**Skills**

Whereas attributes represent raw talent, and powers represent skills represent training in specialized tasks.

**Skill Resolution**

When the character’s come up against a lock that needs to be picked, an irritable merchant or a deep, cold pool with a glinting gem at the bottom, this is a test of their skills called a task. Every task in the game is assigned a difficulty level (DL) by the GM.

|  |  |
| --- | --- |
| **Task Description** | **DL** |
| Yawn! People do this all the time. It is relatively easy even for the untrained. | 3 or less |
| Simple. Done everyday by those trained in a skill. Not simple for the untrained, but possible. | 5 |
| Pretty Easy. A standard day-to-day task for those trained in the skill. Still a careless mistake can be made. | 7 |
| Moderate. This task is somewhat tricky and takes concentration and training to perform with any degree of success. Still, it is a standard task and a trained individual will have been taught how to go about doing it. | 9-11 |
| Pretty Tough. Causes trouble for a trained person. Almost impossible for anyone who does not have specific training in the skill. | 14 |
| Hard. A trained person will fail in this task most of the time unless he has help, special equipment, lots of time to prepare, etc. This task is out of the normal range of the skill training. | 18 |
| Nasty. An insane task that only masters in the skill will be able to manage. | 24 |
| Impossible? Someone with god-like capabilities in the skill might be able to pull it off more often than not, but will still fail a significant portion of the time. | 30+ |

After a DL is determined, the character rolls a d12 and adds his skill level and the GM rolls a d12 and adds the DL. If the character equals or exceeds the GM’s score, the task is successful. If the GM’s score is higher, then the task has failed.

**Opposed Rolls**

Opposed rolls occur when a character is attempting a skill in direct conflict with another character’s statistic or skill. When a character uses the stealth skill, he is pitting his stealth against the listener’s perception. Persuasion acts against someone’s will or intelligence. A character that is searching a boat for a concealed compartment can use his concealment skill against the compartment builder’s concealment skill. In this situation, the DL of the skill test is the relevant stat, or skill level of the passive character. The skill user must perform a task with this DL to succeed.

Example of Opposed Rolls: A PC with a stealth skill level of 12 tries to sneak past a guard with a perception of 10. Both the stealthy PC and the guard roll a d12 and add their relevant score. The PC rolls an 8 and adds his stealth level of 12 for a total of 20. The guard rolls a 9 and adds his PER of 10 for a total of 19. The PC makes it without being heard.

On a tie, the active character – the one who is taking the initiative (as opposed to reacting to a situation) – wins.

**Assisting a Skill Test**

When two or more characters work at the same task, they may get a bonus to the skill roll. To do this, both characters must have the skill in question, or a closely related skill (GM’s discretion). The character with the higher skill level is called the actor and the character with the lower skill is called the assistant.

To assist in a skill test, the DL of the task must not be more than 10 levels above the assistant’s skill level. If it is, the task is outside of the assistant’s understanding and he will be of no help. In addition, if the DL of the task is 4 or more points lower than the actor’s skill, then he doesn’t really need the help and no assist is possible. The exception to this rule is a character with Craft: Instructor. Characters with this craft skill are adept at teaching others. Thus, they can have an assistant (student) even if the DL of the task is 4 or more points lower than their skill level.

In an assist, the assistant rolls a skill roll vs. the DL of the task –5. Then consult the following table.

|  |  |
| --- | --- |
| **Roll** | **Effect** |
| Succeeds by 4+ | +2 to actor’s skill test. Assistant is eligible for a skill check even if the test fails. |
| Succeeds by 0-3 | +1 to actor’s skill test. Assistant is eligible for a skill check even if the test fails. |
| Fails by 1-3 | No effect. Assistant gets a check, but only if the actor succeeds in the task. |
| Fails by 4-7 | -1 to skill test and the assistant gets no skill check. |
| Fails by 8+ | -2 to skill test, the assistant gets no skill check. In addition, if the skill test fails, the assistant may have blundered so badly so as to cause a critical failure. |

**Secondary Skills**

In many situations, the PCs will have knowledge skills and crafts that help flesh out the character and their background. These skills can also come in handy by giving bonuses to other skill rolls. If the PC has a knowledge skill, or a craft that the GM rules is relevant to the situation, then he will award a +1 to +3 bonus to the skill check. The award is based on the skill level in the “secondary” skill and the skill’s relevance to the test.

