#### Skill List

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Skill Name** | **Attributes** | **Default** | **Cost** | **Improvement** |
| **Acrobatics** | AGI/STR/SPD | None | 5+4 | 5 |
| **Acting** | CHR/CHR/INT | Half | 3+3 | 3 |
| **Administrate** | INT/CHR/WIL | None | 3+3 | 3 |
| **Alchemy** | INT/INT/SPI | None | 5+4 | 5 |
| **Ancient Knowledge** | INT/INT/INT | None | 5+4 | 5 |
| **Animal Handler** | CHR/WIL/PER | None | 3+3 | 3 |
| **Artifacts** | INT/SPI/PER | None | 5+4 | 5 |
| **Carouse** | CHA/PER/INT | Half | 3+3 | 3 |
| **Climb** | STR/STR/AGI | Half | 3+3 | 3 |
| **Combat: Axes** | STR/AGI/DEX | Half | 3+3 | 5 |
| **Combat: Bows** | DEX/DEX/PER | Half | 3+3 | 5 |
| **Combat: Flail** | DEX/AGI/SPD | Half | 3+3 | 5 |
| **Combat: Knives** | SPD/PER/DEX | Half | 3+3 | 5 |
| **Combat: Mace** | STR/AGI/DEX | Half | 3+3 | 5 |
| **Combat: Magic** | DEX/PER/SPI | Special | 3+3 | 5 |
| **Combat: Sling** | DEX/DEX/DEX | None | 3+3 | 5 |
| **Combat: Swords** | DEX/AGI/PER | Half | 3+3 | 5 |
| **Combat: Staff** | DEX/AGI/SPD | Half | 3+3 | 5 |
| **Combat: 2-Handed** | STR/DEX/AGI | Half | 3+3 | 5 |
| **Combat: Pole** | DEX/SPD/AGI | Half | 3+3 | 5 |
| **Combat: Thrown** | DEX/PER/STR | Half | 3+3 | 5 |
| **Combat: Shield** | DEX/PER/SPD | Half | 3+3 | 5 |
| **Combat: Unarmed** | STR/DEX/SPD | Full | 0+3 | 5 |
| **Conceal** | PER/INT/SPI | Special | 3+3 | 3 |
| **Converse** | CHA/INT/PER | Half | 3+3 | 3 |
| **Craft** | Variable | None | 1+1 | 2 |
| **Diplomat** | INT/CHA/PER | None | 3+3 | 3 |
| **Disarm Traps** | DEX/PER/INT | None | 5+3 | 3 |
| **Disguise** | INT/PER/PER | Half | 3+3 | 3 |
| **Engineer** | INT/INT/PER | None | 3+3 | 3 |
| **Escape** | AGI/DEX/WIL | None | 3+3 | 3 |
| **Etiquette** | CHA/INT/PER | None | 3+3 | 3 |
| **Fast Draw** | SPD/SPD/DEX | Half | 3+3 | 3 |
| **Fast Talk** | INT/CHA/CHA | Half | 3+3 | 3 |
| **Forgery** | INT/INT/PER | None | 3+3 | 3 |
| **Gamble** | SPI/SPI/INT | Half | 3+3 | 3 |
| **Herbalist** | INT/INT/PER | None | 5+4 | 5 |
| **Interrogate** | WIL/INT/CHA | Half | 3+3 | 3 |
| **Investigate** | PER/PER/INT | None | 3+3 | 3 |
| **Knowledge** | INT/INT/INT | None | 1+1 | 2 |
| **Language** | (none) | None | 3 | - |
| **Lockpick** | DEX/PER/INT | None | 3+3 | 3 |
| **Magic Skill** | Variable | None | 7+4 | 5 |
| **Medical** | INT/INT/SPI | Half | 3+3 | 3 |
| **Meditate** | WIL/WIL/SPI | None | 3+3 | 3 |
| **Navigate** | PER/PER/INT | Half | 3+3 | 3 |
| **Orate** | INT/INT/CHA | Half | 3+3 | 3 |
| **Persuade** | CHA/CHA/INT | Half | 3+3 | 3 |
| **Pickpocket** | DEX/PER/SPI | Half | 3+3 | 3 |
| **Physician** | INT/INT/DEX | None | 5+4 | 5 |
| **Repair** | STR/DEX/INT | None | 3+3 | 3 |
| **Riding** | AGI/PER/SPI | None | 3+3 | 3 |
| **Rune Knowledge** | INT/INT/SPI | None | 5+4 | 5 |
| **Seduce** | CHA/CHA/INT | Half | 3+3 | 3 |
| **Stealth** | AGI/AGI/PER | Half | 3+3 | 3 |
| **Streetwise** | CHA/PER/INT | Half | 3+3 | 3 |
| **Survival** | INT/PER/SPI | Half | 3+3 | 3 |
| **Swim** | STR/AGI/TOU | Half | 3+3 | 3 |
| **Tactics** | INT/PER/SPI | None | 3+3 | 3 |
| **Theology** | INT/INT/SPI | Half | 3+4 | 5 |
| **Track** | PER/PER/INT | Half | 3+3 | 3 |
| **Trade** | CHA/PER/WIL | Half | 3+3 | 3 |

##### Skill Cost

When you buy a skill, you pay 1 – 7 points for it. This cost is listed as the first number in the cost column. Buying a skill at this cost gives the character his base level in the skill.

To increase the skill level, you can purchase bonuses in the skill. The cost for each bonus is listed after the + in the cost column. Each bonus purchased gives the character a +1 to his starting skill level (see Skill Attributes and Skill Base Level).

**Example of Skill Bonuses**: Torus the Magnificent is purchasing the acting skill at +3. Looking at the cost column of the acting skill, we see its cost is listed as 3+3. This means that the base level of acting costs 3 points, and each bonus costs an additional 3 points. Thus, to buy acting +3, Torus would have to spend 12 total buy points.

