

# Chapter 5 Character Skills

## SKILLS

A character begins the game with several different skills: those determined by his class; weapon proficiencies; and (INT + WIS)/2 skills of the player's choice. It's this last category which rounds out a character and describes his or her personality.

Table 12: Skill Progression Table

| Skill Level | Percentage | Skill Level | Percentage |
|-------------|------------|-------------|------------|
| 1           | 40%        | 8           | 86%        |
| 2           | 60%        | 9           | 88%        |
| 3           | 70%        | 10          | 90%        |
| 4           | 75%        | 11          | 91%        |
| 5           | 80%        | 12          | 92%        |
| 6           | 82%        | 13          | 93%        |
| 7           | 84%        | 14          | 94%        |

Skills are divided into six types. As a character gains levels, his chance to use his skills increases. If the skill is of a type directly related to the character's class or listed in his class description, then his chance for success goes up by 3% each level i.e. Archers are a thief type so the Pick Pockets skill increases by 3% per level. Other skills go up by 2% each level.

### Skill Checks

To perform a skill check the player must roll under the modified skill percentage. Skill percentages may be modified by a number of factors including level, number of skill levels in the skill and situational modifiers handed out by the GM. The skill checks are open ended rolls which means that if a player rolls 96 or above they roll again and add. As often as they roll 96 or above they continue to roll again and add. Conversely, if they roll an 05 or below then they roll again and subtract. In this case, if they roll 96 or above they subtract the amount and roll again. This is continued until the player rolls less than 96. If the character misses by a large amount or makes their skill by a large amount the GM may determine that it is a critical failure or success. Some skills it may not make sense to have critical success or failure. For more on this see Critical Skill Success on page 64 and Critical Skill Failure on page 64.

### Skill Hierarchy

There are some skills which require that other skills be taken before them. These are Off Handed Fighting must be taken before Two Handed Fighting, Metal Working must be taken before Armor Forging or Weapon Forging, and a Skating skill must be taken before a Figure Skating. This is documented in the skills



themselves but individual GMs may wish to enforce other hierarchies if they see fit. You can never possess more dependent skills than you have in the parent skill. For instance, you cannot have 3 Off Hand Fighting and 4 Two Handed Fighting.

## Specified Skills

Specified skills are just that, skills which must be taken in a specific item or area. There are many of these and they too are documented in the skill description. Some examples are Targeting, Lores (i.e. Potion, Dragon, Armor, Elves, etc.), Parrying (the weapon you parry with), Disarming (again the weapon you disarm with), Languages, etc.

## Non Standard Skills

There are a very few skills which do not follow the standard progression of skill success chance outlined above. These are Draw Weapon and any skill requiring specialization.

## Skill Specializations

Specializations are when there is a general skill that can be refined further. Armor Use and Weapon Proficiencies are examples of this. For example, Armor Use must be taken in a type of armor like linked as in Specified skills above. You may then Specialize in chain to reduce the Armor Modifier for chain by one for each specialization taken. In the case of the experience and advancing a general skill to a specialization, the general skill counts as the first skill then the specialization will be the second. For instance, Armor Use - Linked would cost four experience, while the chain specialization would cost 2 experience (see Experience on page 117). If you then take a specialization in scale mail it would start at 2 experience points for the first specialization in scale mail. Each specialization is its own line of skills starting from the base of the Armor Use skill (see ARMOR USE on page 68).

## Cooperative Skill Use

There are times when an individual will want to attempt something and others may be able to help. For instance, Surgery is often done in tandem with other surgeons cooperating on the same patient. The GM must determine if any assistance would be helpful and how many may help at one time. The primary skill user is picked, then any helpers are determined. The helpers then roll against their skill and record how much the attempt was made or failed by. The amount that any helpers made it by is totaled and added to the primary's chance and the amount that any helper missed it by is totaled and subtracted.

For instance, the primary has a 48% chance and two helpers aid him in his attempt to perform surgery on a wounded comrade. The first helper rolls a 30 and has a 44% surgery skill adding 14 to the total. The second helper rolls a 54 and has a

44% chance missing their skill by 10 subtracting 10 from the chance of the primary. The total added to the primary's chance is 4 making his chance 52%.

## Complimentary Skills

Some skills overlap or are complimentary meaning that they might cover the same or similar areas. If this is the case and the character misses a skill check with the first skill a complimentary skill may allow a second chance. This is at the discretion of the GM who may or may not allow it. An example of complimentary skills would be Horticulture and Herbology. A GM may allow the character to have a second chance at identifying a potion if the character misses an initial attempt with one of the skills. On the opposite side, if a player attempted to use the Horticulture skill to identify a type of man eating shrub which only grows in royal gardens, a second attempt may not be allowed with Herbology since it is meant for wild plants.

**Fighter Skills**

ARMOR USE  
 BLINDFIGHTING  
 DISARMING  
 DODGE  
 HUNTING  
 IMPROVISED WEAPON  
 OFF HANDED FIGHTING  
 PARRYING  
 SEA WARFARE  
 SIEGE MACHINERY  
 SHIELD USE  
 TARGETING  
 THROWN WEAPON  
 TRACKING  
 TWO WEAPON FIGHTING  
 UNARMED COMBAT  
 WEAPON PROFICIENCIES  
 WILDERNESS SURVIVAL

**Intellectual Skills**

ARCANE LORE  
 ARMOR LORE  
 BONE SETTING  
 CODED MESSAGES  
 COOKING  
 DEMONOLOGY  
 FIRST AID  
 HISTORY  
 HORTICULTURE  
 INVESTIGATION  
 JEWELRY  
 LANGUAGES  
 LAW  
 MAPPING  
 MEDICINE  
 MEMORY  
 NAVIGATION  
 RACIAL LORE  
 SCIENCE  
 SPELL DIRECTION  
 SURGERY  
 WEAPON LORE  
 WILDERNESS LORE

**Thief Skills**

ACROBATICS  
 BACKSTABBING  
 CAMOUFLAGE  
 CLIMBING  
 DISARM TRAPS  
 DISGUISES  
 FORGERY  
 INTERROGATION  
 LIP READING  
 LOCATE TRAPS  
 MEDITATION  
 MOVE IN SHADOWS  
 MOVE SILENTLY  
 PICK LOCKS  
 PICK POCKETS  
 POISON  
 SMUGGLING  
 SURVEILLANCE  
 TAPPING

**Craft Skills**

ANIMAL TRAINING  
 CARPENTRY  
 ELECTRONICS REPAIR  
 ENGINEERING  
 EXPLOSIVES  
 GUNSMITH  
 JEWEL CRAFTING  
 LEATHER WORKING  
 MASONRY  
 METAL WORKING  
 RADIO OPERATION  
 SCULPTING  
 SEWING  
 SHIP REPAIR  
 TANNING  
 VEHICULAR REPAIR  
 WAGON HANDLING  
 WEAPON FORGING

**Performer Skills**

ACTING  
 DANCING, COURTLY  
 DANCING, PLEASURE  
 DECEPTION  
 DIPLOMACY  
 ETIQUETTE  
 HERBOLOGY  
 INITIATE  
 JOURNALISM  
 JUGGLING  
 ORATORY  
 PHOTOGRAPHY  
 PLAY INSTRUMENT  
 SINGING  
 STAGE MAGIC

**Movement Skills**

ATHLETICS  
 DRIVING  
 HORSEMANSHIP  
 PARACHUTING  
 PILOTING  
 SAILING  
 SKATING  
 SKATING, FIGURE  
 SKIING  
 SNOWSHOEING  
 SWIMMING

## Fighter Skills

### ARMOR USE

In order to move and fight in a type of armor, a skill must be taken in it. For example, if a fighter wants to wear plate mail, he must have a skill in plate type armors. If he also wants to be able to wear chain mail, he needs to take another armor use skill, this time in linked type armors. Unlike most other skills, the armor use skill doesn't increase each level. However, additional skills in the skill may be taken to offset the armor modifications for the heavier armors. For example, if a person with a 15 strength takes one skill in linked armors and chooses to wear chain armor, he would receive a -2 to his defense stat. If he took one skill specialization in chain mail (in addition to the Armor Use, Linked skill), then there would only be a -1 penalty, and two skills would mean he could wear chain mail without any armor modification penalty. However, once the armor modification has been reduced to zero, additional skills will offer no benefits. If a character has no skills and wears a suit of armor, they will receive double the armor modifier; i.e. chain with no Armor Use, Linked skill would be -4. If the armor has no armor modifier then the total modifier is -2.

Table 13: Armor Types

| Type    | Armor       |
|---------|-------------|
| Leather | Boiled      |
|         | Studded     |
|         | Ringed      |
| Linked  | Chain       |
|         | Scale       |
|         | Banded      |
| Plate   | Field Plate |
|         | Full        |

### BLINDFIGHTING

Blindfighting is the ability to fight while blinded or while in a

dark room.

Table 14: Blind Fighting Mods

| Skill Lvl | Modifier    |
|-----------|-------------|
| 0         | -8          |
| 1         | -6          |
| 2         | -4          |
| 3         | -2          |
| 4         | 0           |
| 5         | All bonuses |

This skill doesn't increase by level.

### DISARMING

Disarming is the ability to knock a person's weapon out of his hands without doing harm to that person. This is useful if a character wishes to capture or talk with his opponent instead of killing him outright. Natural attacks (any attack not using weapons such as bare hands and claws) CANNOT be disarmed. Disarm is a single action that takes all the character's attacks in a round; a character may attack or disarm but not both. There are several factors which affect a character's ability to disarm.

**LEVEL:** If the attacker is of a higher level than the player, the chance to disarm decreases by 2% per level difference. If the player is of higher level, then he receives a +2% per level difference to his chance to disarm.

**DEXTERITY:** If a character has a higher dexterity than his opponent, he receives +2% per point difference to his disarm skill. If his dexterity is less than his opponent, then he receives a -2% per point of difference.

**STRENGTH:** Same as dexterity.

**SIZE:** This chart shows the modifiers for disarming based on size.

Table 15: Disarming Modifier based on Size

| OPPONENT'S SIZE | SMALL          | MED   | LARGE | GIANT          |
|-----------------|----------------|-------|-------|----------------|
| SMALL           | NONE           | NONE  | -50%  | CANNOT BE DONE |
| MED.            | + 10%          | NONE  | -25%  | -50%           |
| LARGE           | -10%           | + 10% | NONE  | -25%           |
| GIANT           | CANNOT BE DONE | -10%  | + 10% | NONE           |

### DRAW WEAPON

Normally, it requires a round to draw a new weapon. How-

ever, with this skill a character can draw and attack in the same round. Only one skill is needed to do this for one weapon, but another skill must be taken if the character wants to have a quick draw with a different weapon. Of course, this skill does not increase with levels.

## DODGE

Dodge may be performed while in combat. If successful it will give a +4 to Defense for that combat round. If failed it will not affect the users Defense.

## HUNTING

Hunting involves finding and tracking game animals or fishing. Such animals include squirrels, deer, pheasant, rabbits, etc. The ability to make small traps and deadfalls for the sole purpose of trapping game falls under this skill.

## IMPROVISED WEAPON

This skill allows the person to use such improvised weapons as chairs, tables, opponents, bottles, wagons, and any other item not conventionally thought of as a weapon. However, this skill does not give you the ability to use any weapon, just anything AS a weapon. One skill in Improvised weapon will allow the use of any non weapon as a weapon (it may break on the first use or do little damage), two skills a +1 to hit and damage, three skills a +2 to hit and damage and four skills a +3 to hit and damage. Note that many weapons such as bottles and chair legs double as existing weapons like clubs. These similar weapons will receive a -2 to hit with the weapon. If a person uses a bottle to smack someone else over the head and does not have improvised weapon or club then they receive a -4 to hit.

## OFF HANDED FIGHTING

This skill allows a right handed person to use a weapon in his off hand (or vice-versa).

Table 16: Off Handed Fighting Mods

| Skill Lvl | Modifier |
|-----------|----------|
| 0         | -8       |
| 1         | -6       |

Table 16: Off Handed Fighting Mods

| Skill Lvl | Modifier    |
|-----------|-------------|
| 2         | -4          |
| 3         | -2          |
| 4         | 0           |
| 5         | All bonuses |

This skill must be taken for every different weapon that a player wishes to use in his off hand. Note that this skill does not allow the player to use two weapons at the same time (see the two handed fighting skill). Obviously this skill does not go up with levels.

## PARRYING

This useful skill allows a character to deflect an attack with his weapon, thus keeping his body from absorbing the damage. Natural attacks (i.e. any attack not using a weapon, such as bare hands or claws) CANNOT be parried. There are several factors which affect a character's ability to parry. A character only gets one parry for every other skill in parrying. However attacks may be exchanged for additional parry attempts with the parrying weapon. Also this skill must be taken for each particular weapons a character wishes to parry with.

**LEVEL:** If the attacker is of a higher level than the player, the chance to parry decreases by 2% per level difference. If the player is of higher level, then he receives a +2% per level difference to his chance to parry.

**DEXTERITY:** If a character has a higher dexterity than his opponent, he receives +2% per point difference to his parry skill. If his dexterity is less than his opponent, then he receives a -2% per point of difference.

**STRENGTH:** Same as dexterity.

**SIZE:** This chart shows the modifiers for parrying based on size.

Table 17: Parrying Adjustments for Size

| OPPONENT SIZE        | SMALL          | MED   | LARGE | GIANT          |
|----------------------|----------------|-------|-------|----------------|
| CHARACTER SIZE SMALL | NONE           | NONE  | -50%  | CANNOT BE DONE |
| MED.                 | + 10%          | NONE  | -25%  | -50%           |
| LARGE                | -10%           | + 10% | NONE  | -25%           |
| GIANT                | CANNOT BE DONE | -10%  | + 10% | NONE           |

## SEA WARFARE

Sea warfare is the art of conducting a battle at sea. It involves

knowledge of the wind, water, and weather with respect to organizing combat on the high seas. This skill includes a study of different sea craft regarding their strengths and weaknesses in combat.

## SIEGE MACHINERY

This skill is needed to be able to use various siege equipment including catapults, battering rams, and ballistae. When trying to use these machines, first the siege machinery skill is rolled, and then (if that roll was successful), a to hit roll is made.

## SHIELD USE

One skill must be taken in order to use a shield. This skill does not increase by level or by taking additional skills, and one skill allows the use of any type of shield. If you wish to decrease the Armor Modifier, then you may specialize in a shield and for every skill in that shield the A.M. will decrease by one. For example, large steel shield has an A.M. of -1, if a specialization in large steel shield is taken then the A.M. is reduced to 0. In addition, each specialization with a shield gives the user one skill in shield bash described below.

The shield bash is a bold frontal attack which involves striking the opponent with a shield. If the bash is attempted, then only one attack from another weapon may be done.

No more than three skills are allowed and this skill does

Table 18: Shield Bash

| Specialization Lvl | + to hit/<br>+ to damage | Damage |
|--------------------|--------------------------|--------|
| 1                  | --/--                    | d10    |
| 2                  | + 1/+ 2                  | d10    |
| 3                  | + 2/+ 4                  | d12    |

increase by level. If more damage is done in one attack than the target has agility (i.e. 15 points inflicted and target has 12) then the opponent is knocked from their feet.

## TARGETING

Targeting is a particularly useful and deadly skill. For each hit a character makes, he may attempt to roll his targeting skill. If he makes a successful roll, he gets to choose what area to apply the damage to. A different targeting skill must be taken for every different weapon the character wishes to use.

## THROWN WEAPON

This skill is used to turn melee weapons into missile weapons. A specific weapon must be chosen; examples include daggers, rocks, knives, or even two handed swords. A player first rolls his thrown weapons skill and, if successful, then attempts to score a hit. This skill is not necessary for weapons like spears, throwing stars, bolas, etc.

## TRACKING

Tracking is the skill of following and identifying marks left by people and animals. It also allows a character to find trails and, if lost, helps him to find familiar ground. Just by examining marks in the ground, a player can tell what made the marks, if it is hurt or wounded, and how recently it passed (provided, of course, he makes a successful skill roll).

## TWO WEAPON FIGHTING

Two weapon fighting is the ability to fight with a weapon in each hand. **NOTE: OFF HANDED FIGHTING MUST BE TAKEN TO USE THIS SKILL!** The bonuses received from this skill can never exceed the bonuses received from the Off Handed fighting skill. All minuses, if the characters attempts to fight with a weapon in each hand, are cumulative. For example, 0 skills in Off Handed fighting gives the character - 8 to hit and 0 skills in Two Handed fighting gives the character - 8 to hit for a total of - 16 to hit when fighting with a weapon in two hands. This modifier is applied to both weapons. Dexterity and proficiency modifiers do not apply.

Table 19: Two Weapon Mods

| Skill Lvl | Modifier    |
|-----------|-------------|
| 0         | -8          |
| 1         | -6          |
| 2         | -4          |
| 3         | -2          |
| 4         | 0           |
| 5         | All bonuses |

**EXAMPLE:** Three skills in Off Hand and three in Two Weapon allows combat at -4. (Remember, two weapon fighting never exceeds off handed fighting.) Four skills in Off Hand and two in Two Weapon allows combat at -4. Five skills in Off Hand and five in Two Weapon allows combat with all bonuses. (This is the ONLY combination of skills which allows both weapons to be used at full bonuses.)

