, yes, even making it do things that it would never do out in the wild.

Fundamentally, it's left to the player, if his character takes up the long chore of training an animal. Following now, are a few examples for the training and use of various animals.

### **As pertains the duration of training:**

The training duration is the value that shows how long a trainer needs, that spends several hours a day training the animal and has *exactly* the required skill level. A character whose *training* skill is, for example, 90, receives certain bonuses, decided upon by the master. For him, for example, training a dog takes only a few weeks, instead of half a year. The same is true in reverse, for any character that has little time to train his animal (or that has to abort training it, so he can go on a lengthy adventure).

### **As pertains bonuses and handicaps:**

Bonuses can be granted, for example, for fitting tools (clacker, bull whip, spurs, and so on ...), for the fitting terrain (meadow with a stable), a book that functions as a manual – or simply because there is already a bond between the animal and it's trainer.

Handicaps are applicable for lack of any bonuses. To keep it simple, the rule of thumb is: training either works or works not. Handicaps and bonuses show themselves mostly in the duration.

Furthermore, intelligent animals are easier to train.

Every experienced animal trainer reading the amounts of time stated on the following pages will think: who the hell needs that long to train an animal? I can do that in a few weeks. To that I say: correct. These people however are experts and have all of the bonuses stated above.