If you already have a skill because of your template and you wish to increase the level of that skill, then you only pay for the bonus levels. You do not have to repurchase the skill at base level.

**Example of Increasing a Skill You Already Have:** Telanis took the assassin template and thus has stealth at base level. Stealth is listed as 3+3. So, if Telanis wants to purchase a +1 to his stealth skill, it costs him 3 points to do so.

##### Skill Attributes and Base Level

In addition to a list of costs, each skill lists 1-3 attributes. These attributes determine the characters base skill level with the skill. To determine the character’s base level with a skill, add the three characteristics and then consult the chart below.

**Example of Base Level Calculation**: Vorlund is buying the Combat: Swords skill. The skill has the attributes DEX/AGI/STR. Vorlund has a 13 DEX, 13 AGI and 12 STR. His total is 38. This gives him a 10 sword skill to start. This costs 3 points. If Vorlund wanted a skill of 11 in swords, he would have to spend a total of 6 points. If he wanted a 12 skill, he would have to spend a total of 9 points. Finally, a 13 skill in swords would cost 12 points.

**Another Example**: Davross buys the Alchemy skill. This skill is based on INT/INT/SPI. Davross has an INT of 19 and a 14 SPI. This is a total of 52. Davross would start the game with a 14 alchemy skill by spending 5 points. A 15 skill would cost 9 points; a 16 skill costs 13 points and a 17 skill costs 17 points.

###### Skill Level

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Total** | **0-9** | **10-12** | **13-16** | **17-20** | **21-24** | **25-28** | **29-31** | **32-35** | **36-39** | **40-43** | **44-46** | **47-50** | **51-54** | **55-58** | **59-61** | **62+** |
| **Level** | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |

##### Skill Defaults

Each skill has a default category to which it belongs. This default determines how well a person with no training in the skill will perform when faced with a skill test. Everyone can climb to a limited degree, but they might need a rough surface, or a bunch of tree branches to succeed. Not everyone can cast magic spells and it takes specialized training to mix a potion.

Characters that purchase a skill with buy points, or gain a skill through their template are trained in the skill. A trained character uses his full skill level as calculated. Characters that did not buy the skill or gain it via their template are untrained in the skill and use their default skill level. The skill default categories are listed below.

* **None:** Characters must have the skill to succeed at any tests involving this skill. Skills with this default require very specialized training to perform with any proficiency. Most scholarly and magic skills, as well as a few of the rare physical skills fit into this category.
* **Half:** Many physical and combat skills have half defaults, as do some people skills. Anyone can try these skills and when they do, their skill is half (rounded up) their base level calculated from their attributes. Anyone can try to swing a sword, or climb a wall, but they will have only half the level of someone who actually purchased the skill or gained it from a character template.
* **Full:** Every character gets this skill for free. Bonuses to the skill should be purchased normally, but base level costs 0 points. Unarmed combat is the only skill that falls into this category.

Characters using skill defaults can get checks if they succeed in skill tests, but cannot place discretionary checks into these skills. Thus, raising the skill will be a slow, tedious process. See Experience for more details on raising skills.

##### Skill Improvement

Each skill has a number of improvement points listed in the chart. This is the number of improvement points needed to increase the skill by one level. Characters gain improvement points by using their skills and successfully completing adventures.

See the experience section for more details on raising skills.

#### Skill Descriptions and Clarification

##### Acrobatics

Acrobatics allows the character to leap, flip, tumble, walk tightropes and perform other superhuman feats of agility. When a character wants to pole vault onto a rooftop, flip over his opponent and strike him in the back or walk a tightrope in a windstorm, this is the skill to use. It may be substituted for any agility check at the GM’s discretion. In addition, if the character has enough space to run up, it can be substituted for the jumping skill.

###### Suggested DLs and Modifiers for Acrobatics

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Walking a wide balance beam | 6-8 |
| Walking a narrow beam | 9-12 |
| Walking a greased beam | +4 |
| Walking a tightrope | 13-16 |
| Walking a tightrope in the wind | +2-4 |
| Doing a routine trapeze move | 6-8 |
| Doing a difficult trapeze move | 12-16 |
| Doing a standing back flip | 6 |
| Performing the flip in combat | 10-12 |
| Vaulting onto a one-story building | 8-10 |
| Vaulting onto a two-story building | 12-14 |

##### Acting

Acting is the ability to make an entertaining and convincing performance. In simple situations, like street plays, a roll against a low to moderate DL (between 6-12) based on the mood of the crowd can determine the reaction of the audience.

Acting can also be used to help disguise attempts. Often the DL of the acting roll will be the INT of the onlookers. The GM should apply modifiers to this DL based on the alertness of the onlookers and their association with person being impersonated. A success means that you seem to know what you are doing and the observers believe you are who you say you are. A failure means they spot some flaws in your performance and begin to ask questions and investigate further.

###### Suggested DLs and Modifiers for Acting

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Performing a simple street play | 8 |
| Performing complex play with great character depth | 14 |
| Crowd is happy, drunk, well-disposed | -2 |
| Crowd is “tough” or uncultured | +2 |
| Crowd is openly hostile | +4-6 |
| Impersonating someone else | INT |
| Onlooker does not really know impersonated person | -1-3 |
| Onlooker is friendly with impersonated person | +1-3 |
| Onlooker is intimately associated with impersonated person | +3-6 |

##### Administrate

Administrate is the skill of running an organization. It encompasses aspects of accounting, bureaucratics and management. For an administrator, a skill roll could be made each month or so to determine the success of the organization.

For an adventurer, this skill allows the character to navigate the red tape that government and church offices generate. An administrate roll could be used to get a meeting with a clerk, determine the chance that a bribe will convince an official to change his decision and see errors in paperwork.

The DL of these skill checks will be up to the GM. Some suggestions are below.

