**The World of Anthis**

**Notes**

This document is an outline describing the spiritual successor to Runebearer RPG. What follows is the barest amount of information necessary to start an Anthis campaign. Where no rules exist here, assume that Runebearer’s rules apply – basic skill resolution is a good example of this, since the opposed d12 mechanic is unchanged.

**Character Creation**

Typically, your character in Anthis is a new adventuring hero. They may have had some training from a master, or from a previous profession, but they are just beginning their heroic saga.

To create your Anthean Hero, follow these steps:

* Generate your starting Primary Stats
* Choose your Race
  + Apply stat modifiers
  + Record racial Boons & Banes
* Calculate your Figured Stats
* Choose 8 Bonus Skills
* Choose 8 Tag Skills
* Choose 1 Starting Talent
* Record your Starting Equipment

**Primary Stats**

Characters in Anthis have seven primary stats:

* Muscle (M) – Physical strength and the ability to leverage it
* Skill (S) – Agility, dexterity and hand-eye coordination
* Reflex (R) – Reaction time, raw speed, OODA and perception
* Toughness (T) – Ability to withstand hardship and damage
* Wit (W) – Intelligence and perception
* Power (P) – Force of will, luck, and magical aptitude
* Charisma (C) – Personality, looks, luck, and connection to the divine

Generate your starting stats by rolling **2d4+6** seven times. This will generate scores between 8 and 14. You can assign the scores to any of your primary stats.

**Bonus**

Each stat has a bonus associated with it. This value is used to calculate figured stats, as well as add to skill checks. The bonus for a stat is calculated as follows:

***Bonus = (stat – 10) / 2 (keep the fraction)***

So, a stat of 12 has gives bonus of +1 to relevant skill checks, and a stat of 8 gives a “bonus” of –1.

You do keep and record any fractions. So having a stat of 11 produces a bonus of ½. Since skills and figured stats are generated using two primary stats, two fractional bonuses can add up.

**Effect Dice**

Each stat also has an effect die based on your character’s score for that stat. When the result of an action isn’t simply pass or fail, you may be asked to roll one or more effect dice based on the stats involved in the task. The most common example of this is combat – when you hit your opponent, one of your damage dice is your muscle effect die.

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| **Stat Value** | **Effect Die** |
| 0-3 | 1d3-1 |
| 4-5 | 1d3 |
| 6-8 | 1d4 |
| 9-12 | 1d6 |
| 13-15 | 1d8 |
| 16-18 | 1d10 |
| 19-20 | 1d12 |
| 21-22 | 1d12+1 |
| 23-24 | 1d12+2 |

**Figured Stats**

There are four figured stats in Anthis:

* ***Hit Points =*** Toughness + ½ Muscle + ½ Power (fractions round up)
* ***Initiative =*** Reflex Bonus + Wit Bonus
* ***Base Move =*** 6 hexes/combat round (race, background might change this)
* ***Base Defense =*** 6 (backgrounds, talents might change this)

**The Races of Anthis**

Anthis is home to over a dozen (?) races and cultures.

**Ashen** – The Ashen are the descendants of the slaves of Shadow. Centuries of exposure to horrible magic have shortened their stature, twisted their limbs, and bleached their skin. Once proud dwarves, elves, and men, the depredations of Shadow have mutated them beyond recognition.

Today, the Ashen are an independent race, living in small, isolated villages. Though they share blood, the other races shun their misshapen brethren for fear they are tainted by the darkness.

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| **Ashen Racial Modifiers** | | |
| Stats:   * +1 Skill * +1 Reflex * +1 Wit * -1 Muscle * -1 Toughness * -1 Charisma | Traits:   * Fallen * Patron God (Castor and Corax) * Shade Touched * Shadow Sight * Short Legs * Tricky | Boons (choose one):   * Amateur Trickster * Child of Darkness * Divine Favor (Castor and Corax) * Resist Shadow |

**Caldruine** – Caldrune is a human city situated high in the Savos Peaks. When The Darkness was lifted, a small group of sorcerers devoted their lives to gathering knowledge that survived the ruin and they founded Caldrune as a place to store and protect their discoveries.

