**Anthis Skill List**

**Combat Skills**

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

**General Skills**

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| --- | --- | --- | --- | --- |
| **Skill Name** | **Focuses** | **Stats** | **Default** | **Notes** |
| Acrobat | HSW | RS | N | * The ability to perform amazing feats of athletics * Character can roll to jump farther/higher, perform flips and tumbles * Can roll to not be knocked down, or to quickly get to your feet * Can roll to avoid some level of falling damage * Opens the talent tree ***Acrobatic Fighter*** * Probably not appropriate for some campaigns |
| Acting | LST | CW | U | * Used to convincingly act like someone else or to hide your motives and true feelings * Can be used to thwart ***Converse, Interrogate*** * Can be used to convince someone you’ve been ***Persuaded*** |
| Administer | ALT | 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 | HL | PW | N | * Used to tame, train, treat animals * Also used to learn stats about beasts * ***Perks*** 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)* * One ***Perk*** in this skill is free when the skill is chosen |
| Carouse | ASTW | CW | U | * Used to throw parties, meet and interact with the right people * Used to avoid social penalties for cultural differences * Used to quickly fit in/make friends in a new social environment |
| Climb | HSW | RS | U | * Physical skill used to climb surfaces * Given the right talents, can be used to avoid fall damage from any height |
| Converse | AS | 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 |
| Diplomat | AFL | 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 * ***Perks*** used here represent expert-level knowledge of a specific subject and no roll is required to succeed * One ***Perk*** in this skill is free when the skill is chosen |
| Disguise | S | CS | N | * Used to look like someone else * Can be used to blend in with a crowd by using mannerisms/dress |
| Dodge | -- | RS | T | * Used to dodge missile/spell attacks |
| Gamble | STW | CW | U | * Used to make money from games of chance * Used to cheat or spot a cheat * Can be used to know/quickly learn the rules to unfamiliar games |
| Handyman | AHTL | SW | U | * Used to make minor repairs on items and devices * Used to repair wear and tear on weapons and armor * Armor/Weapon Smith, Jeweler and Woodworker can substitute for this skill |
| Herb Lore | FHL | 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 | AFLM | 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 * ***Perks*** used here represent expert-level knowledge of a specific subject and no roll is required to succeed * One ***Perk*** in this skill is free when the skill is chosen |
| Interrogate | ASW | CP | U | * Used to ascertain the truth of information coerced out of prisoners * Used to gain truthful information from interrogations |
| Item Lore | FLM | PW | N | * Used to know the history and lore of unfamiliar artifacts * Used to gain information about, and unlock, the powers of artifacts * ***Perks*** used here represent knowledge about specific types of artifacts and all checks are +2 *(Ex. Swords, or Holy Relics)* |
| Locks | S | RS | N | * Used to pick locks |
| Medic | FHLW | 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 * ***Perks*** used here represent advanced medical training which will allow a 1 hour treatment healing either 2d4, or 3d4 depending on how many perks are used |
| Navigate | HLTW | SW | U | * Used to travel overland without incident * Used to find specific locations within a region * ***Perks*** used here represent specific area knowledge -- checks are +2 |
| Persuade | AFS | CP | U | * Used to convince other characters to take a certain course of action |
| Ride | AHW | MS | N | * Used to ride beasts overland, and also in combat |
| Search | AHS | RW | T | * Used to search for secrets, or hide them from prying eyes |
| Sleight of Hand | S | RS | N | * Used to pick pockets, perform minor “magic” tricks, palm small items, escape from bonds |
| Seduce | AS | CP | U | * The use of flirtation, attraction, and the promise or exchange of sexual favors to get what you want |
| Sneak | HS | RS | U | * Used to conceal oneself from search, or to move quietly and unseen |
| Streetwise | AS | 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 | HW | 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 * ***Perks*** used here represent favored terrain – checks are +2 * One ***Perk*** is given for free when this skill is chosen |
| Swim | HW | MT | U | * Used to swim and survive in the water |
| Tactics | AW | RW | N | * Used at the beginning of combat to generate ***Tactical Points*** * TP are used to give bonuses to allies during combat, learn enemy statistics, allow special maneuvers, gain party inspiration |
| Theology | FL | 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 |
| Trade | AT | CW | U | * Used to get better deals when buying/selling items |
| Track | HS | RW | N | * Used to follow your quarry by the trail they leave behind |
| Traps | HS | SW | N | * Used to disarm and possibly set traps |