###### Suggested DLs and Modifiers for Administrate

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Spotting an obvious error in paperwork | 6-8 |
| Obtaining a license to sell goods in a major city | 9 |
| Determining if an official can be bribed | 9 |
| Obtaining an audience with a low-level clerk | 8 |
| Obtaining an audience with a high-level official | 13 |
| Obtaining an audience with a nobleman | 11-16 |
| Foreign culture | +1-5 |

##### Alchemy

The alchemy skill allows a character to identify potions he finds during the course of his adventures. Identifying a potion requires a field kit and a few minutes. The DL of the skill test is based on the commonality of the potion being tested.

###### Suggested DLs for Alchemy

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Identifying a very common potion | 6 |
| Identifying a common potion | 10 |
| Identifying a rare potion | 14 |
| Identifying a very rare potion | 18 |
| Identifying a unique potion | 22 |

##### Ancient Knowledge

This skill allows the character to know some of the customs, magic and places of the ancients. The ancients are a powerful race of wizards that created all sorts of powerful devices and spells. The sun god Stratus destroyed these wizards when they defied him and tried to gain the gift of immortality. Today, most of the works of the ancients are gone, but remnants of their greatness exist all over Bostonia. Examples of architecture, roads, bridges, sewers and mysterious items can be found. When these “ancient artifacts” are encountered by the PCs, a character with ancient knowledge should be given a skill test to see if what information he has about the thing.

The DLs involved with this skill should be based on the obscurity of the information. If a piece of ancient history is common knowledge, then the DL should be low (like 4-8). If it is obscure, then a high DL (14 or more) should be required.

##### Animal Handler

This skill allows the character to groom, feed, pack and train many common animals. The character could calm spooked animals, break a newly found horse and diagnose common problems and diseases. In addition, training an animal falls under this skill.

Training an animal would take from several weeks to several months. Each creature could learn several commands. As a guideline, 2xINT would be a maximum number of commands that could be learned.

###### Suggested DLs and Modifiers for Animal Handler

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Training an animal | 20 – beast INT |
| Diagnosing a common illness | 9 |
| Diagnosing a rare illness | 14-18 |
| Packing an animal (increase its carrying efficiency by 20%) | 10 |
| Calm a spooked animal | 10 |
| Calm a raging animal | 16 |
| Animal is even-tempered | -1-3 |
| Animal is foul-tempered | +1-6 |

##### Artifacts

This is the ability to discern the properties and uses of a magic object. A skill roll can be made to determine whether an item has arcane properties. The nature of these properties can then be determined with another artifact roll. The DL of these tests is variable, but should be proportionate to the power of the item.

A failed roll might mean the artificer must try again after some time. It may mean the PC has used a charge from the item, but learned nothing. If the roll fails by a considerable amount (10 or more), then the item might backfire causing damage to the PC and anyone around him. See Magic Items for more details on the artifacts skill.

##### Carousing

This skill allows a character to fit in, make friends and feel at home in new surroundings. Carousing gives the character the ability to find entertainment, good food, drink and company wherever he travels. A successful roll means the character finds facilities that suit him at a reasonable price. In addition, carousing helps the character fit in with the locals, make new friends in social situations and make strangers feel at ease with him. This can be helpful when trying to gain information, or impress a patron.

##### Climb

This skill allows the characters to climb trees, rock faces, walls and even sheer surfaces with the proper equipment. The difficulty of the check depends on the surface, its angle, smoothness and slickness.

###### Suggested DLs and Modifiers for Climb

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Climbing a tree | 4-8 |
| A rough stone wall | 8-11 |
| A bricked wall with spaced ledges | 12-15 |
| A bricked wall with no ledges | 16-18 |
| Totally smooth wall | 20-24 |
| Wall is slick or wet | +2-4 |
| PC has climbing tools | Up to -8 |

##### Combat Skills

In general, when a character buys a melee combat skill, they actually get two skills. The first is an attack skill and the second is a parry skill. When the skill is first purchased, the levels in these skills are the same. Thus, if a character buys sword skill and has a 12 base level, they get a 12 parry skill with swords. Note, that the parry skill is modified by the parry modifier.

**Attack and Parry Skill Calculation**: Tarin the Ranger purchases combat: swords. His DEX is 12, AGI 16, STR 12. This gives him a 40 total and looking at the chart, an initial sword skill of 11. He purchases another level, so he starts the game at a 12 skill. This means he starts the game with a 12 attack skill as well as a 12 parry skill with swords. However, Tarin’s base defense is 10, which gives him a +2 parry modifier. Thus, Tarin attacks at level 12, while defending with level 14.

After calculating, initial attack and parry values, the character treats them as two separate skills. Skill checks and improvement points are accumulated for attack and parry separately and the two scores can increase separately. See Experience for more details on raising skills.

In general, the combat skills are much the same. There are a few notable exceptions and they will be listed below.

##### Combat: Magic

This skill allows a mage to effectively target spells at his opponents. It is used for any ranged spell that is listed as a “ball/bolt” effect. The mage must roll to hit his target in this case, and his attack skill to do so is his combat magic skill. Combat magic is subject to all the rules that other missile combat skills follow. See Ranged Combat for more information.

Combat magic is unique in that it does not fall into one of the normal default categories. Instead, it defaults to half + 3. Most mages, even those without formal training, have an innate understanding of how to direct their spells, thus the higher default.

##### Combat: Thrown

This skill gives the character the ability to throw most weapons made for that purpose (knives, axes, rocks and throwing spikes). This skill does not impart the melee skill with any of these weapons.

##### Combat: Shield

This skill is different in that it has no attack value, only a parry value, also called a shield block. See Defense Modes for more information on the shield block.

##### Combat: Unarmed

This skill covers unarmed combat, as well as attacking with a makeshift weapon, such as a club. If striking with no weapon, only the character’s strength affects the damage. Clubs can add to that damage, much like a weapon. However, most makeshift weapons take significant penalties to hit. This skill is free, but bonuses must be purchased as normal.

