



WHAT ARE SKILL ADVANCES?

Like Characteristic Advances, Skill Advances show specific training in a Skill. All Skills are associated with a Characteristic, and the number of Advances you have in the Skill is added to that Characteristic to show you how skilled you are. So, as Climb is associated with Strength, if you have a Strength of 38, and 8 Climb Advances, your Climb Skill is 46. This is explained in full in **Chapter 4: Skills and Talents**.

SPECIES SKILLS AND TALENTS

Each Species has a variety of Skills and Talents to choose from. You may choose 3 Skills to gain 5 Advances each, and 3 Skills to gain 3 Advances each. If a Talent listing presents a choice, you select one Talent from the choices given. Any Random Talents are determined by the Random Talent table. If you roll a Talent you already have, you may reroll. **Note:** All Characters are assumed to be fluent in Reikspiel,, the language of the Empire, and do not need to take it as a Skill. For more on this, see page 124.

Humans (Reiklander)

Skills: Animal Care, Charm, Cool, Evaluate, Gossip, Haggle, Language (Bretonnian), Language (Wastelander), Leadership, Lore (Reikland), Melee (Basic), Ranged (Bow)

Talents: Doomed, Savvy or Suave, 3 Random Talents

Dwarfs

Skills: Consume Alcohol, Cool, Endurance, Entertain (Storytelling), Evaluate, Intimidate, Language (Khazalid), Lore (Dwarfs), Lore (Geology), Lore (Metallurgy), Melee (Basic), Trade (any one)

Talents: Magic Resistance, Night Vision, Read/Write or Relentless, Resolute or Strong-minded, Sturdy

Halflings

Skills: Charm, Consume Alcohol, Dodge, Gamble, Haggle, Intuition, Language (Mootish), Lore (Reikland), Perception, Sleight of Hand, Stealth (Any), Trade (Cook)

Talents: Acute Sense (Taste), Night Vision, Resistance (Chaos), Small, 2 Random Talents

High Elves

Skills: Cool, Entertain (Sing), Evaluate, Language (Eltharin), Leadership, Melee (Basic), Navigation, Perception, Play (any one), Ranged (Bow), Sail, Swim

Talents: Acute Sense (Sight), Coolheaded or Savvy, Night Vision, Second Sight or Sixth Sense, Read/Write

Wood Elves

Skills: Athletics, Climb, Endurance, Entertain (Sing), Intimidate, Language (Eltharin), Melee (Basic), Outdoor Survival, Perception, Ranged (Bow), Stealth (Rural), Track

Talents: Acute Sense (Sight), Hardy or Second Sight, Night Vision, Read/Write or Very Resilient, Rover

RANDOM TALENTS

Roll	Description	Roll	Description
01–03	Acute Sense (any one)	51–52	Noble Blood
04–06	Ambidextrous	53–55	Orientation
07–09	Animal Affinity	56–58	Perfect Pitch
10–12	Artistic	59–62	Pure Soul
13–15	Attractive	63–65	Read/Write
16–18	Coolheaded	66–68	Resistance (any one)
19–21	Craftsman (any one)	69–71	Savvy
22–24	Flee!	72–74	Sharp
25–28	Hardy	75–78	Sixth Sense
29–31	Lightning Reflexes	79–81	Strong Legs
32–34	Linguistics	82–84	Sturdy
35–38	Luck	85–87	Suave
39–41	Marksman	88–91	Super Numerate
42–44	Mimic	92–94	Very Resilient
45–47	Night Vision	95–97	Very Strong
48–50	Nimble Fingered	98–00	Warrior Born

CAREER SKILLS AND TALENTS

Now turn to your career in **Chapter 3: Class and Careers**. You begin at the first Career level listed in your Career Path. There are 8 Skills and 4 Talents listed with that level, and you can choose which of these you are most proficient at. Allocate 40 Advances to your eight starting Skills, with no more than 10 Advances allocated to any single Skill at this stage. This is enough for you to add 5 Advances to every Career Skill if you wish, which is one of the required steps to complete your Career if you wish to move to a new one (see **Changing Career** on page 48). You may also choose a single Talent to learn.

Example: Lindsay is creating a Human Noble Scion, which has the following Career Skills: Bribery, Consume Alcohol, Gamble, Intimidate, Leadership, Lore (Heraldry), Melee (Fencing), Play (Any). She decides the character is well-schooled, but naive, so chooses to ignore the Bribery, Consume Alcohol, and Gamble Skills for the moment, and spreads her 40 Advances like so: Intimidate +7, Leadership +10, Lore (Heraldry) +10, Melee (Fencing) +3, and Play (Harpsichord) +10. **Note:** Lindsay can do this even if she has already allocated Advances to Leadership for being Human, as the limit of 10 Advances to a single Skill applies only during this allocation of 40 Advances.