Today, Caldrune is a small, but vital city of scholars and libraries. Its remote location, and unique mission, isolate it from the rest of Anthis. Aside from the travelers charged with collecting lore, many Caldruine have never left the safety of their city’s walls. Indeed, many Caldruine see the world as a barbaric and dangerous place and those that travel are regarded with a mix of awe and suspicion.

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| **Caldruine Racial Modifiers** | | |
| Stats:   * +1 Wit * +1 Charisma * -1 Muscle * -1 Toughness | Traits:   * Book Smart * Lore Gatherers * Patron God (Libra) | Boons (choose one):   * Amateur Alchemist * Creation Lore * Divine Favor (Libra) * Quick Learner * Sanctioned Traveler |

**Cividi** – The Cividi are the remnants of the human servants of the Old Elvish Empire. After Shadow was defeated, the small remaining human settlements quickly recovered, and humanity inherited the broken ruins of the elven cities.

The Cividi consider themselves to be the caretakers of the legacy of the elves. Since the elves have mostly retreated from the world, the Cividi have taken the responsibility to recreate the empire – by force if necessary.

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| **Cividi Racial Modifiers** | | |
| Stats:   * +1 Reflex * +1 Charisma * -1 Skill * -1 Toughness | Traits:   * City Folk * Midas Touched * Patron God (Aquae or Lex) | Boons (choose one):   * Amateur Alchemist * Divine Favor (Aquae or Lex) * Slaver |

**Dwarves** – Before darkness fell, the dwarves were the masters of a sprawling civilization beneath the surface of Anthis. Unfortunately, when Shadow came, the huge, black tunnels provided the perfect spawning grounds and the once proud dwarf holds were overrun by millions of horrors.

The dwarves fought a desperate war against the Shadow, but ultimately lost six of the original nine holds. The three that survived did so by collapsing or sealing huge sections of the tunnels, consigning thousands of their brethren to death, or enslavement.

Modern dwarves call themselves Monhemnir (“Those That Remain”) and live in the remaining three holds. They are skilled tradesmen and metal workers. Many are great warriors who long for the day when they can open the ruined holds, defeat the monsters within, and reclaim their ancestral tunnels.

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| **Dwarven Racial Modifiers** | | |
| Stats:   * +1 Muscle * +1 Toughness * +1 Wit * -1 Reflex * -1 Power * -1 Charisma | Traits:   * Patron God (Mordain) * Shadow Sight * Short Legs * Tunnel Sense * Underworld Guardians | Boons (choose one):   * Creation Lore * Heirloom Item * Legendary Greed * Resist Shadow * Tough(3) |

**Elves** – A long time ago, elves were the beloved firstborn children of the gods. They were granted mastery of magic and technology, and given the gift of eternal life. These gifts allowed them to rule over the other races and forge a powerful empire.

Unfortunately, even though the elves were benevolent rulers, the lesser races grew restless and started to rebel against their masters. To save the empire from splintering, the elves sought ways of better controlling their subjects. To this end, they created a spell that would shape darkness into chains that would bind the will of the mortal races forever.

That spell backfired, destroying civilization and plunging Anthis into Shadow for hundreds of years.

Today, the elves are a fallen race, mistrusted by the races they once ruled, and shunned by the gods who once favored them. (more here?)

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| **Elven Racial Modifiers** | | |
| Stats:   * +1 Skill * +1 Reflex * +1 Wit * +1 Power * +1 Charisma | Traits:   * Fallen * Forbidden Knowledge * Immortal * Shunned * Steadfast | Boons (choose one):   * Amateur Chanter * Animal Companion * Creation Lore * Heirloom Item * Swift(1) |

**Heiraxan** – The Grand King Heirax once ruled over all of the lands of the Eleon Valley. When the king was killed by assassins, his three children fought over the kingdom, sparking a bitter civil war. To this day, the land remains split into the realms of Heirot, Lycopolis, and Sadia, between which there remains an uneasy peace.

By their nature, Heiraxans are simple farmers and herders that do not share the ambitions of their leaders. They resent the foreign sell swords that live among them, and the seemingly endless battles and schemes that have cost them so much.