A character can parry with his bare hands if need be. However, an unarmed character parrying an opponent with a weapon does so with a -3 penalty.

##### Conceal

This skill gives the character the ability to hide objects on his person, in a room, under a wagon or nearly anywhere. The size of the object does not matter, as long as there is enough space to hide it. The object in question could anything, including a person. This skill would be appropriate for a game of hide and seek, hiding goods from tax officials, stowing away on a ship, or any other situation where the hider is concealing a stationary object from a search and has time to consider the task.

In general conceal “tests” will not be rolled. Instead, the character concealing the object will determine where he will hide the object, the GM will figure out some appropriate modifiers and then the conceal skill will be added to these modifiers to determine the DL for the perception test required to find the object.

Conceal is special in that its default level is not the same as other skills. All characters have the conceal skill with a default of **Half** (see Skill Defaults for more details) or the character’s PER score – 7, whichever is greater.

###### Suggested DLs and Modifiers for Conceal

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Hiding a speck of dust | +16 |
| Hiding a ring-sized object | +8 |
| Hiding a hand-sized object | +4 |
| Hiding an arm-sized object | +2 |
| Hiding a man-sized object | 0 |
| Hiding an elephant-sized object | -8 |
| Hiding a house-sized object | -12 |
| There is no “good” place to hide the object | -2-8 |
| There is no place to hide the object at all | -12-20 |
| Deception is used | +1-8 |
| Hider has time to prepare the environment to help his endeavor | +1-12 |

**Concealment Example**: Grasshopper has the concealment skill at level 10. A group of town guards is searching for him. He flees into a small yard with a hay wagon, several boxes and a small pile of trash. The guards will be here soon and there is nowhere to run. Grasshopper decides to find himself a place to hide. He decides that the trash pile is his best bet (the GM has indicated that it is big enough to hide him). The GM determines that there are no modifiers for size or space. However, since the number of places a human could hide is so few here, the GM rules that there is a –2 to the concealment. Thus, the DL of the guard’s perception test to find Grasshopper will be 8.

**Another Example**: Let’s rewind a bit and say that Grasshopper opens one of the windows of one of the buildings bordering the yard. The GM figures that the guards will probably check in the hay wagon and in a few of the boxes, and then assume Grasshopper went through the window. The GM rules that this deception is worth a +5 to the concealment attempt. Thus, the DL for the perception test is 13.

**Another Example**: The Dread Pirate Roberts is creating a hidden compartment on his ship. He spends a considerable amount of money to create a seamless wooden panel in the wall of his quarters. His concealment skill is 15 and the GM rules that his preparation is worth another +6. The DL for finding his panel is 21.

##### Converse

This skill is the ability to use small talk to gain the confidence of a person. A successful test will allow the character to talk to the target, and gain useful information (assuming the target has any) and leave the target feeling good about the exchange.

The DL of this skill is the INT of the target (or his skill in conversation) modified by circumstance. This skill cannot be successfully used if the target knows the speaker is an enemy and should be very difficult if the target is expecting such a conversation.

###### Suggested DLs and Modifiers for Converse

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Target is mildly intoxicated | -1-2 |
| Character has distinctive feature that causes dislike or discomfort in target | +4 or more |
| Target is wary or supposed to keep tight-lipped | +4 |
| Character has basic proficiency in target’s language | +2-4 |
| Character has full proficiency in target’s language | 0 |
| Conversation takes place in an inappropriate environment (guard on duty, in a loud place) | +1-6 |

##### Craft

This skill covers any number of jobs through which the PC can earn money in the fantasy world. Jobs include baker, cook, fisherman, sailor, candle maker, jeweler, fence, town crier and many others. A successful check will allow the character to find work in the field. When the character’s job performance is tested, a skill check against the craft is required.

The GM and the player will have to determine the primary and secondary attributes for a craft. A partial list of crafts and attributes is below. GMs can make changes to the attributes listed, or add crafts as necessary for his campaign.

|  |  |
| --- | --- |
| **Craft Name** | **Attributes** |
| Accounting | INT/INT/PER |
| Architect | INT/INT/PER |
| Astronomy | PER/PER/INT |
| Baker | PER/PER/SPI |
| Barrel Making | DEX/PER/INT |
| Brewer | PER/PER/SPI |
| Carpenter | DEX/INT/PER |
| Cartographer | PER/DEX/INT |
| Cook | PER/PER/SPI |
| Fence | CHA/PER/INT |
| Fisherman | DEX/STR/INT |
| Instructor | INT/WIL/CHA |
| Jeweler | DEX/DEX/PER |
| Law | CHA/CHA/INT |
| Mason | STR/DEX/PER |
| Mathematics | INT/INT/PER |
| Packer | STR/TOU/PER |
| Sailor | STR/AGI/DEX |
| Scribe | DEX/DEX/PER |
| Storyteller | CHA/CHA/INT |
| Teamster | STR/TOU/PER |
| Traveling Performer | CHA/DEX/AGI |

##### Disarm Traps

Disarm tells the would-be thief which wire to cut or which floor tile to pry loose to safely disable a trap. Some simple traps do not need to be “disarmed”. A plank can span a covered pit. Boltholes can be covered or avoided. Other traps have complex mechanisms, are placed so that they cannot be safely avoided, or use deception to hide its mechanisms and effects. In these cases, a disarm test can be made to see if the character can disarm the trap safely. The GM can determine the DL of this skill test, or the test can be based on the disarm traps skill, or the engineering skill of the trap maker.

If a character has the disarm traps skill, then he can set traps as well. His skill at setting traps will be the same as his disarm traps. A character with set traps skill must have knowledge or instructions detailing the traps he sets. He cannot design new traps. To design new traps, he must have the engineering skill.

