101. Prospector

(From the module *Star Silver Trek*, Judges Guild, 1982)

Since they spend so much time in the wilderness, a prospector almost has to be an adventurer. Prospecting also provides a method of getting material which can be sold for the money needed to survive. A Prospector can find minerals and gems, identify them and extract the ore from deposits. The difference between a Miner and a Prospector is that a Prospector cannot tunnel more than his/her Rank x 5 feet underground. A Prospector cannot smelt or refine ores into metal as can a Miner. It is a harsh life, not recommended for the weak or clumsy.

EP Cost for Prospector Skill

Rank	Experience Points
0	400
1	150
2	400
3	900
4	1500
5	2400
6	3350
7	4450
8	5750
9	7100
10	10500

[101.1] A Prospector's progress in this skill is enhanced by Physical Strength.

A Prospector character must pay an additional Experience point cost of 10% to increase his Rank if his Physical Strength Value is 15 or less. He receives a corresponding 10% discount if his Physical Strength Value is 22
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[101.2] Subterranean dwellers, such as Saurime, Fire Giants, Stone Giants, Trolls, and all Earth Dwellers listed in Section 70.3 of the DragonQuest Rules receive an extra 10% discount on zero through third Rank of Prospecting Skill.

[101.3] A Prospector may find any mineral deposits that exist in a particular location.

The amount of time to search a 2.5 mile radius or 5 mile hex is 32 (-2 x Rank) hours. This time is spent whether or not any mineral/gem deposit is found.

The chance of finding a deposit depends on how rich the deposit is. A poor deposit can be found on a Perception + (2 x Rank) chance. The chance of finding an average deposit is Perception + (4 x Rank). For a rich deposit, the chance is Perception + (6 x Rank), and for a very rich deposit, it is Perception + (8 x Rank).

The above percentages assume, of course, a deposit is present. If there is no mineral deposit present, any attempt to find one fails.

[101.4] A Prospector can identify Minerals and Gems.

Minerals and gems are classified in two types, Common and Rare. Common minerals and gems include Quartz, Turquoise, Jade and Sulphur. Rare types include Platinum, Jacinth and Antimony. A Prospector's chance to identify a Common Mineral or Gem is equal to Perception + (9 x Rank) percentage chance, while with Rare types, he has a Perception + (6 x Rank) percentage chance. The Judge rolls D100. If the roll is equal to or less than the Prospector's percentage chance, he informs him of the mineral or gem type. If the roll is not more than 20 over the percentage chance, the Prospector cannot identify the mineral/gem. If the roll is 20 or more greater than the percentage chance, the Judge misinforms the Prospector as to the mineral type. It takes 11 - Rank minutes to use this skill.

[101.5] A Prospector can dig Gems/Minerals out of the ground, and partially remove the unwanted materials there are with them.

Gems and Minerals occur in nature interspersed in large volumes of less valuable material. This must be dug out and the desired substance removed from it. The amount of substance a

Prospector can dig in one hour is equal to Physical Strength + (Manual Dexterity x Rank) pounds. The amount of valuable material in this amount is dependent on the richness of the deposit. A poor deposit has only 1% of the wanted substance. An average deposit has 5%, a rich one 10%, and a very rich one 20%.

A Prospector does not have the ability to smelt out ores, so he must take them to those who do. In order to make the load lighter, the Prospector may concentrate the ore. This consists of removing up to half the initial weight in dross. The percentage of desired substance in the resulting mass of material is 2 (X - 1), where X is the original percentage. The Prospector's chance of successfully performing this skill is equal to Perception + (9 x Rank) percentage chance. The Judge rolls D100 and for each 10% the roll is missed by, 10% of the original amount of desired Mineral is lost.

Example: Erik the Prospector has a Perception of 8 and is a Rank 3. Thus he has a 35% chance of successfully concentrating his ore (8 + (9 x Rank) =35). He is working with 100 pounds of Gold Ore from an average deposit. 10% of 100 pounds means 10 pounds of Gold. If he successfully concentrates it, he will have 60 pounds of Ore and 9.5 pounds of Gold. The Judge, however, rolls an 81 missing the percentage chance by 46. This means that Erik loses another 5% of the original amount of Ore. When it is smelted, instead of 10 pounds of Gold, he will get only 7.

The percentage chance of concentrating Gems is the same, but the resulting concentration is greater. Rather than cutting the total weight to be carried by 1/2, mined Gems can be cut down to 1/5 their original weight.

Example: Erik now tries to concentrate some Gems he has mined. He has again dug out 100 pounds of an average deposit (10 pounds of Gems). His chance is the same, but the result is that there is only 20 pounds of material. This time the Judge rolls a 19, indicating that Erik has successfully concentrated his Gems. He now has only 20 pounds of material, which, with the Gem concentration factor of 5 X - 1, means he has 9.8 pounds of Gems. This concentration is done at a rate of Manual Dexterity + Perception + (3 x Rank) per Hour.