## UNARMED COMBAT

Unarmed combat is the generic term for all types of bare handed fighting, such as boxing, wrestling, and martial arts. An unskilled person can fight weaponless, but he receives only two attacks and 1d4 + STR bonus for damage. Additional skills grant additional abilities as shown in the table below. If a special maneuver is desired, such as flipping the enemy or attempting a strangle hold, then a normal skill roll must be made followed by a successful to hit roll.

## WEAPON PROFICIENCIES

Weapon proficiencies reflect not only how skilled a person is

with a weapon, but also how much time and effort he has spent studying that weapon.

Table 20: Weapon Type

| Type           | Description   |
|----------------|---|
| Sword Use      | This includes all swords from short sword to two handed.  |
| Bludgeon Use   | This includes blunt weapons like hammers, maces, holy water sprinklers, clubs.                                |
| Axe Use        | This type includes hand axes, battle axes, great axes, bardiche, and pole arms.                               |
| Bow Use        | This includes all bows and cross bows.  |
| Knife Use      | This includes knives.   |
| Specify Weapon | Sometimes a weapon does not fall into a type and it must be specified from the beginning. Slings, nets, whips |
| Staff Use      | Include staves and spears.  |

One skill in the appropriate weapon use allows a character to use all the weapons in that type without any problems. Normal strength and dexterity modifiers apply. If a character does not purchase a weapon use skill during character creation, they may do so with experience later. If a character does not have a weapon proficiency in that group and tries to use a weapon from that group he or she are at a -8 to hit and do not include any stat bonuses.

### *Specialization during Character creation:*

During character creation a character may specialize in a specific weapon. For example, Josh takes 1 skill in Sword Use then decides to specialize in Short Sword. He consults the table and determines that he will spend 1 development point on a plus to damage. This will allow Josh to add 1 to his damage modifier from strength. If he had chosen to do so he could have purchased up to the initial max of damage, 10 but it would have cost him 10 development points. Three pluses to hit would have cost him 9 development points.

Table 21: Development Point Cost

| Proficiency              | Development Point Cost | Initial Max |
|--------------------------|------------------------|-------------|
| Plus to Hit              | 3 pts/plus             | + 3         |
| Plus to Damage           | 1 pt / plus            | + 10        |
| Additional Attack        | 6 pts / Attack         | 2           |
| Additional Die of Damage | 8 / additional die     | 2           |

Each class receives an initial number of skills (see CLASSES) but other skill slots can be filled with a weapon proficiency. This skill does not increase with level.

### *Specialization with Experience:*

This works much the same way as during character creation but with experience points. It reflects the character taking the time to refine their use of a weapon. Let's take Josh again. He receive 8 experience points and wishes to increase his skill with the short sword. He chooses to raise his + 1 to damage to a +3. This costs him (2 pluses x 1 cost) + (3 pluses x 1 cost) = 5 experience points. He also wants to increase his to hit with the

## Unarmed Combat

| Skills | + to hit | + to Damage | Punch Damage | # Punches | Kick Damage | # Kicks | # Maneuvers |
|--------|----------|-------------|--------------|-----------|-------------|---------|-------------|
| 0      | 0        | 0           | d4           | 2         | 0           | 0       | 0           |
| 1      | 1        | 1           | d6           | 3         | 0           | 0       | 0           |
| 2      | 1        | 2           | d6           | 3         | d10         | 1       | 0           |
| 3      | 1        | 2           | d8           | 3         | d10         | 1       | 1           |
| 4      | 2        | 3           | d8           | 3         | d12         | 1       | 1           |
| 5      | 2        | 4           | d10          | 4         | d12         | 2       | 1           |
| 6      | 2        | 4           | d10          | 4         | d12         | 2       | 2           |
| 7      | 3        | 5           | d10          | 4         | 3d6         | 2       | 2           |
| 8      | 3        | 6           | d12          | 5         | 3d6         | 2       | 2           |
| 9      | 3        | 6           | d12          | 6         | 3d6         | 3       | 2           |
| 10     | 4        | 7           | d12          | 6         | 4d6         | 3       | 3           |

Short sword. This will cost him  $1 \text{ plus } x \text{ cost} = 3$  experience points. Josh has spent his 8 experience and has a +1 to hit and a +3 to damage with the short sword.

Table 22: Development Point Cost

| Proficiency              | Development Point Cost |
|--------------------------|------------------------|
| Plus to Hit              | 3 pts x plus           |
| Plus to Damage           | 1 pt x plus            |
| Additional Attack        | 6 pts x Attack         |
| Additional Die of Damage | 6 x additional die     |

## WILDERNESS SURVIVAL

This skill allows a player to live off the land in a chosen terrain type (i.e. forest). A character with this skill knows where to look for edible roots and berries, which way is north, how to build a shelter, and he can predict a change in the weather. Note that this skill is only useful in the chosen terrain. Additional skills may be taken for different terrains.

## Thief Skills

### ACROBATICS

Acrobatics allows a character to do amazing tricks of skill and balance. Walking on a tight rope, performing several backflips in a row, springing up to five feet in the air, safely breaking a fall, and other similar feats may be accomplished by successfully making a skill roll. If a character foregoes all attacks in a round and makes his skill roll, he can add 3 points to his defense stat due to his acrobatic antics.

### BACKSTABBING

This skill involves sneaking up behind a victim and attacking him from the rear. **IT CAN ONLY BE PERFORMED IF THE VICTIM IS UNAWARE OF THE BACKSTABBER'S PRESENCE!** A different skill must be taken for every different weapon a character wishes to backstab with including unarmed combat; however, only one handed weapons and missile weapons can be used. First a successful skill roll must be made followed by a successful hit.

| Skill Level | Effect             |
|-------------|--------------------|
| 1           | + 2 to hit         |
| 2           | Times two damage   |
| 3           | + 3 to hit         |
| 4           | Times three damage |

| Skill Level | Effect                   |
|-------------|--------------------------|
| 5           | + 4 to hit               |
| 6           | Critical on a natural 19 |
| 7           | Times four damage        |
| 8           | + 5 to hit               |
| 9           | Critical on an 18        |
| 10          | Times five damage        |

For damage multipliers, all damage including any pluses to damage are calculated and then the multiplier applied.

### CAMOUFLAGE

This skill allows a player to conceal himself and his group by blending into the local scenery. For example, if a party were ready to stop for the night, the camouflage skill could hide their presence from any nocturnal visitors. Of course, location is a big factor for this skill; obviously one cannot hide oneself in a barren cell. Note that this is a visual concealment only; some monsters may still be able to find the camouflaged people by other means (such as by smell or with powers).

### CLIMBING

Climbing is the ability to scale vertical surfaces such as walls, fences, or dangling ropes. Note that smooth or slippery surfaces will be more difficult to climb (i.e. minuses to the skill roll).

### DISARM TRAPS

This skill involves avoiding or rendering harmless the various deadly devices which appear in an adventure. These traps can be anything from a trap door to a hidden poisoned dart to a rolling boulder to a magical glyph. A failure of greater than 15% to disarm a trap results in setting off the trap, much to the misfortune of the player.

Magical traps may be disarmed if the person has the appropriate tools and the Disarm Skill. The thieves tools usually contain a piece of Alchemy Gum. The Gum is used to erase certain parts of the glyph that would cause it to activate, thus disarming it. It is illegal for a person to possess Alchemy Gum if they do not have a license for it. There are alternatives which a person with the Herbology or Horticulture skill may find in the wild although these natural alternatives may not work as well (The GM may give the character a negative modifier to their Disarm Traps roll). However, as long as they do not flaunt it no one will know.

**Note a trap must be found before it can be disarmed. It may be found by one person and disarmed by another.**

### DISGUISES

This skill allows a player to change his (or another's) outward appearance. Obviously this can only be done to a certain limit;

a halfling can't be disguised as an ogre. Disguises is a great skill for bandits and anyone else who doesn't want to be recognized. Note that this is a visual disguise only; a disguise can be foiled if the person doesn't act or smell like whatever he is portraying.

## FORGERY

This skill is the means to falsifying official documents. The forger must have the appropriate materials (inks, papers, seals) to create a forged document. If the appropriate materials are not available the GM may apply a minus to the roll. Once forged, the document will pass cursory examination but if someone has the Forgery skill they may check against the document. If they succeed, then they know it is a fake. If the original forgery used exceptionally good materials (actual passport paper, check stock from the issuing company) or if the forger made an exceptional success the GM may apply a minus to detecting the forgery.

## INTERROGATION

Interrogation allows one to question a person and pull the answers you wish from them. In some cases that involves torture while in others it would merely be intimidation. Many methods of interrogation can be used and some are quite complex involving tricking the target into revealing information that they would not normally divulge. Under physical torture, a missed interrogation check can mean death for the one being questioned.

## LIP READING

This skill allows a character to tell what someone is saying just by looking at his lips. Of course, the person must be speaking in a language known to the character.

## LOCATE TRAPS

Locate traps is the ability to locate hidden booby traps. Examples of traps include a hidden snare, a trip wire, or an alarm that goes off if a certain stone is touched.

A door/area/container may contain multiple traps. This is not always the case but it may be that a door contains a ballistae trap followed by an alarm so the owner knows when to send the janitorial crew. When detecting traps the thief must discover them one at a time. The GM determines the order they are detected. If an attempt is missed by more than 15%, then the trap is sprung. At the discretion of the GM, any other traps on the trapped area are sprung as well.

Magical traps abound throughout the world. Lightning bolts, teleport traps, ice bolts, firebolts, etc. make it very easy to construct a lethal trap on a very small item. The Locate Traps skill allows the person to detect the glyphs which make up these traps. To do this, they use thieves loupe or look for the pattern in the area. Sometimes the glyph will be drawn with invisible inks and sometimes it will actually be part of the design of the area. A thieves loupe is a small lens that allows a person to see glyph energy even if drawn with invisible inks. Thieves loupes are not illegal, fairly common and considered a children's toy.

Some natural spores can be used if located and procured by someone with a Herbology or Horticulture skill (The GM may give the character a negative modifier to their Locate Traps roll). Disarm traps will allow them to bypass the magical or mundane trap with the appropriate tools.

**Note a trap must be found before it can be disarmed. It may be found by one person and disarmed by another.**

## MEDITATION

Meditation is the art of setting your mind into a relaxing state and allowing your body to follow. Anyone who successfully meditates before sleeping will receive 2 addition FP from resting that night.

## MOVE IN SHADOWS

Move in shadows allows a character to sneak about in darkness without being seen. Anything brighter than twilight will destroy a move in shadows attempt. Creatures with night sight can see through shadows and monsters with a good sense of smell may be able to locate someone attempting to move in the darkness. Note that this skill has nothing to do with moving silently (see the move silently skill).

## MOVE SILENTLY

Move silently is the ability to scuffle along without making any noise. This can only be done while wearing normal clothes or at most leather armor. If the person trying to move silently is wearing leather armor then the receive a -20 to their skill roll. Although move silently prevents others from hearing the player, some creatures may be able to locate him by smell, and any creature may be able to see him.

## PICK LOCKS

With the proper tools, this skill allows a character to open a locked door by picking the lock. Any given lock may be tried three times; if the character hasn't made his pick locks skill after the third try, then he is unable to open the lock.

## PICK POCKETS

Pick pockets is the ability to take a small object off a person's body without the victim knowing it. Things like gems, money pouches, and daggers are typical objects of a pick pocket attempt.

## POISON

This skill allows a character to make, identify, and treat various poisons. In order to make or cure a poison, the appropriate components must be purchased or found. There are generally two types of poisons, those which must be consumed (ingestive) and those which must enter directly into the blood stream (insinuate) either by touching the poison or by being jabbed with a poisoned weapon. Poisons vary in severity from mild hallucination to sleep to death.

## SMUGGLING

Smuggling involves sneaking people or things past officials who want to tax or take the objects in question. The character

gets a +2% for every point of charisma or appearance above 16, and a -2% for every point of charisma or appearance below 8.

## SURVEILLANCE

Suaveness is the art of watching someone's actions without being observed themselves. Tailing a subject down a busy street and knowing when to turn or stop is the nature of this skill. This skill can also be used in a contested manner to lose someone who is trailing you or to detect the presence of surveillance. A check should be made initially to make sure that the surveillance is successful and that the target does not detect the presence of the party watching.

## TAPPING

Tapping is the way bandits look for secret or concealed doors. Each attempt will require the light tapping of walls in the area to be searched. Tapping can also be used to discover concealed compartments in containers. In this case, the container must be examined closely and handled so as to determine false panels and the like. Tapping takes anywhere from 15 to 30 minutes to do accurately and cannot be done in less than 10 minutes. This skill will not detect traps but trapping a concealed door would be problematic since it would appear as a simple wall if it were designed properly.

## Performer Skills

### ACTING

Acting is the ability to portray someone or something else. This can be done on a stage to entertain an audience, or in front of an enemy to convince him you are really someone else. This is a useful skill for bandits and assassins, and it works well with a disguise skill.

### DANCING, COURTLY

Courtly dancing involves dancing with a partner. The correct dance steps for the dances held at court will be known.

### DANCING, PLEASURE

Pleasure dancing is dancing done before an audience. It can be anything from a risqué striptease to a solo ballet.

### DECEPTION

Deception is much more than lying. It is the ability to confuse and misdirect the attention of individuals to the direction a person wishes. Deception could be used as one attempts to cross a closed border. It could be used in several ways. It could be used to convince the border guard you are an important official. This would incur a minus to the check from the GM if you did not have the appropriate papers. Deception could be used in this case to create a diversion as you dodge under the barb wire. This could receive a bonus from the GM if it was a foggy night. It should be emphasized that this is not a magic

power. If you are standing over a dead body with the smoking gun in your hand as the police burst in, no amount of deception will allow you to go free. Deception should not be used as a complex plan solver. This means that you should role-play all deception encounters. Deception should not be used to rob Fort Knox without planning and checking at the appropriate points.

### DIPLOMACY

Diplomacy deals with government level negotiations. This skill would tell you when you could deal with the government, who to deal with, what they could do for you, how you should act and dress, what you should say and any number of other minutia. This skill is used to understand the functioning of bureaucracies and the rules surrounding them.

### ETIQUETTE

This skill allows the character to know the correct social manners, such as what is considered proper clothing, good table manners, and polite language. A different skill must be taken for each race the character wishes to study. In addition, etiquette may be taken for specific organizations; i.e. a specific halfling family, a specific guild, a specific noble's court, etc.

### HERBOLOGY

Herbology is the study of small plants and herbs. It is used to identify components needed for healing, poisons, or potions. Some potions can be identified by using this skill. Note that the medicine skill is needed to make use of these herbs.

### INITIATE

This skill is similar to taking a skill in being a priest, so it can only be taken in one religion. As an initiate, any of the churches worshiping the character's deity can be used as a safe place to stay. Supplies and information can be obtained in these places, although a contribution to the church is expected. Active preaching and the recruiting of new people to the faith are not necessary, but are often helpful.

### JOURNALISM

Journalism is the technique of writing and reporting news worthy events in a modern method. This skill may be used to write convincing articles, determine news worthy material, and inner workings of the journalist's trade.

### JUGGLING

This skill grants the ability to juggle items. Anything from apples to daggers to eggs can be used.

### ORATORY

This skill allows the person to speak in a convincing manner to a crowd or an individual. The GM should feel free to impose modifiers up or down depending on the size of the crowd, familiarity of the people being addressed, whether the crowd or person understands what is being addressed, and any number of other issues.

**PHOTOGRAPHY**

Photography is the use, maintenance and repair of a camera. It also will allow the development of film with the proper facilities.

**PLAY INSTRUMENT**

This skill is needed if a character wants to be able to play a musical instrument. The desired instrument must be specified.

**SINGING**

This skill grants the ability to sing. As well, a person will have a fundamental understanding of sheet music and how to take musical direction.

**STAGE MAGIC**

Stage magic is skill of slight of hand and misdirection, which is how the magicians of today perform. Such tricks as pulling a rabbit out of a hat, sawing a lady in two, and making a gold piece disappear can be done.

**Intellectual Skills****ARCANE LORE**

Arcane lore is a knowledge of things magical and unknown. This skill may be used to identify magical items which are not weapons or armor. The root of this skill is the use of magic and thus does not embrace armors, weapons, or potions but the tools of magic instead. A person may use arcane lore to identify magical jewelry, wands, sites, rituals, statues and other magical paraphernalia. It will also allow a person to get a limited knowledge of historical magic and magical practices. For instance, if facing a magical door a person could use arcane lore to remember as many known passwords as possible.

**ARMOR LORE**

Armor lore is the knowledge of how armor has been constructed, who might have constructed certain types and the possible properties of magical armors. This skill may be used to determine some or all of the abilities of armor weapons. It can also be used to tell the history of rare or unique pieces of armor and its history.

**BONE SETTING**

This skill allows the character a chance to properly set a broken bone so that it will heal correctly.

**CODED MESSAGES**

This skill is used to decode secret messages or to encode one's own secret message. The language of the original message must be known to the character in order to decipher the code.

**COOKING**

Cooking is the ability to make a good tasting meal. It also includes a knowledge of dietary needs for the cook's race.

**DEMONOLOGY**

Demonology is the study of the habits, powers, and characteristics of demons. Such studies include areas of weakness, means of summoning or capturing demons, special powers of demons, and recognizing different types of demons.