|  |  |
| --- | --- |
| **Secondary Skill Level** | **Bonus** |
| 1-14 | +1 |
| 15-19 | +2 |
| 20-25 | +3 |
| 26+ | +4 |

**Exceptionals Skill List**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Skill Name** | **Attributes** | **Default** | **Cost** | **Improvement** |
| Acrobatics | STR/AGI/SPD | None | 5+4 | 5 |
| Acting | INT/CHA/CHA | Half | 3+3 | 3 |
| Administrate | INT/CHA/WIL | None | 3+3 | 3 |
| Animal Handler | CHR/WIL/PER | None | 3+3 | 3 |
| Breakfall | AGI/AGI/TOU | None | 3+3 | 3 |
| Carouse | INT/CHA/PER | Half | 3+3 | 3 |
| Climb | STR/STR/AGI | Half | 3+3 | 3 |
| Computers: General Operation | INT/INT/PER | Full | 0+3 | 3 |
| Computers: Hacking | INT/INU/PER | None | 3+3 | 3 |
| Computers: Programming | INT/INU/PER | None | 3+3 | 3 |
| Conceal | INT/INU/PER | Special | 3+3 | 3 |
| Converse | INT/CHA/PER | Half | 3+3 | 3 |
| Craft | Variable | None | 1+1 | 2 |
| Demolitions | INT/WIL/INU | None | 3+3 | 3 |
| Diplomacy | INT/CHA/PER | None | 3+3 | 3 |
| Disguise | INT/PER/PER | Half | 3+3 | 3 |
| Drive | SPD/INU/PER | Half | 3+3 | 3 |
| Electronics | DEX/INT/PER | None | 3+3 | 3 |
| Escape | AGI/DEX/WIL | None | 3+3 | 3 |
| Etiquette | INT/CHA/PER | None | 3+3 | 3 |
| Fast Draw | DEX/SPD/SPD | None | 3+3 | 3 |
| Fast Talk | INT/CHA/CHA | Half | 3+3 | 3 |
| First Aid | INT/INT/INU | Half | 3+3 | 3 |
| Forgery | INT/INT/PER | None | 3+3 | 3 |
| Gamble | INT/INU/INU | Half | 3+3 | 3 |
| Interrogate | INT/WIL/CHA | Half | 3+3 | 3 |
| Investigate | INT/PER/PER | None | 3+3 | 3 |
| Knowledge | INT/INT/INT | None | 1+1 | 2 |
| Language | None | None | Special | None |
| Lockpick | DEX/DEX/INT | None | 3+3 | 3 |
| Mechanics | DEX/INT/INU | None | 3+3 | 3 |
| Medical: Diagnosis & Care | INT/INU/PER | None | 3+3 | 3 |
| Medical: Surgery | DEX/INT/PER | None | 3+3 | 3 |
| Navigate | INT/PER/PER | Half | 3+3 | 3 |
| Orate | INT/INT/CHA | Half | 3+3 | 3 |
| Persuade | INT/CHA/CHA | Half | 3+3 | 3 |
| Pickpocket | DEX/INU/PER | Half | 3+3 | 3 |
| Pilot | SPD/INT/PER | None | 3+3 | 3 |
| Riding | AGI/PER/SPI | None | 3+3 | 3 |
| Science | Varies | None | 1+1 | 2 |
| Security Systems | DEX/INT/PER | None | 3+3 | 3 |
| Seduce | INT/CHA/CHA | Half | 3+3 | 3 |
| Shadowing | INT/INU/PER | Half | 3+3 | 3 |
| Stealth | AGI/AGI/PER | Half | 3+3 | 3 |
| Streetwise | INT/CHA/PER | Half | 3+3 | 3 |
| Survive | INT/INU/PER | Half | 3+3 | 3 |
| Swim | STR/TOU/TOU | Half | 3+3 | 3 |
| Systems Operation | INT/INU/PER | None | 3+3 | 3 |
| Tactics | INT/INU/PER | None | 3+3 | 3 |
| Track | INT/PER/PER | Half | 3+3 | 3 |
| Trade | WIL/CHA/PER | Half | 3+3 | 3 |

**Skill Cost**

When you buy a skill, you pay 1, 3, 5 or possibly 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.

**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 of skill add the three stats and apply the following formula:

Skill Level = (Stat Total / 3) – 2

**Increasing Skill Level**

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). Up to three skill levels can be purchased at the time of character creation.