##### Diplomacy

This skill allows the character to understand complicated political arguments and broker a deal between two or more factions. It is similar to the skill persuade, but diplomacy also includes an understanding of laws, proper procedures, and past precedents. A character using the persuade skill to conduct negotiations would come off as naive when dealing with the affairs of barons and bishops.

In general, a successful diplomacy roll means that the parties in question see the character’s views favorably. Based on the situation, and the discretion of the GM, this might mean that a deal is reached, or it might mean that a particular phase of the negotiations was concluded.

The DL of a diplomacy test is based on the complexity of the issues involved, the current relationship between the factions in question, and whether or not the diplomat is trying to reach a fair settlement, or a deal that favors one side over the other.

###### Suggested DLs for Diplomacy

|  |  |
| --- | --- |
| **Situation** | **DL** |
| Issues are simple (treaty with one provision, agreeing to unite against an obvious common foe, getting someone to come to the negotiating table, short-term treaties, or agreements with escape clauses) | 8-12 |
| Issues are complicated (treaties with multiple provisions, trade treaties, terms of surrender, treaties with long-term ramifications) | 14-18 |
| Parties are allied | -4 |
| Parties are friendly | -2 |
| Parties are unfriendly | +2 |
| Parties are enemies | +4-8 |
| Diplomat is attempting to obtain the upper hand, as opposed to a fair negotiation. | Opposing Diplomat’s Skill, INT, or WIL |

##### Disguise

This skill allows the character to use makeup, wigs and costumes to look like someone else. This could be someone specific, or a type of person (i.e. a guard, monk or priest). In general the DL of the skill is the PER of the targets, or depending on the situation and the GM’s discretion, the INT of the targets.

In general, the modifiers to disguise are similar to those for acting when the character is trying to impersonate a specific person. Other modifiers are up to the GM.

###### Suggested DLs and Modifiers for Disguise

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Target does not know impersonated person | -1-3 |
| Target friendly with impersonated person | +1-3 |
| Target intimately associated with impersonated person | +3-6 |
| Cursory physical search | +4 |
| Thorough physical search | +8 |

##### Engineer

This skill permits the character to design and build structures including bridges, shelters, houses and castles. The DL of any engineering skill test is based on the complexity of the structure being built and whether or not the design of the structure is new, or whether there are plans and examples for the character to work with.

In general, a successful test means that the design of the structure is sound and reasonably efficient. A failed roll means that the character has trouble designing the project. A failure of a couple points might mean delays in the project and another roll. A major failure might mean the project is beyond the character’s skill, or it might mean a fatal flaw in the design that will not appear until after the project has been started.

###### Suggested DLs and Modifiers for Engineer

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Building a basic structure such as a shed or shelter. | 6 |
| Building a simple structure such as a bridge | 9 |
| Building a moderately complicated structure such as a house | 12 |
| Building a complicated structure such as a castle | 15-22 |
| Character is designing something new for which he has no plans or previous examples | +4 |

##### Escape

Escape is the ability to escape from bonds or manicles. It covers techniques such as contorting the body, dislocating joints, and breathing deeply to keep tied bonds from being too tight. The DL of the skill test is based on the type of bonds binding the character.

###### Suggested DLs for Escape

|  |  |
| --- | --- |
| **Activity / Condition** | **DL** |
| Ropes tied carelessly | 8 |
| Ropes tied carefully (may also use opposed escape or tying skill) | 12-14 |
| Manacles | 12-18 |
| Chains | 14-20 |

##### Etiquette

A character with etiquette can mix with the rich merchants and nobility of Bostonia. They know the proper tone and mannerisms that will impress the upper class. This skill can be used to gain audience with a baron or high Church official. In addition, it prevents the character from making mistakes, like taking the wrong position at the baron’s table, or ordering the wrong wine.

##### Fast Draw

This skill allows a character to ready an item in less time it would normally take. In the case of drawing a weapon, this normally takes a ½ action. With fast draw, it would take no time at all. In the case of readying other items, the time it takes a character with this skill is generally half the time it takes others. Also, this skill might take the place of certain SPD or DEX checks at the GM’s discretion.

###### Suggested DLs for Fast Draw

|  |  |
| --- | --- |
| **Task** | **DL** |
| Draw a weapon as a free action | 10 |
| Pull a potion from a belt and consume it in a half action | 12 |

##### Fast Talk

A character with fast talk thinks quickly and can often fool onlookers in stressful situations. When there is little time to check on the validity of the character’s statements, a fast talk test against the INT of the listener will mean that the listener believes what he hears. Obviously, the GM can apply bonuses or penalties if he feels the fast talker’s statements are particularly clever or patently absurd.

##### Forgery

This skill allows the character to create genuine-looking documents and even coins. A character that wants to forge documents must be able to read and write. A character that wants to forge coins will need to have knowledge of metallurgy. In addition, knowledge of the organization in question and the administrate skill can be helpful.

###### Suggested DLs and Modifiers for Forgery

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Forging a simple seal, coin or document (functional lettering, pictures, no ornate borders) | 10 |
| Forging a moderately complex item (ornate lettering, many or complex pictures) | 14 |
| Forging a complex item or one designed to resist counterfeiting (very ornate lettering and borders, has “hidden” pictures) | 18+ |
| Documents will only undergo cursory inspection | -1-4 |
| Document undergoes thorough inspection | +1-4 |
| Character has access to equipment (tools, dies, presses) that are used to produce the item | -2-8 |

##### Gamble

This skill measures the character’s ability at games of chance. Depending on the GM’s mood, the character can make a skill test anytime he wagers. However, for long bouts of gambling, one test can be made for a whole evening. Success indicates that the character comes out ahead. Failure means a loss of money.

The DL of the skill test depends on the game and the opposing players. If the players are gamblers, their gambling skill is the DL. If the opponent is the house, the DL should be set by the GM and will probably be pretty high, since the house will stack most games in its favor.