**FIRST AID**

This skill allows a player to do general healing such as bandaging wounds, healing minor burns, and treating other small cuts and bruises. These ministrations will prevent a person from bleeding to death and will restore 1d10 fortitude points (1d20 for healers).

**HISTORY**

History must be specified in the country or region. For example, chinese history would tell you of the details of the chinese state while a skill in Asian History will not yield the details of China at the former skill would. If a character is successful in their skill check then they would gain the information requested for without the use of books; i.e. called it up from memory. If they fail, though, they must consult another source (a library, an expert).

**HORTICULTURE**

Horticulture is the study of growing plants and herbs. It may be used to identify individual plants or cultivate entire fields and is much like herbology, but applied to a more civilized setting. This skill may be used for identification of potions.

**INVESTIGATION**

This skill allows the possessor to use modern deductive reasoning to discover the truth. The skill user must declare their point of investigation and it may not be applied to perform an entire investigation at once. For example, the user must say that they are looking for clues at the scene of a crime. In some cases a roll would not be required, finding the body at a murder site. Finding a matchbook in a dumpster and connecting it to the killer might mean a skill check at a minus.

**JEWELRY**

A jewelry skill allows the character to evaluate the price of gems, stones, jewelry and other similar works of art.

**LANGUAGES**

This is the skill to take if the character wishes to speak another language. A separate skill must be taken for each different language the character wishes to speak. A language can be taken only if the character has the opportunity to learn it. This means that a human can't learn Dwarvish unless he lives near a group of Dwarves.

**LAW**

Law must be specialized in the government desired. For example, knowing French Law does not mean you know Italian Law. When using the Law skill the character attempts to recall the law as it applies to the question they have. For instance,

when in Lyons, France a character needs to know if he is an accomplice to a murder because he pays an informant. Another example would be a lawyer in a trial looking for a loop hole to get his client off. If the lawyer is successful he would know if there was such a loophole (mind you, it might not exist). If he fails, he may attempt again when he has access to other sources of information (a library, an expert).

### MAPPING

Mapping is the ability to draw accurate maps. If the character fails their skill check then an inaccurate map will be produced.

### MEDICINE

Taking this skill allows the character to create minor (1d6) healing potions. Note that the necessary components must either be purchased or the herbology skill must be taken to find the components in the wilderness.

### MEMORY

The memory skill is used to remember things which are not or can not be written down. For example, a bandit may want to remember certain details about a room but writing down notes would be too obvious. If a party is being chased by something and can't take the time to map their route, a memory skill could keep them on course. A memory skill will also increase the chance to teleport or gate correctly by one degree. It should be noted that the character using memory must specify at the time what is being memorized. For example, one cannot fish through their memories to determine the writing on a scroll unless when they saw the scroll they said that they would memorize it. The check is made each time they attempt to remember the information.

### NAVIGATION

This is the skill of navigating by the stars with or without the use of instruments. This skill may be applied to navigate a ship or to find ones way on land. Maps are required to navigate else the character will not know where they wish to go. If this skill is combined with a successful Memory skill check and the character has travelled this way before then no map is needed. Navigation can be used if travelling unmapped areas to create maps with the Mapping Skill. If travelling on a road or trail then the navigation skill is unneeded.

### RACIAL LORE

Racial lore is the study of myths, legends, and characteristics of a race. The race must be specified and a new skill must be taken for each race that the character is interested in.

### SCIENCE

Science is the root of any technology. With this skill, a character will have access to the knowledge of a specified area. The science skill must be specified; i.e. Chemistry, Electronics, physics. This skill may then be used to determine the function of technological equipment, its purpose and operation. In the case of Chemistry, identification of an unknown liquid could

be made. Note that the proper equipment is often needed to make an analysis. If you try to identify a deadly poison by tasting it you will die.

### SPELL DIRECTION

Spell direction will increase a character's chance to hit an opponent with a magically directed spell, i.e. bolt, fire bolt, rams, etc. The caster receives a + 1 to hit and damage for each skill taken with a max of +4 to hit and + 8 to damage. This will not affect the number of directed spells that can be enacted in one round.

### SURGERY

Surgery is needed to perform an operation on someone, such as removing a broken off arrow head from a person's liver, or amputating a limb. This skill picks up where first aid leaves off. Use of this skill will heal an additional 1d10 fortitude points (1d20 for healers).

### WEAPON LORE

Weapon lore is the study of magical, legendary, and mythical weapons. If a unique or highly magical artifact is found, the character can use this skill to attempt to discover any powers or abilities which the object possesses.

### WILDERNESS LORE

This skill allows a character to identify life native to a specified terrain (i.e. desert). This includes trees, birds, animals, and races (i.e. Brownies, Elves, Sprites, etc.). Note that just because a character knows about a race, that doesn't mean the race will be friendly.

## Craft Skills

### ANIMAL TRAINING

Animal training is the ability to teach animals commands and tricks. A different skill must be taken for each animal a character wishes to be able to train. For example, a skill in birds would allow a player to train falcons to hunt, while a skill in horses would allow the training of war horses.

### CARPENTRY

Carpentry allows a character to build wooden devices, such as chairs, small toys, huts, chests, etc. This skill combined with armor forging would allow the fabrication of wooden armors. If both carpentry and weapon forging are known, wooden weapons could be created. Only elves can work magical wood.

### ELECTRONICS REPAIR

Electronics allows for the repair and maintenance of electronic devices. This does not always equate to being able to operate it properly. For instance, a radio transmitter needs fine tuning to transmit. A commercial radio for listening to music

is simple and would not require any special knowledge to operate. This skill should be used to repair damaged electronic devices.

## ENGINEERING

Engineering involves the construction of large structures, such as castles, bridges, or siege machinery. An additional skill relating to the object to be built must be taken; examples include masonry (for castles), carpentry (for wooden bridges), and siege machinery (for siege machines). **This skill is used to detect hidden, concealed or secret doors.**

## EXPLOSIVES

The explosives skill allows the character to gauge the appropriate amount of explosives, set an explosive charge, detonate those explosives and the safe handling of explosives.

## GUNSMITH

This skill is the crafting and creation of firearms and their ammo. With this skill a character may create his own guns assuming he has the appropriate raw materials and facilities. Depending on the quality of the tool and materials the GM may award a bonus or a minus to the check.

## JEWEL CRAFTING

Jewel crafting is the ability to make rings, necklaces, and other types of ornamental jewelry. Magical metals (mythryle, iridium, etc.) can only be worked by a magical race (elves, dwarves, gnomes). Jewelry can be crafted only if the appropriate tools are at hand.

## LEATHER WORKING

This skill allows a character to create and repair leather objects, such as armor or clothing. Magical armors can be crafted by elves or dwarves.

## MASONRY

Masonry is the skill of working stones. This is useful in building walls, foundations, bricks, houses, and castles. dwarves and gnomes are exceptionally skilled in this area.

## METAL WORKING

Metal working allows a character to create various metal objects such as chests, horseshoes, bits, and spurs. Armors and weapons cannot be created with this skill (see armor forging and weapon forging). Magical metals (like mythryle, edhel, uru, etc.) can be worked only by magical races (elves, dwarves, gnomes, etc.) and they require special tools.

## RADIO OPERATION

This skill allows for the operation of radio transmitters and radar. Any knowledge of codes used would require a Coded Messages skill. With this skill a character may operate and tune radio and radar devices.

## SCULPTING

Sculpting involves making works of art from stone or clay. It

isn't a very practical skill, but selling the products could bring in some money.

## SEWING

Sewing includes both creating and repairing cloth garments. This is useful in aid with a disguise skill or as a sideline for a minstrel.

## SHIP REPAIR

This skill is needed in order to clean and repair boats and ships. It may be used to repair a ship which is damaged at sea to prevent it from sinking.

## TANNING

This is the practice of curing animal hides to turn them into leather. This skill combined with leather working would be useful if the character were to kill a magical creature (like a drake or troll, etc.).

## VEHICULAR REPAIR

A character must specify the type of vehicle that they wish to repair. Examples would include Large Trucks, Tracked, Airplanes, ships, automobiles, etc. This skill will allow the diagnosis of a problem with the vehicle, its repair (given tools, materials, and facilities) and the maintenance of the vehicle. A driving skill must be taken in the appropriate vehicle.

## WAGON HANDLING

This skill is required for the handling of a team of horses and a wagon or carriage. It may be used with other animals if the driver is familiar with them or has an Animal Training skill with that animal. This skill applies to any animal pulling conveyance combination.

## WEAPON FORGING

This skill allows a character to create metal weapons, provided he has access to the proper equipment (forge with tools). Weapons made from magical metals (mythryle, etc.) can only be crafted by Dwarves and Elves. A metal working skill must also be taken.

## Movement Skills

### ATHLETICS

This skill covers all sporting activities not specifically covered by the other sporting skills. For instance, baseball, football, soccer, polo and many more would be covered here. This is the skill that professional athletes would take. It allows the play of the game and performance of the related activities. Note that this skill will not allow a polo player to care for his horse but it would allow him to ride though battle shooting as he went (if he had four or more Athletic Polo skills) with no minuses.

### DRIVING

This is the skill of driving a modern internal combustion vehi-

cle. The type of vehicle must be specified; i.e. four wheeled, two wheeled, tracked, etc. It will not allow you to pilot an air plane or sail a ship.

### **HORSEMANSHIP**

Although anyone can ride a horse in normal circumstances, a skill is needed to control a horse in a dangerous situation. One skill allows combat while riding, but fighting occurs at a -6. Two skills allows combat at -3, three skills at -0, and four skills allows combat with all bonuses. People on horseback get a +4 to hit and their defense stat when facing riderless opponents. Likewise, people on the ground get a -4 to hit and their defense stat when facing horse bound opponents.

### **PARACHUTING**

Parachuting from a plane requires a level of skill and training. A successful check must be made against this skill in order to land safely. This skill also allows a character to pack a chute and calculate where they will land.

### **PILOTING**

This skill must be taken in a particular type for flying vehicle. Popular types would include single prop plane, dual prop plane, large planes, balloons and gliders.

### **SAILING**

This skill allows a character to sail a boat. As well, it will give a character some understanding of how a crew works and knowledge of the ranks of officers on ships, various rigging and how to equip a ship for sailing. This skill will also allow the character to appraise the seaworthiness of a vessel and/or the worth of a given ship.

### **SKATING**

Skating is the skill of moving on ice. It is particularly useful as a means of travel in the north. One skill allows combat while skating, but fighting occurs at a -6. Two skills allows combat at a -3, three skills at a -0, and four skills allows the use of all fighting bonuses.

### **SKATING, FIGURE**

Figure skating differs from normal skating in that it involves the ability to do tricks on the ice. This can be used to enemies, amuse an audience, or impress ice trolls. The skating skill is needed to employ figure skating.

### **SKIING**

This skill grants a character the ability to move on skis. One skill allows fighting to occur, but only at a -6. Two skills allows combat at a -3, three skills at -0, and four skills allows fighting with all bonuses.

### **SNOWSHOEING**

This skill allows a character to move in snowshoes. Combat is possible, but occurs at a -6 for one skill, a -3 for two skills, a -0 for three skills, and any bonuses may be applied with four skills. Gnomes are considered to be the best snow shoers in

Narheim.

### **SWIMMING**

Swimming is the ability to move through water. Note that this is impossible to do when too heavily encumbered. Fighting with weapons cannot be done while swimming, no armor may be worn, and only half of a character's weight allowance may be carried. Lizardmen are the exception to this rule. They may wear any armor OR they may carry their full weight allowance while swimming (but not both).

# Chapter 5 Character Skills

## SKILLS

A character begins the game with several different skills: those determined by his class; weapon proficiencies; and (INT + WIS)/2 skills of the player's choice. It's this last category which rounds out a character and describes his or her personality.

Table 12: Skill Progression Table

| Skill Level | Percentage | Skill Level | Percentage |
|-------------|------------|-------------|------------|
| 1           | 40%        | 8           | 86%        |
| 2           | 60%        | 9           | 88%        |
| 3           | 70%        | 10          | 90%        |
| 4           | 75%        | 11          | 91%        |
| 5           | 80%        | 12          | 92%        |
| 6           | 82%        | 13          | 93%        |
| 7           | 84%        | 14          | 94%        |

Skills are divided into six types. As a character gains levels, his chance to use his skills increases. If the skill is of a type directly related to the character's class or listed in his class description, then his chance for success goes up by 3% each level i.e. Archers are a thief type so the Pick Pockets skill increases by 3% per level. Other skills go up by 2% each level.

### Skill Checks

To perform a skill check the player must roll under the modified skill percentage. Skill percentages may be modified by a number of factors including level, number of skill levels in the skill and situational modifiers handed out by the GM. The skill checks are open ended rolls which means that if a player rolls 96 or above they roll again and add. As often as they roll 96 or above they continue to roll again and add. Conversely, if they roll an 05 or below then they roll again and subtract. In this case, if they roll 96 or above they subtract the amount and roll again. This is continued until the player rolls less than 96. If the character misses by a large amount or makes their skill by a large amount the GM may determine that it is a critical failure or success. Some skills it may not make sense to have critical success or failure. For more on this see Critical Skill Success on page 64 and Critical Skill Failure on page 64.

### Skill Hierarchy

There are some skills which require that other skills be taken before them. These are Off Handed Fighting must be taken before Two Handed Fighting, Metal Working must be taken before Armor Forging or Weapon Forging, and a Skating skill must be taken before a Figure Skating. This is documented in the skills



themselves but individual GMs may wish to enforce other hierarchies if they see fit. You can never possess more dependent skills than you have in the parent skill. For instance, you cannot have 3 Off Hand Fighting and 4 Two Handed Fighting.

## Specified Skills

Specified skills are just that, skills which must be taken in a specific item or area. There are many of these and they too are documented in the skill description. Some examples are Targeting, Lores (i.e. Potion, Dragon, Armor, Elves, etc.), Parrying (the weapon you parry with), Disarming (again the weapon you disarm with), Languages, etc.

## Non Standard Skills

There are a very few skills which do not follow the standard progression of skill success chance outlined above. These are Draw Weapon and any skill requiring specialization.

## Skill Specializations

Specializations are when there is a general skill that can be refined further. Armor Use and Weapon Proficiencies are examples of this. For example, Armor Use must be taken in a type of armor like linked as in Specified skills above. You may then Specialize in chain to reduce the Armor Modifier for chain by one for each specialization taken. In the case of the experience and advancing a general skill to a specialization, the general skill counts as the first skill then the specialization will be the second. For instance, Armor Use - Linked would cost four experience, while the chain specialization would cost 2 experience (see Experience on page 117). If you then take a specialization in scale mail it would start at 2 experience points for the first specialization in scale mail. Each specialization is its own line of skills starting from the base of the Armor Use skill (see ARMOR USE on page 68).

## Cooperative Skill Use

There are times when an individual will want to attempt something and others may be able to help. For instance, Surgery is often done in tandem with other surgeons cooperating on the same patient. The GM must determine if any assistance would be helpful and how many may help at one time. The primary skill user is picked, then any helpers are determined. The helpers then roll against their skill and record how much the attempt was made or failed by. The amount that any helpers made it by is totaled and added to the primary's chance and the amount that any helper missed it by is totaled and subtracted.

For instance, the primary has a 48% chance and two helpers aid him in his attempt to perform surgery on a wounded comrade. The first helper rolls a 30 and has a 44% surgery skill adding 14 to the total. The second helper rolls a 54 and has a

44% chance missing their skill by 10 subtracting 10 from the chance of the primary. The total added to the primary's chance is 4 making his chance 52%.

## Complimentary Skills

Some skills overlap or are complimentary meaning that they might cover the same or similar areas. If this is the case and the character misses a skill check with the first skill a complimentary skill may allow a second chance. This is at the discretion of the GM who may or may not allow it. An example of complimentary skills would be Horticulture and Herbology. A GM may allow the character to have a second chance at identifying a potion if the character misses an initial attempt with one of the skills. On the opposite side, if a player attempted to use the Horticulture skill to identify a type of man eating shrub which only grows in royal gardens, a second attempt may not be allowed with Herbology since it is meant for wild plants.