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| **Heiraxan Racial Modifiers** | | |
| Stats:   * +1 Muscle * +1 Charisma * -1 Reflex * -1 Power | Traits:   * Innocent looking * One With The Land * Patron God (Aquae or Hegre) | Boons (choose one):   * Divine Favor (Aquae or Hegre) * Swift(1) * War Weary |

**Javian** – The Javian are mountain-dwelling avians that …

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| **Javian Racial Modifiers** | | |
| Stats:   * -2 Muscle * -1 Toughness * +1 Skill * +1 Reflex | Traits:   * Claws * Keen Eyes * Small Frame * Weak Wings | Boons (choose one):   * Legendary Greed * Swift(1) * Weather Eye |



**Sarkan** – The Sarkan are men who originated from the arid lands to the southeast, across the Sheerost (mountains). They were tribal nomads who followed the rains to carve out a life in an inhospitable land. Tribal infighting caused several Sarkan tribes to cross the Sheerost and settle Anthis.

Sarkan live by raiding their neighbors, taking livestock, crops and slaves. Over the years, they have gained a reputation as master horsemen, vicious warriors, and relentless hunters of men. They are feared by men of peace, but often sought after as mercenaries by men of war.

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| **Sarkan Racial Modifiers** | | |
| Stats:   * +1 Toughness * +1 Wit * -1 Reflex * -1 Power | Traits:   * Desert Sense * Man Hunter * Trapper | Boons (choose one):   * Born in the Saddle * Fight With Wild Abandon * Slaver * Tough(2) |

**Theydan** – Theydan lore indicates that their race once ruled an extensive underwater kingdom, but that some sunken horror caused them to abandon their home. Ulder took pity on them and allowed them to ascend to the surface and settle on the island of Theyd.

Theydan are small, impish creatures with webbed hands and feet that hint at their aquatic origins. They have a unique physiology that allow them to hold their breath for extended periods, and their hands are clawed, allowing them to climb quickly. These traits, along with their love of the sea, make them expert sailors.

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| **Theydan Racial Modifiers** | | |
| Stats:   * +1 Skill * +1 Reflex * -1 Wit * -1 Power | Traits:   * Breath Control * Claws * Patron God (Ulder or Tathe) * Natural Swimmers | Boons (choose one):   * Boatman * Divine Favor (Ulder or Tathe) * Mutineer * Treasure Map * Weather Eye |

**Tirkid** – Tirkid are large (2.5m tall), alien creatures that resemble a cross between a mantis and a centaur.

The origins of the Tirkid are unknown, even to them. Soon after the defeat of Shadow, their mysterious sailing ship crashed on the rocky Anthean coast. The tirkid survivors stumbled out of the wreck, unable to remember anything about their journey or their previous home.

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| **Tirkid Racial Modifiers** | | |
| Stats:   * +1 Muscle * +1 Wit * -1 Skill * -1 Charisma | Traits:   * Alien * Large Frame * Multiple Legs * Natural Sprinters | Boons (choose one):   * Mount * Tough(2) * ??? |

**Tundaran**– The Tundaran are a matriarchal, tribal society living in the steppes of northeast Anthis. They are a race of warriors and bards who value individual heroics and valor over subtlety or spell craft.

Their society is divided into seven major clans, each ruled by a Matriarch. Though they vie for status, and ultimately, the title of War Queen, the clans cooperate to survive their harsh homeland, banding together to battle the ogres and giants that encroach on their villages.

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| **Tundaran Racial Modifiers** | | |
| Stats:   * +1 Skill * +1 Toughness * -1 Wit * -1 Charisma | Traits:   * Giant Hunter * Patron God (Brul or Ylid) * Pleasing Voice * Skeptical | Boons (choose one):   * Amateur Chanter * Divine Favor (Brul or Ylid) * Resolute * Swift(1) * Tough(2) |

**Vask** – The Vask were the shock troops of the old empire, enforcing the will of their elven masters, and keeping the peace. When the empire fell, the Vaskan legions threw themselves against waves of shadow beasts. Though the fighting nearly drove them to extinction, the Vask never succumbed to Shadow.

Today, the Vask are known as powerful mercenaries. Their society is organized around the military orders they maintained before the cataclysm. Most Vask belong to these mercenary legions and spend their lives traveling from contract to contract, only returning home once or twice a year.