##### Herbalist

The herbalist skill allows characters to find, recognize and prepare useful herbs. Each herb has its own methods of preparation, properties and skill DLs. A successful skill test allows the character to find useful herbs in the area and prepare them for use. The herbalist section has more details.

##### Interrogate

This skill allows the character to force a target into providing useful information. This might mean questioning the target unceasingly for hours at a time, intimidation, withholding food and water, or torture. A successful roll means the target breaks down and talks. A failure means that a target is resistant. The DL of this skill is the WIL of the target.

###### Suggested Modifiers for Interrogate

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Using particularly horrific methods of torture | -1-4 |
| Using friends or loved ones as hostages | -1-4 |
| Using a target’s psychological limitation against them | -2-8 |
| Target has pain resistance | +6 |

In addition, the GM may allow this skill to be used to intimidate people without using the more unpleasant methods usually associated with interrogation. The character’s skill level would be the same, but most of the modifiers would not apply. Most notably, “using particularly horrific methods or torture” and “target has pain resistance” would not apply.

##### Investigate

This skill represents a character’s ability to find clues, interpret the testimony of witnesses and suspects and draw conclusions from this information. A character with investigate can substitute this skill for conversation, concealment, physician or PER when the character is investigating a crime scene, or questioning witnesses and such a test is required. If the character has investigate and one of these skills, the higher of the skills is used and the other can be used as a secondary skill. See Secondary Skills for more details.

**Example of Substituting Investigate for a Skill**: Pandorn the Devout is investigating the scene of a brutal murder. There is blood and broken glass everywhere. In the middle of the room, lies the unfortunate priest who was the victim of this assassination. Pandorn examines the body carefully, attempting to determine the approximate time of death. Normally, this would require the physician skill. However, Pandorn has the investigate skill. The GM rules that Pandorn can roll an investigate test to determine the time the priest was killed.

##### Knowledge

A knowledge skill can be nearly anything. Since they represent scholarly knowledge of the subject, knowledge skills are based on intelligence. The DL of the roll depends on how obscure the requested information is.

##### Language

For three points, the character can speak another language. The languages that are present in Bostonia are Borakki, Bostonian, Cobrat, Goblin, Grunj, Pirate Lord, and Talak.

##### Lockpick

This skill allows the character to pick locks. A successful roll means the lock is defeated. A failure might mean that the attempt takes a couple minutes and then can try again. At the GM’s discretion, a bad failure (7 or more) means that the character cannot pick that lock until gaining more experience. A really bad failure might mean a broken set of lockpicks or even a jammed lock.

###### Suggested DLs and Modifiers for Lockpick

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Simple lock | 6-8 |
| Average lock | 9-12 |
| Complex lock | 14-18 |
| Puzzle lock | 20+ |
| Improvised tools | +1-4 |
| Normal tools | +0 |
| Good tools | -1-2 |

##### Magic

This skill means the character has taken a rune and can cast the spells in the rune. The cost of this skill depends on the rune taken. Generally, a rune costs 7 or 8 points. A different magic skill must be bought separately for each rune. In addition, each rune has certain rituals, advantages and disadvantages associated with it. This skill is more thoroughly described in the magic section.

##### Medical

This skill allows the character to treat wounds, stop bleeding and set broken bones. A successful roll can give hit points back to the character as well as keep them from dying. The DL of this skill is based on the task attempted and the condition of the injured party. See the healing section about healing and the medical skill.

##### Meditation

This skill allows a mage to clear his mind and enter a trance-like state. After about an hour of this, he can regain some of his magical power. The DLs, modifiers and effects of this skill will be detailed in the magic section.

A mage that can rest quietly for an hour may test his meditation skill against a DL of 12. Based on his degree of success, he gains back a number of spell levels that he can distribute among his depleted runes.

|  |  |
| --- | --- |
| **Degree of Success** | **Effect** |
| Failed Skill Test | No levels are gained |
| Success by 0-2 | 1d3 levels are gained |
| Success by 3-6 | 1d4+1 levels are gained |
| Success by 7 or more | 1d6+1 levels are gained |

##### Navigate

This skill measures the ability of a character to find his way using landmarks, maps and the stars. Success means the character can find his way and guide the group to its destination. Failure means the way is unclear of that the group gets lost.

###### Suggested DLs and Modifiers for Navigate

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Following a reasonably well-marked path with landmarks (light woods with game trail, plains or barren hills) | 5-8 |
| Path is not well marked, few landmarks and moderately difficult terrain (wooded hills, thick woods) | 9-12 |
| Difficult terrain with few or no landmarks (deep woods, swamps, mountains) | 14-18 |
| Character has good maps | -2-6 |
| Character has bad or confusing maps | +2-6 |
| Character has sextant, spyglass and other tools | -2-6 |
| Low visibility | +3 |
| Terrain is hard to pass or requires special skills to pass (mountains, rivers) | +0-4 |

**Example of Navigation**: Vorlund has navigation skill of 14. He is leading his adventuring band through thick woods. There are no marked paths, and there are few landmarks. The GM rules that the DL for this terrain is 12. However, the woods are so thick and dark, that the GM rules it is hard to maneuver through them, this adds 2 to the DL for a total of 14.

**Another Example**: Vorlund is trying to find a pass through a mountain chain. The terrain is difficult for a DL of 16, but Vorlund has some good maps and bought a new cobrat spyglass. The GM rules that the maps give him a –3 DL and the spyglass an additional –2. This makes the final DL 11.

##### Orate

This skill allows the character to communicate effectively with large groups. A character with this skill can write and deliver speeches, as well as compose speeches extemporaneously. Success with orate means that the character’s views are expressed well and are considered by the audience. This generally means that he gets a warm reception and sways many of the listeners to favor his viewpoint. Failure means the speech was ineffective. Perhaps even to the extent of boring or offending the audience.