**Fighter Skills**

ARMOR USE  
 BLINDFIGHTING  
 DISARMING  
 DODGE  
 HUNTING  
 IMPROVISED WEAPON  
 OFF HANDED FIGHTING  
 PARRYING  
 SEA WARFARE  
 SIEGE MACHINERY  
 SHIELD USE  
 TARGETING  
 THROWN WEAPON  
 TRACKING  
 TWO WEAPON FIGHTING  
 UNARMED COMBAT  
 WEAPON PROFICIENCIES  
 WILDERNESS SURVIVAL

**Intellectual Skills**

ARCANE LORE  
 ARMOR LORE  
 BONE SETTING  
 CODED MESSAGES  
 COOKING  
 DEMONOLOGY  
 FIRST AID  
 HISTORY  
 HORTICULTURE  
 INVESTIGATION  
 JEWELRY  
 LANGUAGES  
 LAW  
 MAPPING  
 MEDICINE  
 MEMORY  
 NAVIGATION  
 RACIAL LORE  
 SCIENCE  
 SPELL DIRECTION  
 SURGERY  
 WEAPON LORE  
 WILDERNESS LORE

**Thief Skills**

ACROBATICS  
 BACKSTABBING  
 CAMOUFLAGE  
 CLIMBING  
 DISARM TRAPS  
 DISGUISES  
 FORGERY  
 INTERROGATION  
 LIP READING  
 LOCATE TRAPS  
 MEDITATION  
 MOVE IN SHADOWS  
 MOVE SILENTLY  
 PICK LOCKS  
 PICK POCKETS  
 POISON  
 SMUGGLING  
 SURVEILLANCE  
 TAPPING

**Craft Skills**

ANIMAL TRAINING  
 CARPENTRY  
 ELECTRONICS REPAIR  
 ENGINEERING  
 EXPLOSIVES  
 GUNSMITH  
 JEWEL CRAFTING  
 LEATHER WORKING  
 MASONRY  
 METAL WORKING  
 RADIO OPERATION  
 SCULPTING  
 SEWING  
 SHIP REPAIR  
 TANNING  
 VEHICULAR REPAIR  
 WAGON HANDLING  
 WEAPON FORGING

**Performer Skills**

ACTING  
 DANCING, COURTLY  
 DANCING, PLEASURE  
 DECEPTION  
 DIPLOMACY  
 ETIQUETTE  
 HERBOLOGY  
 INITIATE  
 JOURNALISM  
 JUGGLING  
 ORATORY  
 PHOTOGRAPHY  
 PLAY INSTRUMENT  
 SINGING  
 STAGE MAGIC

**Movement Skills**

ATHLETICS  
 DRIVING  
 HORSEMANSHIP  
 PARACHUTING  
 PILOTING  
 SAILING  
 SKATING  
 SKATING, FIGURE  
 SKIING  
 SNOWSHOEING  
 SWIMMING

## Fighter Skills

### ARMOR USE

In order to move and fight in a type of armor, a skill must be taken in it. For example, if a fighter wants to wear plate mail, he must have a skill in plate type armors. If he also wants to be able to wear chain mail, he needs to take another armor use skill, this time in linked type armors. Unlike most other skills, the armor use skill doesn't increase each level. However, additional skills in the skill may be taken to offset the armor modifications for the heavier armors. For example, if a person with a 15 strength takes one skill in linked armors and chooses to wear chain armor, he would receive a -2 to his defense stat. If he took one skill specialization in chain mail (in addition to the Armor Use, Linked skill), then there would only be a -1 penalty, and two skills would mean he could wear chain mail without any armor modification penalty. However, once the armor modification has been reduced to zero, additional skills will offer no benefits. If a character has no skills and wears a suit of armor, they will receive double the armor modifier; i.e. chain with no Armor Use, Linked skill would be -4. If the armor has no armor modifier then the total modifier is -2.

Table 13: Armor Types

| Type    | Armor       |
|---------|-------------|
| Leather | Boiled      |
|         | Studded     |
|         | Ringed      |
| Linked  | Chain       |
|         | Scale       |
|         | Banded      |
| Plate   | Field Plate |
|         | Full        |

### BLINDFIGHTING

Blindfighting is the ability to fight while blinded or while in a

dark room.

Table 14: Blind Fighting Mods

| Skill Lvl | Modifier    |
|-----------|-------------|
| 0         | -8          |
| 1         | -6          |
| 2         | -4          |
| 3         | -2          |
| 4         | 0           |
| 5         | All bonuses |

This skill doesn't increase by level.

### DISARMING

Disarming is the ability to knock a person's weapon out of his hands without doing harm to that person. This is useful if a character wishes to capture or talk with his opponent instead of killing him outright. Natural attacks (any attack not using weapons such as bare hands and claws) CANNOT be disarmed. Disarm is a single action that takes all the character's attacks in a round; a character may attack or disarm but not both. There are several factors which affect a character's ability to disarm.

**LEVEL:** If the attacker is of a higher level than the player, the chance to disarm decreases by 2% per level difference. If the player is of higher level, then he receives a +2% per level difference to his chance to disarm.

**DEXTERITY:** If a character has a higher dexterity than his opponent, he receives +2% per point difference to his disarm skill. If his dexterity is less than his opponent, then he receives a -2% per point of difference.

**STRENGTH:** Same as dexterity.

**SIZE:** This chart shows the modifiers for disarming based on size.

Table 15: Disarming Modifier based on Size

| OPPONENT'S SIZE | SMALL          | MED   | LARGE | GIANT          |
|-----------------|----------------|-------|-------|----------------|
| SMALL           | NONE           | NONE  | -50%  | CANNOT BE DONE |
| MED.            | + 10%          | NONE  | -25%  | -50%           |
| LARGE           | -10%           | + 10% | NONE  | -25%           |
| GIANT           | CANNOT BE DONE | -10%  | + 10% | NONE           |

### DRAW WEAPON

Normally, it requires a round to draw a new weapon. How-

ever, with this skill a character can draw and attack in the same round. Only one skill is needed to do this for one weapon, but another skill must be taken if the character wants to have a quick draw with a different weapon. Of course, this skill does not increase with levels.

## DODGE

Dodge may be performed while in combat. If successful it will give a +4 to Defense for that combat round. If failed it will not affect the users Defense.

## HUNTING

Hunting involves finding and tracking game animals or fishing. Such animals include squirrels, deer, pheasant, rabbits, etc. The ability to make small traps and deadfalls for the sole purpose of trapping game falls under this skill.

## IMPROVISED WEAPON

This skill allows the person to use such improvised weapons as chairs, tables, opponents, bottles, wagons, and any other item not conventionally thought of as a weapon. However, this skill does not give you the ability to use any weapon, just anything AS a weapon. One skill in Improvised weapon will allow the use of any non weapon as a weapon (it may break on the first use or do little damage), two skills a +1 to hit and damage, three skills a +2 to hit and damage and four skills a +3 to hit and damage. Note that many weapons such as bottles and chair legs double as existing weapons like clubs. These similar weapons will receive a -2 to hit with the weapon. If a person uses a bottle to smack someone else over the head and does not have improvised weapon or club then they receive a -4 to hit.

## OFF HANDED FIGHTING

This skill allows a right handed person to use a weapon in his off hand (or vice-versa).

Table 16: Off Handed Fighting Mods

| Skill Lvl | Modifier |
|-----------|----------|
| 0         | -8       |
| 1         | -6       |

Table 16: Off Handed Fighting Mods

| Skill Lvl | Modifier    |
|-----------|-------------|
| 2         | -4          |
| 3         | -2          |
| 4         | 0           |
| 5         | All bonuses |

This skill must be taken for every different weapon that a player wishes to use in his off hand. Note that this skill does not allow the player to use two weapons at the same time (see the two handed fighting skill). Obviously this skill does not go up with levels.

## PARRYING

This useful skill allows a character to deflect an attack with his weapon, thus keeping his body from absorbing the damage. Natural attacks (i.e. any attack not using a weapon, such as bare hands or claws) CANNOT be parried. There are several factors which affect a character's ability to parry. A character only gets one parry for every other skill in parrying. However attacks may be exchanged for additional parry attempts with the parrying weapon. Also this skill must be taken for each particular weapons a character wishes to parry with.

**LEVEL:** If the attacker is of a higher level than the player, the chance to parry decreases by 2% per level difference. If the player is of higher level, then he receives a +2% per level difference to his chance to parry.

**DEXTERITY:** If a character has a higher dexterity than his opponent, he receives +2% per point difference to his parry skill. If his dexterity is less than his opponent, then he receives a -2% per point of difference.

**STRENGTH:** Same as dexterity.

**SIZE:** This chart shows the modifiers for parrying based on size.

Table 17: Parrying Adjustments for Size

| OPPONENT SIZE        | SMALL          | MED   | LARGE | GIANT          |
|----------------------|----------------|-------|-------|----------------|
| CHARACTER SIZE SMALL | NONE           | NONE  | -50%  | CANNOT BE DONE |
| MED.                 | + 10%          | NONE  | -25%  | -50%           |
| LARGE                | -10%           | + 10% | NONE  | -25%           |
| GIANT                | CANNOT BE DONE | -10%  | + 10% | NONE           |

## SEA WARFARE

Sea warfare is the art of conducting a battle at sea. It involves

knowledge of the wind, water, and weather with respect to organizing combat on the high seas. This skill includes a study of different sea craft regarding their strengths and weaknesses in combat.

## SIEGE MACHINERY

This skill is needed to be able to use various siege equipment including catapults, battering rams, and ballistae. When trying to use these machines, first the siege machinery skill is rolled, and then (if that roll was successful), a to hit roll is made.

## SHIELD USE

One skill must be taken in order to use a shield. This skill does not increase by level or by taking additional skills, and one skill allows the use of any type of shield. If you wish to decrease the Armor Modifier, then you may specialize in a shield and for every skill in that shield the A.M. will decrease by one. For example, large steel shield has an A.M. of -1, if a specialization in large steel shield is taken then the A.M. is reduced to 0. In addition, each specialization with a shield gives the user one skill in shield bash described below.

The shield bash is a bold frontal attack which involves striking the opponent with a shield. If the bash is attempted, then only one attack from another weapon may be done.

No more than three skills are allowed and this skill does

Table 18: Shield Bash

| Specialization Lvl | + to hit/<br>+ to damage | Damage |
|--------------------|--------------------------|--------|
| 1                  | --/--                    | d10    |
| 2                  | + 1/+ 2                  | d10    |
| 3                  | + 2/+ 4                  | d12    |

increase by level. If more damage is done in one attack than the target has agility (i.e. 15 points inflicted and target has 12) then the opponent is knocked from their feet.

## TARGETING

Targeting is a particularly useful and deadly skill. For each hit a character makes, he may attempt to roll his targeting skill. If he makes a successful roll, he gets to choose what area to apply the damage to. A different targeting skill must be taken for every different weapon the character wishes to use.

## THROWN WEAPON

This skill is used to turn melee weapons into missile weapons. A specific weapon must be chosen; examples include daggers, rocks, knives, or even two handed swords. A player first rolls his thrown weapons skill and, if successful, then attempts to score a hit. This skill is not necessary for weapons like spears, throwing stars, bolas, etc.

## TRACKING

Tracking is the skill of following and identifying marks left by people and animals. It also allows a character to find trails and, if lost, helps him to find familiar ground. Just by examining marks in the ground, a player can tell what made the marks, if it is hurt or wounded, and how recently it passed (provided, of course, he makes a successful skill roll).

## TWO WEAPON FIGHTING

Two weapon fighting is the ability to fight with a weapon in each hand. **NOTE: OFF HANDED FIGHTING MUST BE TAKEN TO USE THIS SKILL!** The bonuses received from this skill can never exceed the bonuses received from the Off Handed fighting skill. All minuses, if the characters attempts to fight with a weapon in each hand, are cumulative. For example, 0 skills in Off Handed fighting gives the character - 8 to hit and 0 skills in Two Handed fighting gives the character - 8 to hit for a total of - 16 to hit when fighting with a weapon in two hands. This modifier is applied to both weapons. Dexterity and proficiency modifiers do not apply.

Table 19: Two Weapon Mods

| Skill Lvl | Modifier    |
|-----------|-------------|
| 0         | -8          |
| 1         | -6          |
| 2         | -4          |
| 3         | -2          |
| 4         | 0           |
| 5         | All bonuses |

**EXAMPLE:** Three skills in Off Hand and three in Two Weapon allows combat at -4. (Remember, two weapon fighting never exceeds off handed fighting.) Four skills in Off Hand and two in Two Weapon allows combat at -4. Five skills in Off Hand and five in Two Weapon allows combat with all bonuses. (This is the ONLY combination of skills which allows both weapons to be used at full bonuses.)

## UNARMED COMBAT

Unarmed combat is the generic term for all types of bare handed fighting, such as boxing, wrestling, and martial arts. An unskilled person can fight weaponless, but he receives only two attacks and 1d4 + STR bonus for damage. Additional skills grant additional abilities as shown in the table below. If a special maneuver is desired, such as flipping the enemy or attempting a strangle hold, then a normal skill roll must be made followed by a successful to hit roll.

## WEAPON PROFICIENCIES

Weapon proficiencies reflect not only how skilled a person is

with a weapon, but also how much time and effort he has spent studying that weapon.

Table 20: Weapon Type

| Type           | Description   |
|----------------|---|
| Sword Use      | This includes all swords from short sword to two handed.  |
| Bludgeon Use   | This includes blunt weapons like hammers, maces, holy water sprinklers, clubs.                                |
| Axe Use        | This type includes hand axes, battle axes, great axes, bardiche, and pole arms.                               |
| Bow Use        | This includes all bows and cross bows.  |
| Knife Use      | This includes knives.   |
| Specify Weapon | Sometimes a weapon does not fall into a type and it must be specified from the beginning. Slings, nets, whips |
| Staff Use      | Include staves and spears.  |

One skill in the appropriate weapon use allows a character to use all the weapons in that type without any problems. Normal strength and dexterity modifiers apply. If a character does not purchase a weapon use skill during character creation, they may do so with experience later. If a character does not have a weapon proficiency in that group and tries to use a weapon from that group he or she are at a -8 to hit and do not include any stat bonuses.

### *Specialization during Character creation:*

During character creation a character may specialize in a specific weapon. For example, Josh takes 1 skill in Sword Use then decides to specialize in Short Sword. He consults the table and determines that he will spend 1 development point on a plus to damage. This will allow Josh to add 1 to his damage modifier from strength. If he had chosen to do so he could have purchased up to the initial max of damage, 10 but it would have cost him 10 development points. Three pluses to hit would have cost him 9 development points.

Table 21: Development Point Cost

| Proficiency              | Development Point Cost | Initial Max |
|--------------------------|------------------------|-------------|
| Plus to Hit              | 3 pts/plus             | + 3         |
| Plus to Damage           | 1 pt / plus            | + 10        |
| Additional Attack        | 6 pts / Attack         | 2           |
| Additional Die of Damage | 8 / additional die     | 2           |

Each class receives an initial number of skills (see CLASSES) but other skill slots can be filled with a weapon proficiency. This skill does not increase with level.

### *Specialization with Experience:*

This works much the same way as during character creation but with experience points. It reflects the character taking the time to refine their use of a weapon. Let's take Josh again. He receive 8 experience points and wishes to increase his skill with the short sword. He chooses to raise his + 1 to damage to a +3. This costs him (2 pluses x 1 cost) + (3 pluses x 1 cost) = 5 experience points. He also wants to increase his to hit with the

## Unarmed Combat

| Skills | + to hit | + to Damage | Punch Damage | # Punches | Kick Damage | # Kicks | # Maneuvers |
|--------|----------|-------------|--------------|-----------|-------------|---------|-------------|
| 0      | 0        | 0           | d4           | 2         | 0           | 0       | 0           |
| 1      | 1        | 1           | d6           | 3         | 0           | 0       | 0           |
| 2      | 1        | 2           | d6           | 3         | d10         | 1       | 0           |
| 3      | 1        | 2           | d8           | 3         | d10         | 1       | 1           |
| 4      | 2        | 3           | d8           | 3         | d12         | 1       | 1           |
| 5      | 2        | 4           | d10          | 4         | d12         | 2       | 1           |
| 6      | 2        | 4           | d10          | 4         | d12         | 2       | 2           |
| 7      | 3        | 5           | d10          | 4         | 3d6         | 2       | 2           |
| 8      | 3        | 6           | d12          | 5         | 3d6         | 2       | 2           |
| 9      | 3        | 6           | d12          | 6         | 3d6         | 3       | 2           |
| 10     | 4        | 7           | d12          | 6         | 4d6         | 3       | 3           |

Short sword. This will cost him  $1 \text{ plus } x \text{ cost} = 3$  experience points. Josh has spent his 8 experience and has a +1 to hit and a +3 to damage with the short sword.

Table 22: Development Point Cost

| Proficiency              | Development Point Cost |
|--------------------------|------------------------|
| Plus to Hit              | 3 pts x plus           |
| Plus to Damage           | 1 pt x plus            |
| Additional Attack        | 6 pts x Attack         |
| Additional Die of Damage | 6 x additional die     |

## WILDERNESS SURVIVAL

This skill allows a player to live off the land in a chosen terrain type (i.e. forest). A character with this skill knows where to look for edible roots and berries, which way is north, how to build a shelter, and he can predict a change in the weather. Note that this skill is only useful in the chosen terrain. Additional skills may be taken for different terrains.

## Thief Skills

### ACROBATICS

Acrobatics allows a character to do amazing tricks of skill and balance. Walking on a tight rope, performing several backflips in a row, springing up to five feet in the air, safely breaking a fall, and other similar feats may be accomplished by successfully making a skill roll. If a character foregoes all attacks in a round and makes his skill roll, he can add 3 points to his defense stat due to his acrobatic antics.

### BACKSTABBING

This skill involves sneaking up behind a victim and attacking him from the rear. **IT CAN ONLY BE PERFORMED IF THE VICTIM IS UNAWARE OF THE BACKSTABBER'S PRESENCE!** A different skill must be taken for every different weapon a character wishes to backstab with including unarmed combat; however, only one handed weapons and missile weapons can be used. First a successful skill roll must be made followed by a successful hit.

| Skill Level | Effect             |
|-------------|--------------------|
| 1           | + 2 to hit         |
| 2           | Times two damage   |
| 3           | + 3 to hit         |
| 4           | Times three damage |

| Skill Level | Effect                   |
|-------------|--------------------------|
| 5           | + 4 to hit               |
| 6           | Critical on a natural 19 |
| 7           | Times four damage        |
| 8           | + 5 to hit               |
| 9           | Critical on an 18        |
| 10          | Times five damage        |

For damage multipliers, all damage including any pluses to damage are calculated and then the multiplier applied.

