

Classes on the S.S. Gabrielle

Class	Instructor	Location	Skill	Credits
Basic Polar Survival	Sykes	Officer's Mess	Polar Survival (weather gear, oxygen masks)	2
Advanced Polar Survival	Sykes	Officer's Mess	Polar Survival (extreme weather, altitude)	1
Basic First Aid	Greene	Lab	First Aid (minor injuries, frostbite)	2
Polar First Aid	Greene/Sykes	Lab	Medicine (extreme cold, high altitude)	1
Skis and Snowshoes	Sorensen, G.	Crew Mess	Polar Survival (movement, safety)	1
Technical Climbing	Sorensen, N.	Officer's Mess	Climb (ropes, gear)	2
Mountaineering	Sorensen, N.	Officer's Mess	Climb (advanced techniques)	1
Dogsledding	Pulaski	#5 Tween Hold	Drive Dog Sled (handling dogs and sleds)	2
Aëroplane Maintenance	Miles	#2 Tween Hold	Aircraft Maintenance (upkeep, repair)	2
Aërial Navigation	Halperin	Officer's Mess	Navigation (polar navigation, weather hazards)	1
Pabodie Drills	O'Doul/Gilmore	Officer's Mess	Operate Heavy Machinery (Pabodie drill)	1
Tractors & Camp Equipment	Packard	#1 Tween Hold	Operate Heavy Machinery (tractors)	1
Radio Operation & Morse Code	LaRouche	Radio Room	Radio Operator (incl. Morse code)	1
Using Dynamite	Starkweather	Officer's Mess	Explosives (blasting caps, positioning)	2
History of Polar Exploration	Moore	Officer's Mess	History (Shackleton, Amundsen, Byrd, etc.)	1
Dyer-Lake Expedition	Moore	Officer's Mess	History (Dyer-Lake redacted report)	1
Antarctic Biology	Winslow	Lab	Biology (fish, penguins, etc.)	1
Antarctic Geology	Moore	Lab	Geology (ice and land forms, expectations)	1
Antarctic Weather	Albemarle	Lab	Meteorology (arctic weather, southern lights)	1
Paleontology	Bryce	Lab	Paleontology (maintaining a dig site)	1
Physical Training	Greene/Cruz	On Deck	STR/DEX/CON (increase a stat)	2
Firearm Training	Packard	On Deck	Rifle/Handgun (marksmanship)	1
Photography	Meeker	Lab	Art (Photography)	1
Paper Folding	Packard	Officer's Mess	Art (Origami)	1
Ballroom Dancing	Greene	On Deck	Craft (Ballroom Dancing)	1

System:

Each investigator is granted 5 credits. This represents their time onboard the S.S. Gabrielle. To take a class, a character spends the appropriate credits and makes a special advancement roll: they make a percentile roll against that skill, and if they fail, they earn 1D6 additional points. To learn a new skill, the character must make a successful IDEA roll to benefit from the class. If this roll is successful, they earn 1D10 points in that skill.

If an investigator fails to learn from a class, he or she may take it again, providing they have enough credits. Once they have learned, however, they may not take the class again. If there is an "advanced" version of that class, they may take that instead.

Example: Bart Caldwell (15 INT, Polar Survival 23%, Explosives 0%, Rifle 66%) wants to improve his Polar Survival skill, learn about Explosives, and become a better marksman with his Mauser. He spends 2 credits on Polar Survival, and gets a 28% on his percentile roll. This "fails," so he advances, earning 1D6 more points. He spends 2 more credits on Explosives. Because he has no skill in this subject, he rolls against his 75% IDEA statistic. Bart rolls a 36, which is a success, and earns 1D10 points in Explosives. He then spends his final 1 credit shooting at birds. He rolls a 56% to advance, but because this is below his current Rifle skill, he does not improve. He does, however, bag an albatross. Uh-oh!

Physical Training

The rules for Physical Training are slightly different. To advance in one of these physical characteristics, the investigator must "fail" an appropriate characteristic x 5 roll.

Example: Dr. Connant has a 12 DEX and spends 2 credits on physical training. Because $12 \times 5 = 60$, Connant must roll a 61 or higher. He fails with a 34. He spends another 2 credits to try again and rolls a 67, increasing his DEX to 13. He may do no more physical training in DEX.