###### Suggested DLs and Modifiers for Orate

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Friendly crowd | 4-8 |
| Neutral crowd | 9-13 |
| Hostile crowd | 20+ |
| Speaker has language level 2 | +4 |
| Speaker has language level 3 | +0-3 |
| Speech plays upon compulsion or code of behavior | -2-4 |

##### Persuade

A character with this skill can convince others to help him. This skill is often used when PCs directly request aid or information from NPCs. The GM should use the results of this skill test to determine the NPC’s reaction to the request. The DL of this skill test is based on the NPC’s attitude toward the characters and their cause. However, at the GM’s discretion, the target may “resist” the persuasion attempt with their INT or WIL.

###### Suggested DLs and Modifiers for Persuade

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Friendly target | 4-8 |
| Neutral target | 9-12 |
| Hostile target | 14-18 |
| Enemy | 20+ |
| Request is costly to the target | +2-4 |
| Request is extremely costly or dangerous to the target | +4-8 |
| Cause is in the long-term interest of the target | -0-4 |
| Cause directly benefits target | -0-4 |
| Persuasion attempt plays upon compulsion or code of behavior | +/- 2-6 |

##### Pickpocket

This skill allows the character to pilfer small objects from a target without the target realizing. Success gains the pickpocket an object from the target’s inventory. This could be a random item, or a specific one if the pickpocket knew what he was looking for. The victim’s PER is the DL of this skill test. This is modified by the situation.

###### Suggested DLs and Modifiers for Pickpocket

|  |  |
| --- | --- |
| **Activity** | **DL** |
| In a crowd | -1-3 |
| In large crowd with lots of distractions | -3-6 |
| Target is watching for such an attempt | +4 |
| Target is intoxicated | -2 |
| Target is sleeping | -4 |
| Item is being worn by target | +4-8 |

##### Physician

This skill allows the character to diagnose and treat diseases, poisons and serious wounds. A successful skill test can return hit points to the target, or diagnose an ailment as well as suggest possible treatments. A more detailed discussion of this skill is in the section on healing and the physician skill.

##### Repair

The repair skill allows a character to maintain his weapons and armor as they take damage in combat. Generally, a successful repair check against a DL of 10 or more will repair one mark of damage on a piece of equipment. More details can be found in the Wear and Tear section.

##### Riding

Riding allows the character to ride a suitable animal. This includes the basic commands, controlling the animal as well as use of the various types of equipment. Riding a trained animal under normal conditions does not require a skill roll. However, untrained animals, or dangerous conditions, require a successful riding roll.

###### Suggested DLs and Modifiers for Riding

|  |  |
| --- | --- |
| **Activity / Condition** | **DL** |
| Calm an uncertain or startled animal | 8-10 |
| Forcing an animal to do something outside its nature (like getting a horse to run through a fire, or a giant lizard to jump an obstacle) | 14-16 |
| Guiding an animal on uncertain footing or through distractions | 10-18 |
| Remain on a bucking animal | 16-20 |
| Animal is poorly trained | +2 |
| Animal is untrained | +4 |
| Rider knows this particular animal | -2-4 |
| Rider knows this type of animal | -1 |
| Animal is wild | +2-4 |

In addition, various jumps and other tricks will require a riding test with the DL assigned by the GM.

###### Riding in Combat

Riding also allows the character to control an animal during combat and fight from its back. Each round in which a character rides an animal within 2 hexes of a combat situation, a riding test must be passed.

|  |  |
| --- | --- |
| **Activity / Condition** | **DL** |
| Riding a trained animal in combat | 10 |
| Riding an untrained animal in combat | 16 |
| Animal is injured | +4 |
| Loud noises or flashes (spells, firearms) | +2 |

|  |  |
| --- | --- |
| **Result** | **Effect** |
| Success by 3 or more | Horse will follow its rider’s commands. Rider gets a +1 to hit and ups his leverage die by one step if using a melee weapon. |
| Success by 0-2 | Horse will follow its rider’s commands. Rider can attack normally. |
| Failure by 1-2 | Horse will follow its rider’s commands, but rider takes a -2 penalty to attack. |
| Failure by 3-7 | Horse will avoid combat and try to position itself three or more hexes from battle. |
| Failure by 10 or more | Horse tries to throw the rider who must make a skill check to remain mounted. Horse does not move this round. Rider loses his action. |

The animal and rider move on the rider’s initiative. Controlling the animal is considered a zero-phase action, allowing the animal to move a full move and the rider to still make an attack.

Missile fire always takes a -2 and only thrown weapons, short bows or firearms may be used.

Ordering the mount to attack is a half phase action and is performed using the riding skill of the rider as the attack value. NOTE: Only animals trained specifically to fight (such as a warhorse, or a stoor) will even consider attacking unless cornered.

When using a melee weapon from the back of an animal, the high shot (1d8) hit location table is used. When attacking the rider of an animal the low shot (1d8+4) hit location table is used.

##### Rune Knowledge

This is knowledge of the magical symbols that exist in the world of Bostonia. Some of these symbols are manifestations of elemental power. Others have been left by wizards as wards and traps for the unwary. A character with this skill can recognize these symbols and determine their meaning and power. The DL of skill tests is based on the power and obscurity of the rune in question. A more detailed discussion is in the Magic section.

##### Seduce

Seduction is the art of flirting and using sexual tension to get a member of the opposite sex to do what you want. Generally, this skill is used to convince the other person to sleep with you. However, seduction could also be used to get the target to do you a favor, or to let a secret slip.

The DL of the skill test is based on the target's WIL. Alternately, the DL can be the target's INT if the motive for the seduction is obvious.

##### Stealth

This is the ability to move without being seen or heard. A successful check means that the character is undetected until the situation changes (a spotlight shines in the character’s direction, or the floor changes from a hard stone floor to a creaky, wooden one). The DL is the PER of the people being sneaked upon. This can be adjusted depending on lighting, ground/floor conditions, terrain and other factors.