### CAMOUFLAGE

This skill allows a player to conceal himself and his group by blending into the local scenery. For example, if a party were ready to stop for the night, the camouflage skill could hide their presence from any nocturnal visitors. Of course, location is a big factor for this skill; obviously one cannot hide oneself in a barren cell. Note that this is a visual concealment only; some monsters may still be able to find the camouflaged people by other means (such as by smell or with powers).

### CLIMBING

Climbing is the ability to scale vertical surfaces such as walls, fences, or dangling ropes. Note that smooth or slippery surfaces will be more difficult to climb (i.e. minuses to the skill roll).

### DISARM TRAPS

This skill involves avoiding or rendering harmless the various deadly devices which appear in an adventure. These traps can be anything from a trap door to a hidden poisoned dart to a rolling boulder to a magical glyph. A failure of greater than 15% to disarm a trap results in setting off the trap, much to the misfortune of the player.

Magical traps may be disarmed if the person has the appropriate tools and the Disarm Skill. The thieves tools usually contain a piece of Alchemy Gum. The Gum is used to erase certain parts of the glyph that would cause it to activate, thus disarming it. It is illegal for a person to possess Alchemy Gum if they do not have a license for it. There are alternatives which a person with the Herbology or Horticulture skill may find in the wild although these natural alternatives may not work as well (The GM may give the character a negative modifier to their Disarm Traps roll). However, as long as they do not flaunt it no one will know.

**Note a trap must be found before it can be disarmed. It may be found by one person and disarmed by another.**

### DISGUISES

This skill allows a player to change his (or another's) outward appearance. Obviously this can only be done to a certain limit;

a halfling can't be disguised as an ogre. Disguises is a great skill for bandits and anyone else who doesn't want to be recognized. Note that this is a visual disguise only; a disguise can be foiled if the person doesn't act or smell like whatever he is portraying.

## FORGERY

This skill is the means to falsifying official documents. The forger must have the appropriate materials (inks, papers, seals) to create a forged document. If the appropriate materials are not available the GM may apply a minus to the roll. Once forged, the document will pass cursory examination but if someone has the Forgery skill they may check against the document. If they succeed, then they know it is a fake. If the original forgery used exceptionally good materials (actual passport paper, check stock from the issuing company) or if the forger made an exceptional success the GM may apply a minus to detecting the forgery.

## INTERROGATION

Interrogation allows one to question a person and pull the answers you wish from them. In some cases that involves torture while in others it would merely be intimidation. Many methods of interrogation can be used and some are quite complex involving tricking the target into revealing information that they would not normally divulge. Under physical torture, a missed interrogation check can mean death for the one being questioned.

## LIP READING

This skill allows a character to tell what someone is saying just by looking at his lips. Of course, the person must be speaking in a language known to the character.

## LOCATE TRAPS

Locate traps is the ability to locate hidden booby traps. Examples of traps include a hidden snare, a trip wire, or an alarm that goes off if a certain stone is touched.

A door/area/container may contain multiple traps. This is not always the case but it may be that a door contains a ballistae trap followed by an alarm so the owner knows when to send the janitorial crew. When detecting traps the thief must discover them one at a time. The GM determines the order they are detected. If an attempt is missed by more than 15%, then the trap is sprung. At the discretion of the GM, any other traps on the trapped area are sprung as well.

Magical traps abound throughout the world. Lightning bolts, teleport traps, ice bolts, firebolts, etc. make it very easy to construct a lethal trap on a very small item. The Locate Traps skill allows the person to detect the glyphs which make up these traps. To do this, they use thieves loupe or look for the pattern in the area. Sometimes the glyph will be drawn with invisible inks and sometimes it will actually be part of the design of the area. A thieves loupe is a small lens that allows a person to see glyph energy even if drawn with invisible inks. Thieves loupes are not illegal, fairly common and considered a children's toy.

Some natural spores can be used if located and procured by someone with a Herbology or Horticulture skill (The GM may give the character a negative modifier to their Locate Traps roll). Disarm traps will allow them to bypass the magical or mundane trap with the appropriate tools.

**Note a trap must be found before it can be disarmed. It may be found by one person and disarmed by another.**

## MEDITATION

Meditation is the art of setting your mind into a relaxing state and allowing your body to follow. Anyone who successfully meditates before sleeping will receive 2 addition FP from resting that night.

## MOVE IN SHADOWS

Move in shadows allows a character to sneak about in darkness without being seen. Anything brighter than twilight will destroy a move in shadows attempt. Creatures with night sight can see through shadows and monsters with a good sense of smell may be able to locate someone attempting to move in the darkness. Note that this skill has nothing to do with moving silently (see the move silently skill).

## MOVE SILENTLY

Move silently is the ability to scuffle along without making any noise. This can only be done while wearing normal clothes or at most leather armor. If the person trying to move silently is wearing leather armor then the receive a -20 to their skill roll. Although move silently prevents others from hearing the player, some creatures may be able to locate him by smell, and any creature may be able to see him.

## PICK LOCKS

With the proper tools, this skill allows a character to open a locked door by picking the lock. Any given lock may be tried three times; if the character hasn't made his pick locks skill after the third try, then he is unable to open the lock.

## PICK POCKETS

Pick pockets is the ability to take a small object off a person's body without the victim knowing it. Things like gems, money pouches, and daggers are typical objects of a pick pocket attempt.

## POISON

This skill allows a character to make, identify, and treat various poisons. In order to make or cure a poison, the appropriate components must be purchased or found. There are generally two types of poisons, those which must be consumed (ingestive) and those which must enter directly into the blood stream (insinuate) either by touching the poison or by being jabbed with a poisoned weapon. Poisons vary in severity from mild hallucination to sleep to death.

## SMUGGLING

Smuggling involves sneaking people or things past officials who want to tax or take the objects in question. The character

gets a +2% for every point of charisma or appearance above 16, and a -2% for every point of charisma or appearance below 8.

## SURVEILLANCE

Suaveness is the art of watching someone's actions without being observed themselves. Tailing a subject down a busy street and knowing when to turn or stop is the nature of this skill. This skill can also be used in a contested manner to lose someone who is trailing you or to detect the presence of surveillance. A check should be made initially to make sure that the surveillance is successful and that the target does not detect the presence of the party watching.

## TAPPING

Tapping is the way bandits look for secret or concealed doors. Each attempt will require the light tapping of walls in the area to be searched. Tapping can also be used to discover concealed compartments in containers. In this case, the container must be examined closely and handled so as to determine false panels and the like. Tapping takes anywhere from 15 to 30 minutes to do accurately and cannot be done in less than 10 minutes. This skill will not detect traps but trapping a concealed door would be problematic since it would appear as a simple wall if it were designed properly.

## Performer Skills

### ACTING

Acting is the ability to portray someone or something else. This can be done on a stage to entertain an audience, or in front of an enemy to convince him you are really someone else. This is a useful skill for bandits and assassins, and it works well with a disguise skill.

### DANCING, COURTLY

Courtly dancing involves dancing with a partner. The correct dance steps for the dances held at court will be known.

### DANCING, PLEASURE

Pleasure dancing is dancing done before an audience. It can be anything from a risqué striptease to a solo ballet.

### DECEPTION

Deception is much more than lying. It is the ability to confuse and misdirect the attention of individuals to the direction a person wishes. Deception could be used as one attempts to cross a closed border. It could be used in several ways. It could be used to convince the border guard you are an important official. This would incur a minus to the check from the GM if you did not have the appropriate papers. Deception could be used in this case to create a diversion as you dodge under the barb wire. This could receive a bonus from the GM if it was a foggy night. It should be emphasized that this is not a magic

power. If you are standing over a dead body with the smoking gun in your hand as the police burst in, no amount of deception will allow you to go free. Deception should not be used as a complex plan solver. This means that you should role-play all deception encounters. Deception should not be used to rob Fort Knox without planning and checking at the appropriate points.

### DIPLOMACY

Diplomacy deals with government level negotiations. This skill would tell you when you could deal with the government, who to deal with, what they could do for you, how you should act and dress, what you should say and any number of other minutia. This skill is used to understand the functioning of bureaucracies and the rules surrounding them.

### ETIQUETTE

This skill allows the character to know the correct social manners, such as what is considered proper clothing, good table manners, and polite language. A different skill must be taken for each race the character wishes to study. In addition, etiquette may be taken for specific organizations; i.e. a specific halfling family, a specific guild, a specific noble's court, etc.

### HERBOLOGY

Herbology is the study of small plants and herbs. It is used to identify components needed for healing, poisons, or potions. Some potions can be identified by using this skill. Note that the medicine skill is needed to make use of these herbs.

### INITIATE

This skill is similar to taking a skill in being a priest, so it can only be taken in one religion. As an initiate, any of the churches worshiping the character's deity can be used as a safe place to stay. Supplies and information can be obtained in these places, although a contribution to the church is expected. Active preaching and the recruiting of new people to the faith are not necessary, but are often helpful.

### JOURNALISM

Journalism is the technique of writing and reporting news worthy events in a modern method. This skill may be used to write convincing articles, determine news worthy material, and inner workings of the journalist's trade.

### JUGGLING

This skill grants the ability to juggle items. Anything from apples to daggers to eggs can be used.

### ORATORY

This skill allows the person to speak in a convincing manner to a crowd or an individual. The GM should feel free to impose modifiers up or down depending on the size of the crowd, familiarity of the people being addressed, whether the crowd or person understands what is being addressed, and any number of other issues.

**PHOTOGRAPHY**

Photography is the use, maintenance and repair of a camera. It also will allow the development of film with the proper facilities.

**PLAY INSTRUMENT**

This skill is needed if a character wants to be able to play a musical instrument. The desired instrument must be specified.

**SINGING**

This skill grants the ability to sing. As well, a person will have a fundamental understanding of sheet music and how to take musical direction.

**STAGE MAGIC**

Stage magic is skill of slight of hand and misdirection, which is how the magicians of today perform. Such tricks as pulling a rabbit out of a hat, sawing a lady in two, and making a gold piece disappear can be done.

**Intellectual Skills****ARCANE LORE**

Arcane lore is a knowledge of things magical and unknown. This skill may be used to identify magical items which are not weapons or armor. The root of this skill is the use of magic and thus does not embrace armors, weapons, or potions but the tools of magic instead. A person may use arcane lore to identify magical jewelry, wands, sites, rituals, statues and other magical paraphernalia. It will also allow a person to get a limited knowledge of historical magic and magical practices. For instance, if facing a magical door a person could use arcane lore to remember as many known passwords as possible.

**ARMOR LORE**

Armor lore is the knowledge of how armor has been constructed, who might have constructed certain types and the possible properties of magical armors. This skill may be used to determine some or all of the abilities of armor weapons. It can also be used to tell the history of rare or unique pieces of armor and its history.

**BONE SETTING**

This skill allows the character a chance to properly set a broken bone so that it will heal correctly.

**CODED MESSAGES**

This skill is used to decode secret messages or to encode one's own secret message. The language of the original message must be known to the character in order to decipher the code.

**COOKING**

Cooking is the ability to make a good tasting meal. It also includes a knowledge of dietary needs for the cook's race.

**DEMONOLOGY**

Demonology is the study of the habits, powers, and characteristics of demons. Such studies include areas of weakness, means of summoning or capturing demons, special powers of demons, and recognizing different types of demons.

**FIRST AID**

This skill allows a player to do general healing such as bandaging wounds, healing minor burns, and treating other small cuts and bruises. These ministrations will prevent a person from bleeding to death and will restore 1d10 fortitude points (1d20 for healers).

**HISTORY**

History must be specified in the country or region. For example, chinese history would tell you of the details of the chinese state while a skill in Asian History will not yield the details of China at the former skill would. If a character is successful in their skill check then they would gain the information requested for without the use of books; i.e. called it up from memory. If they fail, though, they must consult another source (a library, an expert).

**HORTICULTURE**

Horticulture is the study of growing plants and herbs. It may be used to identify individual plants or cultivate entire fields and is much like herbology, but applied to a more civilized setting. This skill may be used for identification of potions.

**INVESTIGATION**

This skill allows the possessor to use modern deductive reasoning to discover the truth. The skill user must declare their point of investigation and it may not be applied to perform an entire investigation at once. For example, the user must say that they are looking for clues at the scene of a crime. In some cases a roll would not be required, finding the body at a murder site. Finding a matchbook in a dumpster and connecting it to the killer might mean a skill check at a minus.

**JEWELRY**

A jewelry skill allows the character to evaluate the price of gems, stones, jewelry and other similar works of art.

**LANGUAGES**

This is the skill to take if the character wishes to speak another language. A separate skill must be taken for each different language the character wishes to speak. A language can be taken only if the character has the opportunity to learn it. This means that a human can't learn Dwarvish unless he lives near a group of Dwarves.

**LAW**

Law must be specialized in the government desired. For example, knowing French Law does not mean you know Italian Law. When using the Law skill the character attempts to recall the law as it applies to the question they have. For instance,

when in Lyons, France a character needs to know if he is an accomplice to a murder because he pays an informant. Another example would be a lawyer in a trial looking for a loop hole to get his client off. If the lawyer is successful he would know if there was such a loophole (mind you, it might not exist). If he fails, he may attempt again when he has access to other sources of information (a library, an expert).

### MAPPING

Mapping is the ability to draw accurate maps. If the character fails their skill check then an inaccurate map will be produced.

### MEDICINE

Taking this skill allows the character to create minor (1d6) healing potions. Note that the necessary components must either be purchased or the herbology skill must be taken to find the components in the wilderness.

### MEMORY

The memory skill is used to remember things which are not or can not be written down. For example, a bandit may want to remember certain details about a room but writing down notes would be too obvious. If a party is being chased by something and can't take the time to map their route, a memory skill could keep them on course. A memory skill will also increase the chance to teleport or gate correctly by one degree. It should be noted that the character using memory must specify at the time what is being memorized. For example, one cannot fish through their memories to determine the writing on a scroll unless when they saw the scroll they said that they would memorize it. The check is made each time they attempt to remember the information.

### NAVIGATION

This is the skill of navigating by the stars with or without the use of instruments. This skill may be applied to navigate a ship or to find ones way on land. Maps are required to navigate else the character will not know where they wish to go. If this skill is combined with a successful Memory skill check and the character has travelled this way before then no map is needed. Navigation can be used if travelling unmapped areas to create maps with the Mapping Skill. If travelling on a road or trail then the navigation skill is unneeded.

### RACIAL LORE

Racial lore is the study of myths, legends, and characteristics of a race. The race must be specified and a new skill must be taken for each race that the character is interested in.

### SCIENCE

Science is the root of any technology. With this skill, a character will have access to the knowledge of a specified area. The science skill must be specified; i.e. Chemistry, Electronics, physics. This skill may then be used to determine the function of technological equipment, its purpose and operation. In the case of Chemistry, identification of an unknown liquid could

be made. Note that the proper equipment is often needed to make an analysis. If you try to identify a deadly poison by tasting it you will die.

### SPELL DIRECTION

Spell direction will increase a character's chance to hit an opponent with a magically directed spell, i.e. bolt, fire bolt, rams, etc. The caster receives a + 1 to hit and damage for each skill taken with a max of +4 to hit and + 8 to damage. This will not affect the number of directed spells that can be enacted in one round.

### SURGERY

Surgery is needed to perform an operation on someone, such as removing a broken off arrow head from a person's liver, or amputating a limb. This skill picks up where first aid leaves off. Use of this skill will heal an additional 1d10 fortitude points (1d20 for healers).

### WEAPON LORE

Weapon lore is the study of magical, legendary, and mythical weapons. If a unique or highly magical artifact is found, the character can use this skill to attempt to discover any powers or abilities which the object possesses.

### WILDERNESS LORE

This skill allows a character to identify life native to a specified terrain (i.e. desert). This includes trees, birds, animals, and races (i.e. Brownies, Elves, Sprites, etc.). Note that just because a character knows about a race, that doesn't mean the race will be friendly.

## Craft Skills

### ANIMAL TRAINING

Animal training is the ability to teach animals commands and tricks. A different skill must be taken for each animal a character wishes to be able to train. For example, a skill in birds would allow a player to train falcons to hunt, while a skill in horses would allow the training of war horses.

### CARPENTRY

Carpentry allows a character to build wooden devices, such as chairs, small toys, huts, chests, etc. This skill combined with armor forging would allow the fabrication of wooden armors. If both carpentry and weapon forging are known, wooden weapons could be created. Only elves can work magical wood.

### ELECTRONICS REPAIR

Electronics allows for the repair and maintenance of electronic devices. This does not always equate to being able to operate it properly. For instance, a radio transmitter needs fine tuning to transmit. A commercial radio for listening to music

is simple and would not require any special knowledge to operate. This skill should be used to repair damaged electronic devices.