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| **Vask Racial Modifiers** | | |
| Stats:   * +1 Muscle * +1 Toughness * -1 Wit * -1 Charisma | Traits:   * Fearsome Reputation * Patron God (Brul) * Resolute | Boons (choose one):   * Divine Favor (Brul) * Swift(1) * Tough(3) |

**Vnaar** – The Vnaar are a tribal society that live in the dense, tropical forests that dominate southwest Anthis. Because of the many dangerous predators in their homeland, they have learned to live closely with nature and blend in with their surroundings.

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| **Vnaar Racial Modifiers** | | |
| Stats:   * +1 Skill * +1 Toughness * -1 Wit * -1 Power | Traits:   * Blend with Nature * Natural Climbers * Patron God (Hegre) * Swift(1) | Boons (choose one):   * Animal Companion * Divine Favor (Hegre) * One With The Land * Tough(2) |

**Explanation of Racial Traits**

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| **Trait** | **Description** |
| Alien | Your race is considered strange and otherworldly. You take a –2 to all social checks when dealing with races other than your own |
| Amateur Alchemist | You begin the game with the Alchemy skill and two potion recipes of your choice |
| Amateur Chanter | You begin the game with the Words of Power skill and two spells with the keywords of chant, or song |
| Amateur Trickster | You begin the game with the skill Words of Power and two spells with the keywords of charm, illusion, or trickery |
| Animal Companion | The beasts of the world still remember when your people were kings. You begin the game with an animal companion |
| Armsman | You can use weapons with a leverage score one die step higher than your muscle die without a penalty |
| Blend with Nature | You get a +2 to stealth checks in a wilderness setting |
| Boatman | You start the game with a small longboat capable of carrying 6 people and a meager amount of supplies |
| Book Smart | You get +1 to lore checks, and any check pertaining to learning spells |
| Born in the Saddle | You start the game with the ride skill, get +2 ride checks, and own a horse |
| Breath Control | You may hold your breath 5x the normal time (5 rounds/toughness) and you get a +4 to save vs. gas attacks |
| Child of Darkness | You get a +2 bonus to stealth checks, and if you hide in a shadowy location, and succeed by rolling a 10—12, you blend into the darkness and are even harder to find (enemy search checks are –4) |
| City Folk | You get a +1 to all non-combat checks when operating in a city |
| Claws | Your claws give you a +2 to climbing checks. You get the brawling skill for free, and your claws act as 1d6 unarmed weapons |
| Creation Lore | You begin the game with the Creation skill |
| Crowd Favorite | You are well known to the people and get a +2 to all social checks where you can use your fame |
| Desert Sense | You get +2 to navigate and survival checks in arid, or desert climates |
| Divine Favor | You are a favorite of your race’s patron god. You may start every game session with a point of divine favor that can be used as inspiration when acting on behalf of your race’s patron god |
| Fallen | Your race has a history that has tainted their reputation. You take –2 to all social tests when dealing with other races |
| Fearsome Reputation | You get a +2 to social checks where you are trying to bully or intimidate someone |
| Forbidden Knowledge | You get a +2 to any checks to learn spells or bind spirits |
| Fight With Wild Abandon | You take a –1 to all your defenses, but do +2 damage |
| Heirloom Item | You start the game with a special item given to you by your ancestors. This item starts with some minor power, but can gain abilities as you level |
| (X) Hunter | You get +1 attack, damage and wound rolls against your favored enemy |
| Immortal | Members of your race do not age, or die of natural causes |
| Innocent Looking | You get a +1 to sneak and social checks where you are able to blend in with a crowd, or proclaim your innocence |
| Keen Eyes | You get a +2 to all checks to spot something or notice visual details |
| Large Frame | You get a +2 to saves/procs pertaining to being knocked down, or knocked back. Armor for you costs 20% more |
| Legendary Greed | You can detect large deposits of gold or precious stones within 100 meters. |
| Lore Gatherer | You start the game with a lore skill of your choice, and 2 perks to apply to your lore skills |
| Midas Touched | You start the game with an additional 50g and anytime you are to receive payment from an NPC for services rendered, or for trade goods, you manage to get an extra 10% from the deal – regardless of the result of any trade check made |
| Mount | You can be ridden by any character man-sized or smaller and take no penalties carrying another |
| Multiple Legs | You can ignore the first leg wound in any combat |