###### Suggested DLs and Modifiers for Stealth

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Bright lighting, no shadows or cover | +6 |
| Adequate lighting, few shadows and cover | +1-4 |
| Dim light and/or lots of cover | +0 |
| Very dark with lots of cover or distractions | -1-4 |

##### Streetwise

This skill is like etiquette for the slums. It allows the character to adopt the proper mannerisms and speech for dealing with the lower elements of society. The character can use this skill to gain contacts with the underworld, access the black market, gain information or hire an assassin. Failure might mean the character is rebuffed. A botched roll might bring hostility.

##### Survival

This is the ability to find shelter, food and water in a hostile environment. This skill is associated with a single type of environment that the character will pick when he chooses this skill.

Environments are:

* Arctic
* City
* Forest
* Jungle
* Mountain
* Plains/Grasslands
* Underground
* Urban
* Water

A successful roll means the character can find food, shelter and sufficient water for that day. For each point the skill roll is made by, one additional person can be fed. The DL of survival tests is based on the terrain.

###### Suggested DLs and Modifiers for Survival

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Lush terrain with lots of small game, insects, fruits, nuts and so on | 4-8 |
| Average terrain with sufficient, but not always obvious resources | 11-13 |
| Rough terrain with little wildlife or vegetation | 15-18 |
| Bleached desert or frozen wastes | 22+ |
| Must find shelter quickly for a coming snow or sandstorm | 10-16 |
| Clean, fresh water is scarce | +8 |
| Clean, fresh water is abundant | -4 |
| Character has little or no useful equipment to cut, saw or dig | +2-4 |
| Character is well equipped with outdoor equipment | -2-4 |
| Frigid water | +6 |
| Swimming or treading water for an extended period | +2-8 |

##### Swim

This is the ability to swim and move in the water. Since you rarely need to know the exact speed that a character swims, this skill deals more with surviving and maneuvering in difficult waters and not with speed. The DL of a skill test is based on the conditions of the water. The GM should use his discretion in cases where speed or time is critical.

###### Suggested DLs and Modifiers for Swim

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Normal water | 4 |
| Wavy water | 8 |
| Currents and undertow | 10 |
| Rolling waves and strong undertow | 14 |
| Storm, wind and waves | 20 |
| Frigid water | +6 |
| Swimming or treading water for an extended period | +2-8 |

##### Tactics

Tactics allows the character to assess his opponents, terrain and the combat situation. It allows characters to gain information and small advantages on the battlefield.

At the beginning of any combat, a tactician can make a roll to gain any one of the following pieces of information. After combat starts, tactics takes a half-action to use.

###### Suggested DLs and Modifiers for Tactics

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Detect Ambush – This allows the character to find good ambush zones as well as determine when he is about to fall into an ambush. A successful use of this skill eliminates the free surprise round given to an ambusher. | 10 or opposed |
| Determine Enemy Plan – This allows the character to determine the plan of the enemy combatants, their objectives and what conditions (if any) would cause them to break off the attack. | 14 or opposed |
| Determine Terrain Bonus – This allows the character to take a terrain feature and determine what bonus or penalty someone would take for fighting from that feature. | 10 |
| Gage Enemy Stats – Normally, the GM should try to keep the stats of the opponents secret. This allows the character to know hit points, attack and defense values and armor. | 12 |
| Recognize Enemy Leader – This allows the character to determine who is the leader of an enemy group by watching them for a short time in or out of combat. | 12 or opposed |

##### Theology

This skill gives the character knowledge about the religions of the world. The nature of the religion, the philosophy, outlook, sects, totems and rituals are included. One use of theology is for the powers held by the Priests of Stratus (see Priest Powers for more details). Other uses include answering questions about the character’s religion, the religions of other cultures and also religions that have passed from the world.

###### Suggested DLs for Theology

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Question is about the character’s religion. | 8 |
| Question is about a common religion, but not one practiced by the character. | 12 |
| Question is about a foreign religion that is known in the world and about which there has been much written. | 16 |
| Question is about a little known religion. | 20 |
| Question is about a religion that has been forgotten. | 24 |
| Question is very general and deals with well-known aspects of the religion. | -2-6 |
| Question is specific and/or deals with an obscure piece of knowledge. | +2-6 |
| Question deals with a secret piece of knowledge. Something that is deliberately hidden from non-believers. | +4-8 |

##### Tracking

This skill allows the character to follow a person or a group by finding signs of their passage. Success means the trail can be followed until the situation changes. Failure means the trail is lost. The DL of this skill is based on the conditions and number of people being tracked.

###### Suggested DLs and Modifiers for Tracking

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Tracking through brush, soft ground, lots of potential for leaving a trail | 7 |
| Tracking through sparse, hard ground with little potential for leaving a trail | 13 |
| Tracking with no vegetation and stone or road | 19 |
| Large group making trail | -1-6 |
| Group contains animals | -2 |
| Rain, high winds or other harsh conditions | +2-4 |
| Darkness | +3 |
| Path crosses water | +2 |
| Group knows they are being followed and make an effort to not be tracked | +1 or opposed |

##### Trading

A character with trading can barter when he buys or sells goods. Success means the character gets a beneficial change in the price of an object. A failure can mean the original price remains, or that the shopkeeper no longer wishes to deal with the insulting character. To barter the DL is often the trading skill of the merchant. The price break given should range between 5% and 25%. A good guideline is about 2% for each point the die roll was made by.

In addition to barter, the trading skill can be used to appraise goods. The DL in this case is based on the type of goods in question and their rarity in the region. A wagon full of hides might be easy to appraise, but an ingot of strange meteoric metal might be very difficult.

###### Suggested DLs and Modifiers for Trading

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Common goods, foodstuffs, hides, common metals | 6 |
| Rare metals, specialty goods | 10 |
| Foreign goods, goods that are not found in the region | 14 |
| Goods that are very rare, or are of interest only to collectors. | 20+ |
| Magic or ancient items | N/A |