## ENGINEERING

Engineering involves the construction of large structures, such as castles, bridges, or siege machinery. An additional skill relating to the object to be built must be taken; examples include masonry (for castles), carpentry (for wooden bridges), and siege machinery (for siege machines). **This skill is used to detect hidden, concealed or secret doors.**

## EXPLOSIVES

The explosives skill allows the character to gauge the appropriate amount of explosives, set an explosive charge, detonate those explosives and the safe handling of explosives.

## GUNSMITH

This skill is the crafting and creation of firearms and their ammo. With this skill a character may create his own guns assuming he has the appropriate raw materials and facilities. Depending on the quality of the tool and materials the GM may award a bonus or a minus to the check.

## JEWEL CRAFTING

Jewel crafting is the ability to make rings, necklaces, and other types of ornamental jewelry. Magical metals (mythryle, iridium, etc.) can only be worked by a magical race (elves, dwarves, gnomes). Jewelry can be crafted only if the appropriate tools are at hand.

## LEATHER WORKING

This skill allows a character to create and repair leather objects, such as armor or clothing. Magical armors can be crafted by elves or dwarves.

## MASONRY

Masonry is the skill of working stones. This is useful in building walls, foundations, bricks, houses, and castles. dwarves and gnomes are exceptionally skilled in this area.

## METAL WORKING

Metal working allows a character to create various metal objects such as chests, horseshoes, bits, and spurs. Armors and weapons cannot be created with this skill (see armor forging and weapon forging). Magical metals (like mythryle, edhel, uru, etc.) can be worked only by magical races (elves, dwarves, gnomes, etc.) and they require special tools.

## RADIO OPERATION

This skill allows for the operation of radio transmitters and radar. Any knowledge of codes used would require a Coded Messages skill. With this skill a character may operate and tune radio and radar devices.

## SCULPTING

Sculpting involves making works of art from stone or clay. It

isn't a very practical skill, but selling the products could bring in some money.

## SEWING

Sewing includes both creating and repairing cloth garments. This is useful in aid with a disguise skill or as a sideline for a minstrel.

## SHIP REPAIR

This skill is needed in order to clean and repair boats and ships. It may be used to repair a ship which is damaged at sea to prevent it from sinking.

## TANNING

This is the practice of curing animal hides to turn them into leather. This skill combined with leather working would be useful if the character were to kill a magical creature (like a drake or troll, etc.).

## VEHICULAR REPAIR

A character must specify the type of vehicle that they wish to repair. Examples would include Large Trucks, Tracked, Airplanes, ships, automobiles, etc. This skill will allow the diagnosis of a problem with the vehicle, its repair (given tools, materials, and facilities) and the maintenance of the vehicle. A driving skill must be taken in the appropriate vehicle.

## WAGON HANDLING

This skill is required for the handling of a team of horses and a wagon or carriage. It may be used with other animals if the driver is familiar with them or has an Animal Training skill with that animal. This skill applies to any animal pulling conveyance combination.

## WEAPON FORGING

This skill allows a character to create metal weapons, provided he has access to the proper equipment (forge with tools). Weapons made from magical metals (mythryle, etc.) can only be crafted by Dwarves and Elves. A metal working skill must also be taken.

## Movement Skills

### ATHLETICS

This skill covers all sporting activities not specifically covered by the other sporting skills. For instance, baseball, football, soccer, polo and many more would be covered here. This is the skill that professional athletes would take. It allows the play of the game and performance of the related activities. Note that this skill will not allow a polo player to care for his horse but it would allow him to ride though battle shooting as he went (if he had four or more Athletic Polo skills) with no minuses.

### DRIVING

This is the skill of driving a modern internal combustion vehi-

cle. The type of vehicle must be specified; i.e. four wheeled, two wheeled, tracked, etc. It will not allow you to pilot an air plane or sail a ship.

### HORSEMANSHIP

Although anyone can ride a horse in normal circumstances, a skill is needed to control a horse in a dangerous situation. One skill allows combat while riding, but fighting occurs at a -6. Two skills allows combat at -3, three skills at -0, and four skills allows combat with all bonuses. People on horseback get a +4 to hit and their defense stat when facing riderless opponents. Likewise, people on the ground get a -4 to hit and their defense stat when facing horse bound opponents.

### PARACHUTING

Parachuting from a plane requires a level of skill and training. A successful check must be made against this skill in order to land safely. This skill also allows a character to pack a chute and calculate where they will land.

### PILOTING

This skill must be taken in a particular type for flying vehicle. Popular types would include single prop plane, dual prop plane, large planes, balloons and gliders.

### SAILING

This skill allows a character to sail a boat. As well, it will give a character some understanding of how a crew works and knowledge of the ranks of officers on ships, various rigging and how to equip a ship for sailing. This skill will also allow the character to appraise the seaworthiness of a vessel and/or the worth of a given ship.

### SKATING

Skating is the skill of moving on ice. It is particularly useful as a means of travel in the north. One skill allows combat while skating, but fighting occurs at a -6. Two skills allows combat at a -3, three skills at a -0, and four skills allows the use of all fighting bonuses.

### SKATING, FIGURE

Figure skating differs from normal skating in that it involves the ability to do tricks on the ice. This can be used to enemies, amuse an audience, or impress ice trolls. The skating skill is needed to employ figure skating.

### SKIING

This skill grants a character the ability to move on skis. One skill allows fighting to occur, but only at a -6. Two skills allows combat at a -3, three skills at -0, and four skills allows fighting with all bonuses.

### SNOWSHOEING

This skill allows a character to move in snowshoes. Combat is possible, but occurs at a -6 for one skill, a -3 for two skills, a -0 for three skills, and any bonuses may be applied with four skills. Gnomes are considered to be the best snow shoers in

Narheim.

### SWIMMING

Swimming is the ability to move through water. Note that this is impossible to do when too heavily encumbered. Fighting with weapons cannot be done while swimming, no armor may be worn, and only half of a character's weight allowance may be carried. Lizardmen are the exception to this rule. They may wear any armor OR they may carry their full weight allowance while swimming (but not both).

# Chapter 5 Character Skills

## SKILLS

A character begins the game with several different skills: those determined by his class; weapon proficiencies; and (INT + WIS)/2 skills of the player's choice. It's this last category which rounds out a character and describes his or her personality.

Table 12: Skill Progression Table

| Skill Level | Percentage | Skill Level | Percentage |
|-------------|------------|-------------|------------|
| 1           | 40%        | 8           | 86%        |
| 2           | 60%        | 9           | 88%        |
| 3           | 70%        | 10          | 90%        |
| 4           | 75%        | 11          | 91%        |
| 5           | 80%        | 12          | 92%        |
| 6           | 82%        | 13          | 93%        |
| 7           | 84%        | 14          | 94%        |

Skills are divided into six types. As a character gains levels, his chance to use his skills increases. If the skill is of a type directly related to the character's class or listed in his class description, then his chance for success goes up by 3% each level i.e. Archers are a thief type so the Pick Pockets skill increases by 3% per level. Other skills go up by 2% each level.

### Skill Checks

To perform a skill check the player must roll under the modified skill percentage. Skill percentages may be modified by a number of factors including level, number of skill levels in the skill and situational modifiers handed out by the GM. The skill checks are open ended rolls which means that if a player rolls 96 or above they roll again and add. As often as they roll 96 or above they continue to roll again and add. Conversely, if they roll an 05 or below then they roll again and subtract. In this case, if they roll 96 or above they subtract the amount and roll again. This is continued until the player rolls less than 96. If the character misses by a large amount or makes their skill by a large amount the GM may determine that it is a critical failure or success. Some skills it may not make sense to have critical success or failure. For more on this see Critical Skill Success on page 64 and Critical Skill Failure on page 64.

### Skill Hierarchy

There are some skills which require that other skills be taken before them. These are Off Handed Fighting must be taken before Two Handed Fighting, Metal Working must be taken before Armor Forging or Weapon Forging, and a Skating skill must be taken before a Figure Skating. This is documented in the skills



themselves but individual GMs may wish to enforce other hierarchies if they see fit. You can never possess more dependent skills than you have in the parent skill. For instance, you cannot have 3 Off Hand Fighting and 4 Two Handed Fighting.

## Specified Skills

Specified skills are just that, skills which must be taken in a specific item or area. There are many of these and they too are documented in the skill description. Some examples are Targeting, Lores (i.e. Potion, Dragon, Armor, Elves, etc.), Parrying (the weapon you parry with), Disarming (again the weapon you disarm with), Languages, etc.

## Non Standard Skills

There are a very few skills which do not follow the standard progression of skill success chance outlined above. These are Draw Weapon and any skill requiring specialization.

## Skill Specializations

Specializations are when there is a general skill that can be refined further. Armor Use and Weapon Proficiencies are examples of this. For example, Armor Use must be taken in a type of armor like linked as in Specified skills above. You may then Specialize in chain to reduce the Armor Modifier for chain by one for each specialization taken. In the case of the experience and advancing a general skill to a specialization, the general skill counts as the first skill then the specialization will be the second. For instance, Armor Use - Linked would cost four experience, while the chain specialization would cost 2 experience (see Experience on page 117). If you then take a specialization in scale mail it would start at 2 experience points for the first specialization in scale mail. Each specialization is its own line of skills starting from the base of the Armor Use skill (see ARMOR USE on page 68).

## Cooperative Skill Use

There are times when an individual will want to attempt something and others may be able to help. For instance, Surgery is often done in tandem with other surgeons cooperating on the same patient. The GM must determine if any assistance would be helpful and how many may help at one time. The primary skill user is picked, then any helpers are determined. The helpers then roll against their skill and record how much the attempt was made or failed by. The amount that any helpers made it by is totaled and added to the primary's chance and the amount that any helper missed it by is totaled and subtracted.

For instance, the primary has a 48% chance and two helpers aid him in his attempt to perform surgery on a wounded comrade. The first helper rolls a 30 and has a 44% surgery skill adding 14 to the total. The second helper rolls a 54 and has a

44% chance missing their skill by 10 subtracting 10 from the chance of the primary. The total added to the primary's chance is 4 making his chance 52%.

## Complimentary Skills

Some skills overlap or are complimentary meaning that they might cover the same or similar areas. If this is the case and the character misses a skill check with the first skill a complimentary skill may allow a second chance. This is at the discretion of the GM who may or may not allow it. An example of complimentary skills would be Horticulture and Herbology. A GM may allow the character to have a second chance at identifying a potion if the character misses an initial attempt with one of the skills. On the opposite side, if a player attempted to use the Horticulture skill to identify a type of man eating shrub which only grows in royal gardens, a second attempt may not be allowed with Herbology since it is meant for wild plants.

**Fighter Skills**

ARMOR USE  
 BLINDFIGHTING  
 DISARMING  
 DODGE  
 HUNTING  
 IMPROVISED WEAPON  
 OFF HANDED FIGHTING  
 PARRYING  
 SEA WARFARE  
 SIEGE MACHINERY  
 SHIELD USE  
 TARGETING  
 THROWN WEAPON  
 TRACKING  
 TWO WEAPON FIGHTING  
 UNARMED COMBAT  
 WEAPON PROFICIENCIES  
 WILDERNESS SURVIVAL

**Intellectual Skills**

ARCANE LORE  
 ARMOR LORE  
 BONE SETTING  
 CODED MESSAGES  
 COOKING  
 DEMONOLOGY  
 FIRST AID  
 HISTORY  
 HORTICULTURE  
 INVESTIGATION  
 JEWELRY  
 LANGUAGES  
 LAW  
 MAPPING  
 MEDICINE  
 MEMORY  
 NAVIGATION  
 RACIAL LORE  
 SCIENCE  
 SPELL DIRECTION  
 SURGERY  
 WEAPON LORE  
 WILDERNESS LORE

**Thief Skills**

ACROBATICS  
 BACKSTABBING  
 CAMOUFLAGE  
 CLIMBING  
 DISARM TRAPS  
 DISGUISES  
 FORGERY  
 INTERROGATION  
 LIP READING  
 LOCATE TRAPS  
 MEDITATION  
 MOVE IN SHADOWS  
 MOVE SILENTLY  
 PICK LOCKS  
 PICK POCKETS  
 POISON  
 SMUGGLING  
 SURVEILLANCE  
 TAPPING

**Craft Skills**

ANIMAL TRAINING  
 CARPENTRY  
 ELECTRONICS REPAIR  
 ENGINEERING  
 EXPLOSIVES  
 GUNSMITH  
 JEWEL CRAFTING  
 LEATHER WORKING  
 MASONRY  
 METAL WORKING  
 RADIO OPERATION  
 SCULPTING  
 SEWING  
 SHIP REPAIR  
 TANNING  
 VEHICULAR REPAIR  
 WAGON HANDLING  
 WEAPON FORGING

**Performer Skills**

ACTING  
 DANCING, COURTLY  
 DANCING, PLEASURE  
 DECEPTION  
 DIPLOMACY  
 ETIQUETTE  
 HERBOLOGY  
 INITIATE  
 JOURNALISM  
 JUGGLING  
 ORATORY  
 PHOTOGRAPHY  
 PLAY INSTRUMENT  
 SINGING  
 STAGE MAGIC

**Movement Skills**

ATHLETICS  
 DRIVING  
 HORSEMANSHIP  
 PARACHUTING  
 PILOTING  
 SAILING  
 SKATING  
 SKATING, FIGURE  
 SKIING  
 SNOWSHOEING  
 SWIMMING

## Fighter Skills

### ARMOR USE

In order to move and fight in a type of armor, a skill must be taken in it. For example, if a fighter wants to wear plate mail, he must have a skill in plate type armors. If he also wants to be able to wear chain mail, he needs to take another armor use skill, this time in linked type armors. Unlike most other skills, the armor use skill doesn't increase each level. However, additional skills in the skill may be taken to offset the armor modifications for the heavier armors. For example, if a person with a 15 strength takes one skill in linked armors and chooses to wear chain armor, he would receive a -2 to his defense stat. If he took one skill specialization in chain mail (in addition to the Armor Use, Linked skill), then there would only be a -1 penalty, and two skills would mean he could wear chain mail without any armor modification penalty. However, once the armor modification has been reduced to zero, additional skills will offer no benefits. If a character has no skills and wears a suit of armor, they will receive double the armor modifier; i.e. chain with no Armor Use, Linked skill would be -4. If the armor has no armor modifier then the total modifier is -2.

Table 13: Armor Types

| Type    | Armor       |
|---------|-------------|
| Leather | Boiled      |
|         | Studded     |
|         | Ringed      |
| Linked  | Chain       |
|         | Scale       |
|         | Banded      |
| Plate   | Field Plate |
|         | Full        |

### BLINDFIGHTING

Blindfighting is the ability to fight while blinded or while in a

dark room.

Table 14: Blind Fighting Mods

| Skill Lvl | Modifier    |
|-----------|-------------|
| 0         | -8          |
| 1         | -6          |
| 2         | -4          |
| 3         | -2          |
| 4         | 0           |
| 5         | All bonuses |

This skill doesn't increase by level.

### DISARMING

Disarming is the ability to knock a person's weapon out of his hands without doing harm to that person. This is useful if a character wishes to capture or talk with his opponent instead of killing him outright. Natural attacks (any attack not using weapons such as bare hands and claws) CANNOT be disarmed. Disarm is a single action that takes all the character's attacks in a round; a character may attack or disarm but not both. There are several factors which affect a character's ability to disarm.

**LEVEL:** If the attacker is of a higher level than the player, the chance to disarm decreases by 2% per level difference. If the player is of higher level, then he receives a +2% per level difference to his chance to disarm.

**DEXTERITY:** If a character has a higher dexterity than his opponent, he receives +2% per point difference to his disarm skill. If his dexterity is less than his opponent, then he receives a -2% per point of difference.

**STRENGTH:** Same as dexterity.

**SIZE:** This chart shows the modifiers for disarming based on size.

Table 15: Disarming Modifier based on Size

| OPPONENT'S SIZE | SMALL          | MED   | LARGE | GIANT          |
|-----------------|----------------|-------|-------|----------------|
| SMALL           | NONE           | NONE  | -50%  | CANNOT BE DONE |
| MED.            | + 10%          | NONE  | -25%  | -50%           |
| LARGE           | -10%           | + 10% | NONE  | -25%           |
| GIANT           | CANNOT BE DONE | -10%  | + 10% | NONE           |

### DRAW WEAPON

Normally, it requires a round to draw a new weapon. How-

ever, with this skill a character can draw and attack in the same round. Only one skill is needed to do this for one weapon, but another skill must be taken if the character wants to have a quick draw with a different weapon. Of course, this skill does not increase with levels.

## DODGE

Dodge may be performed while in combat. If successful it will give a +4 to Defense for that combat round. If failed it will not affect the users Defense.

## HUNTING

Hunting involves finding and tracking game animals or fishing. Such animals include squirrels, deer, pheasant, rabbits, etc. The ability to make small traps and deadfalls for the sole purpose of trapping game falls under this skill.

## IMPROVISED WEAPON

This skill allows the person to use such improvised weapons as chairs, tables, opponents, bottles, wagons, and any other item not conventionally thought of as a weapon. However, this skill does not give you the ability to use any weapon, just anything AS a weapon. One skill in Improvised weapon will allow the use of any non weapon as a weapon (it may break on the first use or do little damage), two skills a +1 to hit and damage, three skills a +2 to hit and damage and four skills a +3 to hit and damage. Note that many weapons such as bottles and chair legs double as existing weapons like clubs. These similar weapons will receive a -2 to hit with the weapon. If a person uses a bottle to smack someone else over the head and does not have improvised weapon or club then they receive a -4 to hit.

