

# Fishing

To determine the number and size of fish caught per 8 hour shift, use the following rules:

1. The fisher rolls an Intelligence or Wisdom check. (For Nat 20, add an additional +5.) If they're proficient with angler's tools or a fishing rod (or otherwise have a background in survival or fishing), add in proficiency bonus. This represents their choice of fishing locations.
2. Take the fisher's result and consult the **Number of Fish Found** table. In the "Fish Found" column, "Check" refers to the fisher's initial skill check. If their initial skill check is over 20, use the d20 roll from the initial skill check instead (location isn't everything; sometimes luck plays into the game, too). For instance, if a fisher has a +10 bonus and rolls a 19 (resulting in a skill check of 29), the DM refers to the **21–29** row of the **Number of Fish Found** table and subtracts 9 from the initial d20 roll (i.e., 19). The table indicates this fisher finds 9 fish.
3. The DM deals out the end result of fish found in cards in front of the player, face down. For instance, if the fisher rolled a 15, they would have 3 cards laid down in front of them, face down.
4. The DM flips over the first card and the fisher must roll their fishing skill to keep the fish. The DC to keep the fish is equal to the card's value plus 10. Face cards are each worth 10, and aces are worth 11. If the fisher succeeds their check, they keep the fish. If they fail, the fish gets away.
5. Repeat step 4 for each card in front of the fisher.
6. If participating in a tourney, tally the points at the end of each day to determine the day's score. Points for each fish are equal to the card's value, as described in step 4. If fishing for sustenance, consult the **Fish as Rations** table below. Assume each person consumes one pound of fish per meal.

**Number of Fish Found**

Skill Check	Fish Found
0–6	0
7–12	Check–9
13–20	Check–12
21–29	d20 roll–9
30+	d20 roll–6

**Fish as Rations**

Card Value	Weight	Length
2–4	0.1 pounds	Fingerling
5–6	1d4–1 pounds (min 1)	Small (~10 inches)
7–8	1d4+2 pounds	Average (~16 inches)
9–10	1d6+5 pounds	Oversize (~20 inches)
11	2d8+8 pounds	Trophy (~24 inches)