| Mutineer | When you make a surprise attack on a combatant who is not already in combat, you get a +2 damage and +1 to your wound roll |
| Natural Climbers | +2 to all climb checks and ½ fall damage |
| Natural Sprinters | +2 Move |
| Natural Swimmers | You start the game with the swim skill |
| One With The Land | You gain a +1 to Animal Lore and Herb Lore checks |
| Patron God | One of the gods favors your race. You get a +1 to all divination, theology, or magic checks dealing with your race’s patron god. At the GM’s discretion, other checks might be modified if they somehow deal directly with the patron. For instance, fighting to protect the god’s temple, or to recover one of their artifacts would apply |
| Pleasing Voice | Singing is highly valued by your culture. You get +1 to perform and words of power checks |
| Quick Learner | When you gain free skill checks, you get an additional free check |
| Resist (x) | You get a +2 bonus to saves against the resisted element/effect. If you are affected by the resisted element/effect, you reduce the effect by –1 point/die |
| Resolute | You may spend 1 inspiration to heal 1d6 hit points |
| Sanctioned Traveler | You are a traveler sanctioned by the Founders of Caldruine. You start the game with a special assignment from the city, as well as one special piece of gear associated with your assignment. Completing your assignments brings an experience bonus, a new assignment, and a material reward |
| Shade Touched | You are more acutely aware of Shadow’s imprint on the world. Though you cannot speak it, you instinctively understand Shadowspeak. Also, you can make search checks to detect any creatures, objects or spells that are tainted by Shadow. Some residual Shadow might be too weak for others to notice, but you can still see it. In these cases, you may be subject to corruption while others may not |
| Shadow Sight | You can see in the dark |
| Short Legs | Your movement rate is –1 hex/combat round |
| Shunned | The Lantern Gods of Anthis no longer heed your call. You may not gain divine favor (though you can gain divine malus). You may never take spells pertaining to the gods. Priests must spend one inspiration to cast beneficial spells on you |
| Skeptical | Any check to deceive you takes a –1 penalty and you get +1 to save vs. any such effect |
| Slaver | Your culture practices slavery and you start the game with a slave who is pledged to you. The exact nature of this npc, and his relation to you should be worked out with the GM |
| Small Frame | You get a –2 to save/procs pertaining to being knocked down, or knocked back |
| Steadfast | You get a +2 to save against any spell or effect that alters your state of mind, or changes your form (i.e. charms, sleep, or polymorph) |
| Swift(X) | You gain +X to initiative and +X move/round |
| Tough(x) | You gain +X hit points |
| Trapper | You get +2 to tracking checks. You start the game with the combat: throw skill, and can use nets |
| Treasure Map | You start the game with a treasure map leading you to a legendary treasure on a remote island |
| Tricky | You get +1 to any social, or magic check where you are cheating, deceiving, or manipulating someone |
| Tunnel Sense | You gain a +2 to all navigate and survival checks underground |
| Underworld Guardian | You get +1 to attack, defense, and damage rolls against Shadow and its minions |
| War Weary | You take a –1 to both attack and damage, but get +2 to defense, converse and persuade checks |
| Weak Wings | You have wings and can fly, but it takes a lot of energy for you to do so. By using 1 inspiration, you can fly for a number of minutes equal to your toughness score. This time is divided by your average armor value.  If you do fall, and for some reason cannot fly, you only take ½ fall damage.  Because it has to be specially fitted, armor costs 50% more for you. |
| Weather Eye | You have an innate sense of the coming weather, and get +2 to survival checks pertaining to weather hazards |

**Skills**

Each character in Anthis will have a number of trained skills, either through his past training, or his current focus. A trained skill has a skill level of 8, and this won’t increase until play starts.

The final skill level (what you use when you perform skill checks) is modified by training and stat bonuses.

When you create your character, you get 8 background picks. These represent training you have acquired before beginning your adventuring career. You can use a background pick on a new skill. This trains the skill, and applies a background bonus of +1 to that skill. Alternately, you can pick a skill you already have to apply an additional +1 background bonus to that skill, up to a maximum of +2. (Should we up this to +3?)

You also get 8 focus picks. These represent the skills you use during your adventuring career. Focus skills are the skills that will be used to level your character.