## OFF HANDED FIGHTING

This skill allows a right handed person to use a weapon in his off hand (or vice-versa).

Table 16: Off Handed Fighting Mods

| Skill Lvl | Modifier |
|-----------|----------|
| 0         | -8       |
| 1         | -6       |

Table 16: Off Handed Fighting Mods

| Skill Lvl | Modifier    |
|-----------|-------------|
| 2         | -4          |
| 3         | -2          |
| 4         | 0           |
| 5         | All bonuses |

This skill must be taken for every different weapon that a player wishes to use in his off hand. Note that this skill does not allow the player to use two weapons at the same time (see the two handed fighting skill). Obviously this skill does not go up with levels.

## PARRYING

This useful skill allows a character to deflect an attack with his weapon, thus keeping his body from absorbing the damage. Natural attacks (i.e. any attack not using a weapon, such as bare hands or claws) CANNOT be parried. There are several factors which affect a character's ability to parry. A character only gets one parry for every other skill in parrying. However attacks may be exchanged for additional parry attempts with the parrying weapon. Also this skill must be taken for each particular weapons a character wishes to parry with.

**LEVEL:** If the attacker is of a higher level than the player, the chance to parry decreases by 2% per level difference. If the player is of higher level, then he receives a +2% per level difference to his chance to parry.

**DEXTERITY:** If a character has a higher dexterity than his opponent, he receives +2% per point difference to his parry skill. If his dexterity is less than his opponent, then he receives a -2% per point of difference.

**STRENGTH:** Same as dexterity.

**SIZE:** This chart shows the modifiers for parrying based on size.

Table 17: Parrying Adjustments for Size

| OPPONENT SIZE        | SMALL          | MED   | LARGE | GIANT          |
|----------------------|----------------|-------|-------|----------------|
| CHARACTER SIZE SMALL | NONE           | NONE  | -50%  | CANNOT BE DONE |
| MED.                 | + 10%          | NONE  | -25%  | -50%           |
| LARGE                | -10%           | + 10% | NONE  | -25%           |
| GIANT                | CANNOT BE DONE | -10%  | + 10% | NONE           |

## SEA WARFARE

Sea warfare is the art of conducting a battle at sea. It involves

knowledge of the wind, water, and weather with respect to organizing combat on the high seas. This skill includes a study of different sea craft regarding their strengths and weaknesses in combat.

## SIEGE MACHINERY

This skill is needed to be able to use various siege equipment including catapults, battering rams, and ballistae. When trying to use these machines, first the siege machinery skill is rolled, and then (if that roll was successful), a to hit roll is made.

## SHIELD USE

One skill must be taken in order to use a shield. This skill does not increase by level or by taking additional skills, and one skill allows the use of any type of shield. If you wish to decrease the Armor Modifier, then you may specialize in a shield and for every skill in that shield the A.M. will decrease by one. For example, large steel shield has an A.M. of -1, if a specialization in large steel shield is taken then the A.M. is reduced to 0. In addition, each specialization with a shield gives the user one skill in shield bash described below.

The shield bash is a bold frontal attack which involves striking the opponent with a shield. If the bash is attempted, then only one attack from another weapon may be done.

No more than three skills are allowed and this skill does

Table 18: Shield Bash

| Specialization Lvl | + to hit/<br>+ to damage | Damage |
|--------------------|--------------------------|--------|
| 1                  | --/--                    | d10    |
| 2                  | + 1/+ 2                  | d10    |
| 3                  | + 2/+ 4                  | d12    |

increase by level. If more damage is done in one attack than the target has agility (i.e. 15 points inflicted and target has 12) then the opponent is knocked from their feet.

## TARGETING

Targeting is a particularly useful and deadly skill. For each hit a character makes, he may attempt to roll his targeting skill. If he makes a successful roll, he gets to choose what area to apply the damage to. A different targeting skill must be taken for every different weapon the character wishes to use.

## THROWN WEAPON

This skill is used to turn melee weapons into missile weapons. A specific weapon must be chosen; examples include daggers, rocks, knives, or even two handed swords. A player first rolls his thrown weapons skill and, if successful, then attempts to score a hit. This skill is not necessary for weapons like spears, throwing stars, bolas, etc.

## TRACKING

Tracking is the skill of following and identifying marks left by people and animals. It also allows a character to find trails and, if lost, helps him to find familiar ground. Just by examining marks in the ground, a player can tell what made the marks, if it is hurt or wounded, and how recently it passed (provided, of course, he makes a successful skill roll).

## TWO WEAPON FIGHTING

Two weapon fighting is the ability to fight with a weapon in each hand. **NOTE: OFF HANDED FIGHTING MUST BE TAKEN TO USE THIS SKILL!** The bonuses received from this skill can never exceed the bonuses received from the Off Handed fighting skill. All minuses, if the characters attempts to fight with a weapon in each hand, are cumulative. For example, 0 skills in Off Handed fighting gives the character - 8 to hit and 0 skills in Two Handed fighting gives the character - 8 to hit for a total of - 16 to hit when fighting with a weapon in two hands. This modifier is applied to both weapons. Dexterity and proficiency modifiers do not apply.

Table 19: Two Weapon Mods

| Skill Lvl | Modifier    |
|-----------|-------------|
| 0         | -8          |
| 1         | -6          |
| 2         | -4          |
| 3         | -2          |
| 4         | 0           |
| 5         | All bonuses |

**EXAMPLE:** Three skills in Off Hand and three in Two Weapon allows combat at -4. (Remember, two weapon fighting never exceeds off handed fighting.) Four skills in Off Hand and two in Two Weapon allows combat at -4. Five skills in Off Hand and five in Two Weapon allows combat with all bonuses. (This is the ONLY combination of skills which allows both weapons to be used at full bonuses.)

## UNARMED COMBAT

Unarmed combat is the generic term for all types of bare handed fighting, such as boxing, wrestling, and martial arts. An unskilled person can fight weaponless, but he receives only two attacks and 1d4 + STR bonus for damage. Additional skills grant additional abilities as shown in the table below. If a special maneuver is desired, such as flipping the enemy or attempting a strangle hold, then a normal skill roll must be made followed by a successful to hit roll.

## WEAPON PROFICIENCIES

Weapon proficiencies reflect not only how skilled a person is

with a weapon, but also how much time and effort he has spent studying that weapon.

Table 20: Weapon Type

| Type           | Description   |
|----------------|---|
| Sword Use      | This includes all swords from short sword to two handed.  |
| Bludgeon Use   | This includes blunt weapons like hammers, maces, holy water sprinklers, clubs.                                |
| Axe Use        | This type includes hand axes, battle axes, great axes, bardiche, and pole arms.                               |
| Bow Use        | This includes all bows and cross bows.  |
| Knife Use      | This includes knives.   |
| Specify Weapon | Sometimes a weapon does not fall into a type and it must be specified from the beginning. Slings, nets, whips |
| Staff Use      | Include staves and spears.  |

One skill in the appropriate weapon use allows a character to use all the weapons in that type without any problems. Normal strength and dexterity modifiers apply. If a character does not purchase a weapon use skill during character creation, they may do so with experience later. If a character does not have a weapon proficiency in that group and tries to use a weapon from that group he or she are at a -8 to hit and do not include any stat bonuses.

### *Specialization during Character creation:*

During character creation a character may specialize in a specific weapon. For example, Josh takes 1 skill in Sword Use then decides to specialize in Short Sword. He consults the table and determines that he will spend 1 development point on a plus to damage. This will allow Josh to add 1 to his damage modifier from strength. If he had chosen to do so he could have purchased up to the initial max of damage, 10 but it would have cost him 10 development points. Three pluses to hit would have cost him 9 development points.

Table 21: Development Point Cost

| Proficiency              | Development Point Cost | Initial Max |
|--------------------------|------------------------|-------------|
| Plus to Hit              | 3 pts/plus             | + 3         |
| Plus to Damage           | 1 pt / plus            | + 10        |
| Additional Attack        | 6 pts / Attack         | 2           |
| Additional Die of Damage | 8 / additional die     | 2           |

Each class receives an initial number of skills (see CLASSES) but other skill slots can be filled with a weapon proficiency. This skill does not increase with level.

### *Specialization with Experience:*

This works much the same way as during character creation but with experience points. It reflects the character taking the time to refine their use of a weapon. Let's take Josh again. He receive 8 experience points and wishes to increase his skill with the short sword. He chooses to raise his + 1 to damage to a +3. This costs him (2 pluses x 1 cost) + (3 pluses x 1 cost) = 5 experience points. He also wants to increase his to hit with the

## Unarmed Combat

| Skills | + to hit | + to Damage | Punch Damage | # Punches | Kick Damage | # Kicks | # Maneuvers |
|--------|----------|-------------|--------------|-----------|-------------|---------|-------------|
| 0      | 0        | 0           | d4           | 2         | 0           | 0       | 0           |
| 1      | 1        | 1           | d6           | 3         | 0           | 0       | 0           |
| 2      | 1        | 2           | d6           | 3         | d10         | 1       | 0           |
| 3      | 1        | 2           | d8           | 3         | d10         | 1       | 1           |
| 4      | 2        | 3           | d8           | 3         | d12         | 1       | 1           |
| 5      | 2        | 4           | d10          | 4         | d12         | 2       | 1           |
| 6      | 2        | 4           | d10          | 4         | d12         | 2       | 2           |
| 7      | 3        | 5           | d10          | 4         | 3d6         | 2       | 2           |
| 8      | 3        | 6           | d12          | 5         | 3d6         | 2       | 2           |
| 9      | 3        | 6           | d12          | 6         | 3d6         | 3       | 2           |
| 10     | 4        | 7           | d12          | 6         | 4d6         | 3       | 3           |

Short sword. This will cost him  $1 \text{ plus } x \text{ cost} = 3$  experience points. Josh has spent his 8 experience and has a +1 to hit and a +3 to damage with the short sword.

Table 22: Development Point Cost

| Proficiency              | Development Point Cost |
|--------------------------|------------------------|
| Plus to Hit              | 3 pts x plus           |
| Plus to Damage           | 1 pt x plus            |
| Additional Attack        | 6 pts x Attack         |
| Additional Die of Damage | 6 x additional die     |

## WILDERNESS SURVIVAL

This skill allows a player to live off the land in a chosen terrain type (i.e. forest). A character with this skill knows where to look for edible roots and berries, which way is north, how to build a shelter, and he can predict a change in the weather. Note that this skill is only useful in the chosen terrain. Additional skills may be taken for different terrains.

## Thief Skills

### ACROBATICS

Acrobatics allows a character to do amazing tricks of skill and balance. Walking on a tight rope, performing several backflips in a row, springing up to five feet in the air, safely breaking a fall, and other similar feats may be accomplished by successfully making a skill roll. If a character foregoes all attacks in a round and makes his skill roll, he can add 3 points to his defense stat due to his acrobatic antics.

### BACKSTABBING

This skill involves sneaking up behind a victim and attacking him from the rear. **IT CAN ONLY BE PERFORMED IF THE VICTIM IS UNAWARE OF THE BACKSTABBER'S PRESENCE!** A different skill must be taken for every different weapon a character wishes to backstab with including unarmed combat; however, only one handed weapons and missile weapons can be used. First a successful skill roll must be made followed by a successful hit.

| Skill Level | Effect             |
|-------------|--------------------|
| 1           | + 2 to hit         |
| 2           | Times two damage   |
| 3           | + 3 to hit         |
| 4           | Times three damage |

| Skill Level | Effect                   |
|-------------|--------------------------|
| 5           | + 4 to hit               |
| 6           | Critical on a natural 19 |
| 7           | Times four damage        |
| 8           | + 5 to hit               |
| 9           | Critical on an 18        |
| 10          | Times five damage        |

For damage multipliers, all damage including any pluses to damage are calculated and then the multiplier applied.

### CAMOUFLAGE

This skill allows a player to conceal himself and his group by blending into the local scenery. For example, if a party were ready to stop for the night, the camouflage skill could hide their presence from any nocturnal visitors. Of course, location is a big factor for this skill; obviously one cannot hide oneself in a barren cell. Note that this is a visual concealment only; some monsters may still be able to find the camouflaged people by other means (such as by smell or with powers).

### CLIMBING

Climbing is the ability to scale vertical surfaces such as walls, fences, or dangling ropes. Note that smooth or slippery surfaces will be more difficult to climb (i.e. minuses to the skill roll).

### DISARM TRAPS

This skill involves avoiding or rendering harmless the various deadly devices which appear in an adventure. These traps can be anything from a trap door to a hidden poisoned dart to a rolling boulder to a magical glyph. A failure of greater than 15% to disarm a trap results in setting off the trap, much to the misfortune of the player.

Magical traps may be disarmed if the person has the appropriate tools and the Disarm Skill. The thieves tools usually contain a piece of Alchemy Gum. The Gum is used to erase certain parts of the glyph that would cause it to activate, thus disarming it. It is illegal for a person to possess Alchemy Gum if they do not have a license for it. There are alternatives which a person with the Herbology or Horticulture skill may find in the wild although these natural alternatives may not work as well (The GM may give the character a negative modifier to their Disarm Traps roll). However, as long as they do not flaunt it no one will know.

**Note a trap must be found before it can be disarmed. It may be found by one person and disarmed by another.**

### DISGUISES

This skill allows a player to change his (or another's) outward appearance. Obviously this can only be done to a certain limit;

a halfling can't be disguised as an ogre. Disguises is a great skill for bandits and anyone else who doesn't want to be recognized. Note that this is a visual disguise only; a disguise can be foiled if the person doesn't act or smell like whatever he is portraying.

## FORGERY

This skill is the means to falsifying official documents. The forger must have the appropriate materials (inks, papers, seals) to create a forged document. If the appropriate materials are not available the GM may apply a minus to the roll. Once forged, the document will pass cursory examination but if someone has the Forgery skill they may check against the document. If they succeed, then they know it is a fake. If the original forgery used exceptionally good materials (actual passport paper, check stock from the issuing company) or if the forger made an exceptional success the GM may apply a minus to detecting the forgery.

## INTERROGATION

Interrogation allows one to question a person and pull the answers you wish from them. In some cases that involves torture while in others it would merely be intimidation. Many methods of interrogation can be used and some are quite complex involving tricking the target into revealing information that they would not normally divulge. Under physical torture, a missed interrogation check can mean death for the one being questioned.

## LIP READING

This skill allows a character to tell what someone is saying just by looking at his lips. Of course, the person must be speaking in a language known to the character.

## LOCATE TRAPS

Locate traps is the ability to locate hidden booby traps. Examples of traps include a hidden snare, a trip wire, or an alarm that goes off if a certain stone is touched.

A door/area/container may contain multiple traps. This is not always the case but it may be that a door contains a ballistae trap followed by an alarm so the owner knows when to send the janitorial crew. When detecting traps the thief must discover them one at a time. The GM determines the order they are detected. If an attempt is missed by more than 15%, then the trap is sprung. At the discretion of the GM, any other traps on the trapped area are sprung as well.

Magical traps abound throughout the world. Lightning bolts, teleport traps, ice bolts, firebolts, etc. make it very easy to construct a lethal trap on a very small item. The Locate Traps skill allows the person to detect the glyphs which make up these traps. To do this, they use thieves loupe or look for the pattern in the area. Sometimes the glyph will be drawn with invisible inks and sometimes it will actually be part of the design of the area. A thieves loupe is a small lens that allows a person to see glyph energy even if drawn with invisible inks. Thieves loupes are not illegal, fairly common and considered a children's toy.

Some natural spores can be used if located and procured by someone with a Herbology or Horticulture skill (The GM may give the character a negative modifier to their Locate Traps roll). Disarm traps will allow them to bypass the magical or mundane trap with the appropriate tools.

**Note a trap must be found before it can be disarmed. It may be found by one person and disarmed by another.**

## MEDITATION

Meditation is the art of setting your mind into a relaxing state and allowing your body to follow. Anyone who successfully meditates before sleeping will receive 2 addition FP from resting that night.

## MOVE IN SHADOWS

Move in shadows allows a character to sneak about in darkness without being seen. Anything brighter than twilight will destroy a move in shadows attempt. Creatures with night sight can see through shadows and monsters with a good sense of smell may be able to locate someone attempting to move in the darkness. Note that this skill has nothing to do with moving silently (see the move silently skill).

## MOVE SILENTLY

Move silently is the ability to scuffle along without making any noise. This can only be done while wearing normal clothes or at most leather armor. If the person trying to move silently is wearing leather armor then the receive a -20 to their skill roll. Although move silently prevents others from hearing the player, some creatures may be able to locate him by smell, and any creature may be able to see him.

## PICK LOCKS

With the proper tools, this skill allows a character to open a locked door by picking the lock. Any given lock may be tried three times; if the character hasn't made his pick locks skill after the third try, then he is unable to open the lock.

## PICK POCKETS

Pick pockets is the ability to take a small object off a person's body without the victim knowing it. Things like gems, money pouches, and daggers are typical objects of a pick pocket attempt.

## POISON

This skill allows a character to make, identify, and treat various poisons. In order to make or cure a poison, the appropriate components must be purchased or found. There are generally two types of poisons, those which must be consumed (ingestive) and those which must enter directly into the blood stream (insinuate) either by touching the poison or by being jabbed with a poisoned weapon. Poisons vary in severity from mild hallucination to sleep to death.