**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 (ronded 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. Running, jumping and unarmed combat fall 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.

**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 |

**Administrate**

Administrate is the skill of running an organization. It encompasses aspects of accounting 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 |

**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 |

**Breakfall**

Breakfall allows the character to reduce the damage taken from a fall. If a fall is short (less than 10 feet), then the character needs to test (see the DLs below) to take no damage and roll to his feet. Failure means the character takes normal damage from the fall.

For long falls, see the Falling Damage section for details and Breakfall DLs.

**Suggested DLs and Modifiers for Breakfall**

|  |  |
| --- | --- |
| **Activity** | **DL** |
| Landing on a padded surface | 8 |
| Landing on soft ground | 9 |
| Landing on a hard surface with some give | 11 |
| Landing on a hard surface with no give | 12 |
| Landing on a rough, jagged surface | 13-15 |
| Thrown a considerable distance | +2-4 |
| Hitting a wall as opposed to the ground | 18-20 |

**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 |

**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 |

**Conversation**

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 world. 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 attributes for a craft.

**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 |

**Escape**

Escape is the ability to escape from bonds or manacles. 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/Handcuffs | 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.

Since fast draw is generally used in combat, the DLs for most of the uses of this skill are in the combat section.

**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.

**First Aid**

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 first aid skill.

**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.

**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.

**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**

The language skill has three levels. For two points, the character has the ability to converse in basic sentences. He may trade and ask for directions and convey simple ideas. He still stumbles a bit and cannot convey complex ideas, nor can he necessarily speak quickly. The character will take penalties to any skill that requires conversation. For three points, the character speaks nearly as well as a native. He can convey any ideas he needs to. The character is not at a penalty to conversation skills unless an accent would cause prejudice or suspicion. For four points, there is no accent and no penalty.

**Lockpick**

This skill allows the character to pick mechanical 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 |

**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 |

**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 |

**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 well trained | -2 |
| 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.

**Security Systems**

In a fantasy setting, the security systems skill has two functions, detecting and disarming traps and security devices.

First, the security systems skill gives the character the ability to inspect an area for traps and alarms. A successful roll means the character spots a pressure plate, trip wire, bolt holes in a wall, or the needle above the lock. A failed roll will often turn up nothing, but could occasionally make the character waste time looking for a trap that “must be there.” A botched roll (failed by more than 10) might set the trap off. The GM should have an idea of what trap exists so that he can describe it and its workings (at least in general terms) to the players. The GM can determine the DL of the skill check, or it can be the concealment or security systems skill level of whoever set up the device.

Second, the security systems skill tells the would-be thief which wire to cut or which floor tile to pry loose to safely disable the trap. Some simple traps do not need to be “disarmed”. A plank can span a covered pit. Bolt holes 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 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 skill of the person who set up the security device.

For an extra point, a character with security systems can set traps as well as disarm them.

In a modern setting, the security systems skill gives the character to circumvent electronic security devices. These include electric eyes, motion detectors, keypads, pressure plates, and wires. Generally, specialized equipment is necessary to defeat each of these devices. Electronics skill can often be helpful, as can computer hacking and a map of the building to be burgled.

For an extra point, a character in a modern setting can apply his security systems skill to primitive devices as well as technological ones.

**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.

**Shadowing**

Shadowing is the ability to follow someone without them taking notice. It involves blending into a crowd, looking inconspicuous, and being able to anticipate your target’s movements. Shadowing differs from stealth in that the goal of stealth is to remain unseen, whereas the goal of shadowing is to seem inconspicuous so that even if the target does see you, his suspicion is not aroused.

Shadowing includes following a target on foot, or in a vehicle.

Shadowing tests are rolled against the target’s perception. A successful shadowing roll means that you can follow a target to wherever he was traveling without him noticing. A failed roll usually means the target is lost. A roll failed by 3 or more means that the target has spotted you.

**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. 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 |

**Swim**

This is the ability to swim and move in water. Since you will 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 the skill check is based on the conditions of the water. The GM should use his discretion in situations where time is critical.

**Suggested DLs and Modifiers for Swim**

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

**Tactics**

Man-to-man 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.

**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 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 the leader of an enemy group is by watching them for a short time in or out of combat. | 12 or opposed |

**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 5% + 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+ |