A focus pick can be used on an existing skill. This tags the skill as a focus skill and whenever that skill levels, you will gain XP toward leveling your character. You can also use a focus pick on a new skill. This trains the skill and tags it for earning XP.

At the end of using your 16 picks, you should have between 8—16 skills, some with background bonuses of +1 or +2, and 8 of these skills will be tagged for leveling.

**Specializations**

Some skills take specializations which represent a more detailed knowledge about a specific area of expertise. It could represent a character growing up in a particular city, studying a certain race’s history, or living for years in a desert.

Skills that take specializations are noted in the skill list. When you train one of these skills, you get a free specialization to apply to that skill. In addition, each character gets 2 specializations to apply to any relevant skills.

**Combat Skill List**

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| **Skill Name** | **Stats** | **Default** | **Notes** |
| Bow | RS | U | Bows -- features piercing, improved range and defensive options for archers |
| Brawling | MT | U | Unarmed, clubs and improvised weapons – features fast attacks and bonus damage with unarmed strikes |
| Dirty Fighting | RW | U | Knives, improvised weapons – features dirty tricks such as head butt, dirt in the eyes, groin kicks |
| Dual Wield | RS | U | Any two light/medium one-handed weapons – features fast attacks, mobility and whirlwind style moves |
| Dueling | RS | U | Single weapon – features some mobility and status attacks to wound and cripple your foe |
| Great Weapon | MS | U | Bulky two-handed weapons – features powerful damaging attacks, cleave |
| One-Hand & Shield | ST | U | Sword and board – features tanking and defensive options as well as shield attacks |
| Polearm | MS | U | Long spears, poleaxes and staffs – features powerful piercing attacks and reach attacks |
| Spear & Shield | ST | U | Spear and shield – features defensive moves, impaling attacks and taunts, and spear throwing |
| Spell | PR | U | Missile spells – features improved range, combat spell casting and spell enhancements |
| Staff | PS | U | Mage staffs – features defensive moves, spell enhancements |
| Thrown | MR | U | Thrown weapons – features fast attacks, ??? |