## SMUGGLING

Smuggling involves sneaking people or things past officials who want to tax or take the objects in question. The character

gets a +2% for every point of charisma or appearance above 16, and a -2% for every point of charisma or appearance below 8.

## SURVEILLANCE

Suaveness is the art of watching someone's actions without being observed themselves. Tailing a subject down a busy street and knowing when to turn or stop is the nature of this skill. This skill can also be used in a contested manner to lose someone who is trailing you or to detect the presence of surveillance. A check should be made initially to make sure that the surveillance is successful and that the target does not detect the presence of the party watching.

## TAPPING

Tapping is the way bandits look for secret or concealed doors. Each attempt will require the light tapping of walls in the area to be searched. Tapping can also be used to discover concealed compartments in containers. In this case, the container must be examined closely and handled so as to determine false panels and the like. Tapping takes anywhere from 15 to 30 minutes to do accurately and cannot be done in less than 10 minutes. This skill will not detect traps but trapping a concealed door would be problematic since it would appear as a simple wall if it were designed properly.

## Performer Skills

### ACTING

Acting is the ability to portray someone or something else. This can be done on a stage to entertain an audience, or in front of an enemy to convince him you are really someone else. This is a useful skill for bandits and assassins, and it works well with a disguise skill.

### DANCING, COURTLY

Courtly dancing involves dancing with a partner. The correct dance steps for the dances held at court will be known.

### DANCING, PLEASURE

Pleasure dancing is dancing done before an audience. It can be anything from a risqué striptease to a solo ballet.

### DECEPTION

Deception is much more than lying. It is the ability to confuse and misdirect the attention of individuals to the direction a person wishes. Deception could be used as one attempts to cross a closed border. It could be used in several ways. It could be used to convince the border guard you are an important official. This would incur a minus to the check from the GM if you did not have the appropriate papers. Deception could be used in this case to create a diversion as you dodge under the barb wire. This could receive a bonus from the GM if it was a foggy night. It should be emphasized that this is not a magic

power. If you are standing over a dead body with the smoking gun in your hand as the police burst in, no amount of deception will allow you to go free. Deception should not be used as a complex plan solver. This means that you should role-play all deception encounters. Deception should not be used to rob Fort Knox without planning and checking at the appropriate points.

### DIPLOMACY

Diplomacy deals with government level negotiations. This skill would tell you when you could deal with the government, who to deal with, what they could do for you, how you should act and dress, what you should say and any number of other minutia. This skill is used to understand the functioning of bureaucracies and the rules surrounding them.

### ETIQUETTE

This skill allows the character to know the correct social manners, such as what is considered proper clothing, good table manners, and polite language. A different skill must be taken for each race the character wishes to study. In addition, etiquette may be taken for specific organizations; i.e. a specific halfling family, a specific guild, a specific noble's court, etc.

### HERBOLOGY

Herbology is the study of small plants and herbs. It is used to identify components needed for healing, poisons, or potions. Some potions can be identified by using this skill. Note that the medicine skill is needed to make use of these herbs.

### INITIATE

This skill is similar to taking a skill in being a priest, so it can only be taken in one religion. As an initiate, any of the churches worshiping the character's deity can be used as a safe place to stay. Supplies and information can be obtained in these places, although a contribution to the church is expected. Active preaching and the recruiting of new people to the faith are not necessary, but are often helpful.

### JOURNALISM

Journalism is the technique of writing and reporting news worthy events in a modern method. This skill may be used to write convincing articles, determine news worthy material, and inner workings of the journalist's trade.

### JUGGLING

This skill grants the ability to juggle items. Anything from apples to daggers to eggs can be used.

### ORATORY

This skill allows the person to speak in a convincing manner to a crowd or an individual. The GM should feel free to impose modifiers up or down depending on the size of the crowd, familiarity of the people being addressed, whether the crowd or person understands what is being addressed, and any number of other issues.

**PHOTOGRAPHY**

Photography is the use, maintenance and repair of a camera. It also will allow the development of film with the proper facilities.

**PLAY INSTRUMENT**

This skill is needed if a character wants to be able to play a musical instrument. The desired instrument must be specified.

**SINGING**

This skill grants the ability to sing. As well, a person will have a fundamental understanding of sheet music and how to take musical direction.

**STAGE MAGIC**

Stage magic is skill of slight of hand and misdirection, which is how the magicians of today perform. Such tricks as pulling a rabbit out of a hat, sawing a lady in two, and making a gold piece disappear can be done.

**Intellectual Skills****ARCANE LORE**

Arcane lore is a knowledge of things magical and unknown. This skill may be used to identify magical items which are not weapons or armor. The root of this skill is the use of magic and thus does not embrace armors, weapons, or potions but the tools of magic instead. A person may use arcane lore to identify magical jewelry, wands, sites, rituals, statues and other magical paraphernalia. It will also allow a person to get a limited knowledge of historical magic and magical practices. For instance, if facing a magical door a person could use arcane lore to remember as many known passwords as possible.

**ARMOR LORE**

Armor lore is the knowledge of how armor has been constructed, who might have constructed certain types and the possible properties of magical armors. This skill may be used to determine some or all of the abilities of armor weapons. It can also be used to tell the history of rare or unique pieces of armor and its history.

**BONE SETTING**

This skill allows the character a chance to properly set a broken bone so that it will heal correctly.

**CODED MESSAGES**

This skill is used to decode secret messages or to encode one's own secret message. The language of the original message must be known to the character in order to decipher the code.

**COOKING**

Cooking is the ability to make a good tasting meal. It also includes a knowledge of dietary needs for the cook's race.

**DEMONOLOGY**

Demonology is the study of the habits, powers, and characteristics of demons. Such studies include areas of weakness, means of summoning or capturing demons, special powers of demons, and recognizing different types of demons.

**FIRST AID**

This skill allows a player to do general healing such as bandaging wounds, healing minor burns, and treating other small cuts and bruises. These ministrations will prevent a person from bleeding to death and will restore 1d10 fortitude points (1d20 for healers).

**HISTORY**

History must be specified in the country or region. For example, chinese history would tell you of the details of the chinese state while a skill in Asian History will not yield the details of China at the former skill would. If a character is successful in their skill check then they would gain the information requested for without the use of books; i.e. called it up from memory. If they fail, though, they must consult another source (a library, an expert).

**HORTICULTURE**

Horticulture is the study of growing plants and herbs. It may be used to identify individual plants or cultivate entire fields and is much like herbology, but applied to a more civilized setting. This skill may be used for identification of potions.

**INVESTIGATION**

This skill allows the possessor to use modern deductive reasoning to discover the truth. The skill user must declare their point of investigation and it may not be applied to perform an entire investigation at once. For example, the user must say that they are looking for clues at the scene of a crime. In some cases a roll would not be required, finding the body at a murder site. Finding a matchbook in a dumpster and connecting it to the killer might mean a skill check at a minus.

**JEWELRY**

A jewelry skill allows the character to evaluate the price of gems, stones, jewelry and other similar works of art.

**LANGUAGES**

This is the skill to take if the character wishes to speak another language. A separate skill must be taken for each different language the character wishes to speak. A language can be taken only if the character has the opportunity to learn it. This means that a human can't learn Dwarvish unless he lives near a group of Dwarves.

**LAW**

Law must be specialized in the government desired. For example, knowing French Law does not mean you know Italian Law. When using the Law skill the character attempts to recall the law as it applies to the question they have. For instance,

when in Lyons, France a character needs to know if he is an accomplice to a murder because he pays an informant. Another example would be a lawyer in a trial looking for a loop hole to get his client off. If the lawyer is successful he would know if there was such a loophole (mind you, it might not exist). If he fails, he may attempt again when he has access to other sources of information (a library, an expert).

### MAPPING

Mapping is the ability to draw accurate maps. If the character fails their skill check then an inaccurate map will be produced.

### MEDICINE

Taking this skill allows the character to create minor (1d6) healing potions. Note that the necessary components must either be purchased or the herbology skill must be taken to find the components in the wilderness.

### MEMORY

The memory skill is used to remember things which are not or can not be written down. For example, a bandit may want to remember certain details about a room but writing down notes would be too obvious. If a party is being chased by something and can't take the time to map their route, a memory skill could keep them on course. A memory skill will also increase the chance to teleport or gate correctly by one degree. It should be noted that the character using memory must specify at the time what is being memorized. For example, one cannot fish through their memories to determine the writing on a scroll unless when they saw the scroll they said that they would memorize it. The check is made each time they attempt to remember the information.

### NAVIGATION

This is the skill of navigating by the stars with or without the use of instruments. This skill may be applied to navigate a ship or to find ones way on land. Maps are required to navigate else the character will not know where they wish to go. If this skill is combined with a successful Memory skill check and the character has travelled this way before then no map is needed. Navigation can be used if travelling unmapped areas to create maps with the Mapping Skill. If travelling on a road or trail then the navigation skill is unneeded.

### RACIAL LORE

Racial lore is the study of myths, legends, and characteristics of a race. The race must be specified and a new skill must be taken for each race that the character is interested in.

### SCIENCE

Science is the root of any technology. With this skill, a character will have access to the knowledge of a specified area. The science skill must be specified; i.e. Chemistry, Electronics, physics. This skill may then be used to determine the function of technological equipment, its purpose and operation. In the case of Chemistry, identification of an unknown liquid could

be made. Note that the proper equipment is often needed to make an analysis. If you try to identify a deadly poison by tasting it you will die.

### SPELL DIRECTION

Spell direction will increase a character's chance to hit an opponent with a magically directed spell, i.e. bolt, fire bolt, rams, etc. The caster receives a + 1 to hit and damage for each skill taken with a max of +4 to hit and + 8 to damage. This will not affect the number of directed spells that can be enacted in one round.

### SURGERY

Surgery is needed to perform an operation on someone, such as removing a broken off arrow head from a person's liver, or amputating a limb. This skill picks up where first aid leaves off. Use of this skill will heal an additional 1d10 fortitude points (1d20 for healers).

### WEAPON LORE

Weapon lore is the study of magical, legendary, and mythical weapons. If a unique or highly magical artifact is found, the character can use this skill to attempt to discover any powers or abilities which the object possesses.

### WILDERNESS LORE

This skill allows a character to identify life native to a specified terrain (i.e. desert). This includes trees, birds, animals, and races (i.e. Brownies, Elves, Sprites, etc.). Note that just because a character knows about a race, that doesn't mean the race will be friendly.

## Craft Skills

### ANIMAL TRAINING

Animal training is the ability to teach animals commands and tricks. A different skill must be taken for each animal a character wishes to be able to train. For example, a skill in birds would allow a player to train falcons to hunt, while a skill in horses would allow the training of war horses.

### CARPENTRY

Carpentry allows a character to build wooden devices, such as chairs, small toys, huts, chests, etc. This skill combined with armor forging would allow the fabrication of wooden armors. If both carpentry and weapon forging are known, wooden weapons could be created. Only elves can work magical wood.

### ELECTRONICS REPAIR

Electronics allows for the repair and maintenance of electronic devices. This does not always equate to being able to operate it properly. For instance, a radio transmitter needs fine tuning to transmit. A commercial radio for listening to music

is simple and would not require any special knowledge to operate. This skill should be used to repair damaged electronic devices.

## ENGINEERING

Engineering involves the construction of large structures, such as castles, bridges, or siege machinery. An additional skill relating to the object to be built must be taken; examples include masonry (for castles), carpentry (for wooden bridges), and siege machinery (for siege machines). **This skill is used to detect hidden, concealed or secret doors.**

## EXPLOSIVES

The explosives skill allows the character to gauge the appropriate amount of explosives, set an explosive charge, detonate those explosives and the safe handling of explosives.

## GUNSMITH

This skill is the crafting and creation of firearms and their ammo. With this skill a character may create his own guns assuming he has the appropriate raw materials and facilities. Depending on the quality of the tool and materials the GM may award a bonus or a minus to the check.

## JEWEL CRAFTING

Jewel crafting is the ability to make rings, necklaces, and other types of ornamental jewelry. Magical metals (mythryle, iridesium, etc.) can only be worked by a magical race (elves, dwarves, gnomes). Jewelry can be crafted only if the appropriate tools are at hand.

## LEATHER WORKING

This skill allows a character to create and repair leather objects, such as armor or clothing. Magical armors can be crafted by elves or dwarves.

## MASONRY

Masonry is the skill of working stones. This is useful in building walls, foundations, bricks, houses, and castles. dwarves and gnomes are exceptionally skilled in this area.

## METAL WORKING

Metal working allows a character to create various metal objects such as chests, horseshoes, bits, and spurs. Armors and weapons cannot be created with this skill (see armor forging and weapon forging). Magical metals (like mythryle, edhel, uru, etc.) can be worked only by magical races (elves, dwarves, gnomes, etc.) and they require special tools.

## RADIO OPERATION

This skill allows for the operation of radio transmitters and radar. Any knowledge of codes used would require a Coded Messages skill. With this skill a character may operate and tune radio and radar devices.

## SCULPTING

Sculpting involves making works of art from stone or clay. It

isn't a very practical skill, but selling the products could bring in some money.

## SEWING

Sewing includes both creating and repairing cloth garments. This is useful in aid with a disguise skill or as a sideline for a minstrel.

## SHIP REPAIR

This skill is needed in order to clean and repair boats and ships. It may be used to repair a ship which is damaged at sea to prevent it from sinking.

## TANNING

This is the practice of curing animal hides to turn them into leather. This skill combined with leather working would be useful if the character were to kill a magical creature (like a drake or troll, etc.).

## VEHICULAR REPAIR

A character must specify the type of vehicle that they wish to repair. Examples would include Large Trucks, Tracked, Airplanes, ships, automobiles, etc. This skill will allow the diagnosis of a problem with the vehicle, its repair (given tools, materials, and facilities) and the maintenance of the vehicle. A driving skill must be taken in the appropriate vehicle.

## WAGON HANDLING

This skill is required for the handling of a team of horses and a wagon or carriage. It may be used with other animals if the driver is familiar with them or has an Animal Training skill with that animal. This skill applies to any animal pulling conveyance combination.

## WEAPON FORGING

This skill allows a character to create metal weapons, provided he has access to the proper equipment (forge with tools). Weapons made from magical metals (mythryle, etc.) can only be crafted by Dwarves and Elves. A metal working skill must also be taken.

## Movement Skills

### ATHLETICS

This skill covers all sporting activities not specifically covered by the other sporting skills. For instance, baseball, football, soccer, polo and many more would be covered here. This is the skill that professional athletes would take. It allows the play of the game and performance of the related activities. Note that this skill will not allow a polo player to care for his horse but it would allow him to ride though battle shooting as he went (if he had four or more Athletic Polo skills) with no minuses.

### DRIVING

This is the skill of driving a modern internal combustion vehi-

cle. The type of vehicle must be specified; i.e. four wheeled, two wheeled, tracked, etc. It will not allow you to pilot an air plane or sail a ship.

### **HORSEMANSHIP**

Although anyone can ride a horse in normal circumstances, a skill is needed to control a horse in a dangerous situation. One skill allows combat while riding, but fighting occurs at a -6. Two skills allows combat at -3, three skills at -0, and four skills allows combat with all bonuses. People on horseback get a +4 to hit and their defense stat when facing riderless opponents. Likewise, people on the ground get a -4 to hit and their defense stat when facing horse bound opponents.

### **PARACHUTING**

Parachuting from a plane requires a level of skill and training. A successful check must be made against this skill in order to land safely. This skill also allows a character to pack a chute and calculate where they will land.

### **PILOTING**

This skill must be taken in a particular type for flying vehicle. Popular types would include single prop plane, dual prop plane, large planes, balloons and gliders.

### **SAILING**

This skill allows a character to sail a boat. As well, it will give a character some understanding of how a crew works and knowledge of the ranks of officers on ships, various rigging and how to equip a ship for sailing. This skill will also allow the character to appraise the seaworthiness of a vessel and/or the worth of a given ship.

### **SKATING**

Skating is the skill of moving on ice. It is particularly useful as a means of travel in the north. One skill allows combat while skating, but fighting occurs at a -6. Two skills allows combat at a -3, three skills at a -0, and four skills allows the use of all fighting bonuses.

### **SKATING, FIGURE**

Figure skating differs from normal skating in that it involves the ability to do tricks on the ice. This can be used to enemies, amuse an audience, or impress ice trolls. The skating skill is needed to employ figure skating.

### **SKIING**

This skill grants a character the ability to move on skis. One skill allows fighting to occur, but only at a -6. Two skills allows combat at a -3, three skills at -0, and four skills allows fighting with all bonuses.

### **SNOWSHOEING**

This skill allows a character to move in snowshoes. Combat is possible, but occurs at a -6 for one skill, a -3 for two skills, a -0 for three skills, and any bonuses may be applied with four skills. Gnomes are considered to be the best snow shoers in

Narheim.

### **SWIMMING**

Swimming is the ability to move through water. Note that this is impossible to do when too heavily encumbered. Fighting with weapons cannot be done while swimming, no armor may be worn, and only half of a character's weight allowance may be carried. Lizardmen are the exception to this rule. They may wear any armor OR they may carry their full weight allowance while swimming (but not both).