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| **Skill Name** | **Stats** | **Default** | **Notes** |
| Acting | CW | U | * Used to convincingly act like someone else or to hide your motives and true feelings * Used to disguise yourself to look like someone else * Can be used to thwart ***Converse, Interrogate*** * Can be used to convince someone you’ve been ***Persuaded*** |
| Administer | PW | U | * Used to administer a business, or a fiefdom * Can be used to increase the profits from a holding * Can be used to decrease the time it takes to improve a holding * Can be used to ascertain the abilities of potential hires |
| Animal Lore | PW | N | * Used to tame, train, treat animals * Also used to learn stats about beasts * ***Specializations*** used here represent an expert-level knowledge of a type of animal – no roll is required for informational tests and taming/training checks are +2 *(Ex. Wolves, or Spiders)* |
| Athlete | MT | T | * Used to run faster and jump higher than normal * Used in contests of physical prowess * Used to ***Swim*** * Opens access to acrobatic talent trees if given a bonus or tagged |
| Climb | RS | U | * Physical skill used to climb surfaces * Given the right talents, can be used to avoid fall damage from any height |
| Converse | CW | U | * Ability to gain information from conversation with other characters (usually NPCs) * Can be used to discern an character’s motives * Can be used to discern if a character is lying to you * Used to avoid social penalties for cultural differences * Used to quickly fit in/make friends in a new social environment |
| Craftsman | SW | U | * Used to create or repair simple items and devices * Used to repair wear and tear on weapons and armor * Armor/Weapon Smith, Jeweler and Woodworker can substitute for this skill * ***Specializations*** in this skill can pertain to specific crafts (giving a +2) |
| Diplomat | CW | N | * Used to negotiate deals and treaties between organizations * Can be used to discern the motives of the other negotiating parties * Used to understand the ramifications of agreements * Used to get better terms out of the deal * Used to understand the intricacies of a court * Used to identify and interpret heraldry and other noble symbols * Used to understand the lines of succession and ranks of noble titles * Can be used to behave correctly in a noble court * ***Specializations*** used here represent expert-level knowledge of a specific subject and no roll is required to succeed |
| Dodge | RS | T | * Used to dodge missile/spell attacks |
| Herb Lore | PW | N | * Used to identify and find useful herbs in the wild * Used to cultivate herbs * Used to mix poultices that give small heals and buffs to teammates |
| History | PW | U | * Represents a general knowledge of the history of the campaign realm * Historians presented with an unfamiliar question can roll to see if they know the answer * ***Specializations*** used here represent expert-level knowledge of a specific subject and no roll is required to succeed |
| Interrogate | CP | U | * Used to ascertain the truth of information coerced out of prisoners * Used to gain truthful information from interrogations |
| Locks | RS | N | * Used to pick locks |
| Medic | SW | N | * Used to heal damage and reduce or remove the effect of wounds * In combat, can stop bleeding and dying statuses * In 5 minutes, can heal 1d4 |
| Navigate | SW | U | * Used to travel overland without incident * Used to find specific locations within a region * ***Specializations*** used here represent specific area knowledge -- checks are +2 |
| Perform | CW | U | * Used to play instruments, sing, tell stories or otherwise entertain |
| Persuade | CP | U | * Used to convince other characters to take a certain course of action |
| Ride | MS | N | * Used to ride beasts overland, and also in combat |
| Sailing | MS | U | * Used to perform duties on ships |
| Search | RW | T | * Used to search for secrets, or hide them from prying eyes |
| Sleight of Hand | RS | N | * Used to pick pockets, perform minor “magic” tricks, palm small items, escape from bonds |
| Seduce | CP | U | * The use of flirtation, attraction, and the promise or exchange of sexual favors to get what you want |
| Sneak | RS | U | * Used to conceal oneself from search, or to move quietly and unseen |
| Streetwise | CW | N | * Used to know about the seedy elements in a city * Can be used to gain access to criminals, fence stolen goods, and avoid trouble in the bad part of town * Can be used to gain information about criminal activity |
| Survival | ST | N | * Used to camp in hostile terrain to allow you to rest and heal * Used to avoid natural hazards * Used to forage for food and water * ***Specializations*** used here represent favored terrain – checks are +2 |
| Tactics | RW | N | * Used at the beginning of combat to generate ***Tactical Points*** * TP are usable like inspiration, but last only for the duration of the battle |
| Theology | CP | U | * Used to know about the gods of the campaign * Used to understand the will of the gods – whether or not certain actions would please or anger them * Used to learn new divine invocations |
| Trade | CW | U | * Used to assay normal items and trade goods * Used to get better deals when buying/selling items |
| Track | RW | N | * Used to follow your quarry by the trail they leave behind |
| Traps | SW | N | * Used to disarm and possibly set traps |

**Magic Skills**

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| **Skill Name** | **Stats** | **Default** | **Notes** |
| Alchemy | PW | N | * Used to create potions * Taking this skill as a background, or focus grants 4 spells * ***Specializations*** used here grant 2 additional spells |
| Blood Rituals | PT | N | * Used to perform blood rituals |
| Creation | CP | N | * Used to extract Essence and use it to create artifacts * Only accessible to certain races (elves and dwarves can get creation for certain… I am not sure about others) * Taking this skill as a background, or focus grants 4 spells * ***Specializations*** used here grant 2 additional spells |
| Divine Invocation | CP | N | * Used to invoke your patron god to cast divine spells * Taking this skill as a background, or focus grants 4 spells * ***Specializations*** used here grant 2 additional spells |
| Item Lore | PW | N | * Used to know the history and lore of unfamiliar artifacts * Used to gain information about, and unlock, the powers of artifacts * ***Specializations*** used here represent knowledge about specific types of artifacts and all checks are +2 *(Ex. Swords, or Holy Relics)* |
| Meditate | PT | N | * Ability to collect mana or divine favor for use in spell casting |
| Spell Lore | PW | N | * Used to identify spells you see cast * Used to learn spells * Used to gather information about spirits |
| Spirit Calling | CP | N | * Used to bind spirits and then invoke their powers * Taking this skill as a background, or focus grants 1 spirit and its spell list |
| Words of Power | PW | N | * Used to speak ancient languages that have magical power * Taking this skill as a background, or focus grants 4 spells * ***Specializations*** used here grant 2 additional spells |