

Skill Descriptions

Skill List

Note: Skills are listed alphabetically by category.

Communications & Performing Arts

Cryptography 15+5

Dance 30+5

Language 40+5

Literacy 30+5

Mime

Play Musical Instrument 25+5

Public Speaking

Sign Language

Sing 30+5

Writing 20+5

Domestic Skills

Cook 30+5

Dance 30+5

Fishing 30+5

Play Musical Instrument 25+5

Sew

Sing 30+5

Espionage Skills

Detect Ambush 30+5

Detect Concealment & Traps 25+5

Disguise 25+5

Escape Artist 25+5

Forgery 20+5

Imitate Voices & Impersonation

Intelligence

Pick Locks 30+5

Pick Pockets 25+5

Sniper

Track Humanoids 25+5

Horsemanship Skills

Horsemanship: General 35/20+5

Horsemanship: Knight 40/30+5

Horsemanship: Palladin

Horsemanship: Exotic Animals

Medical Skills

Animal Husbandry 35+5

Biology

Brewing

First Aid 30+5

Holistic Medicine

Surgeon/Medical Doctor

Military Skills

Camouflage 20+5

Falconry 30+5

Field Armorer 30+5

Heraldry

Interrogation Techniques 20+5

Military Etiquette 35+5

Recognize Weapon Quality 25+5

Surveillance 25+5

Physical Skills

Hand to Hand: Basic

Hand to Hand: Expert

Hand to Hand: Martial Arts

Hand to Hand: Assassin

Acrobatics

Athletics (general)

Body Building & Weight Lifting

Boxing

Climb/Scale Walls 40+5

Forced March

Gymnastics

Juggling

Prowl 25+5

Running

Swimming 40+5

Wrestling

Rogue/Thief Skills

Card Shark

Concealment 20+4

Locate Secret Compartments/Doors 15%+5

Palming

Pick Locks 30+5

Pick Pockets 25+5

Prowl 25+5

Streetwise 20+4

Use & Recognize Poison

Ventriloquism

Science Skills

Anthropology

Archaeology

Astronomy & Navigation 30+5

Biology

Botany 25+5

Mathematics: Basic 45+5

Mathematics: Advanced 45+5

Scholar, Noble & Technical Skills

Art 35+5

Breed Dogs

Gemology 25+5

General Repair 35+5

History 30+5

Language 40+5

Literacy 30+5

Lore: Demons & Monsters 25+5%

Lore: Faerie Folk 25+5%

Lore: Geomancy & Ley Lines

Lore: Magic 25/15/10+5

Lore: Religion 30+5

Masonry

Rope Works

Sailing

Sculpting & Whittling 30+5

Writing



Weapon Proficiencies

W.P. Archery

W.P. Blunt

W.P. Chain

W.P. Forked Weapons/Trident

W.P. Grappling Hook

W.P. Knife

W.P. Modern Weapons

W.P. Mouth Weapons/Blowguns

W.P. Net

W.P. Paired Weapons

W.P. Shield

W.P. Siege Weapons

W.P. Spear

W.P. Staff

W.P. Sword

W.P. Targeting/Missile Weapons

W.P. Throwing Weapons

W.P. Whip

Wilderness Skills

Boat Building

Carpentry

Dowsing 20+5%

Identify Plants & Fruits 25+5

Land Navigation 30+4%

Preserve Food 30+5

Skin & Prepare Animal Hides 30+5

Track & Trap Animals

Wilderness Survival 30+5%

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—Kevin Siembieda, 1996

New Skills & Descriptions

Castaway/Shipwreck Survival

Clowning

Deep Sea Fishing

Flag Signalling

Hand to Hand: Gladiator

History

Identify Sea Life

Jesting

Lore: Farm

Lore: Sea

Seamanship

Shipwright

Stage Carpentry, Lighting, & Assembly

Tumbling

W.P. Battle Axe

W.P. Incendiaries

W.P. Pole arm

(4D6 fish at a time). For bigger fish (50 pounds and up), special tackle is required, which is actually attached to the ship. Those with this skill have a basic knowledge of the most common fish, and know the proper techniques for preparation and cooking (many Palladium World fish have poison glands or quills that must be removed prior to cooking). For net fishing, roll once every hour, but once every twenty minutes for line fishing. **Base Skill:** 32% +4% per level of experience.

Note: While someone with the Domestic Fishing skill can catch and cook fish while on ship, using their usual techniques, they'll catch only the smaller fish, and they'll only roll for success once per hour. Also, they won't have the knowledge involved in identifying which are edible, or the details of how specific fish should be prepared.

Flag Signalling (New!): (Add to Communications or Naval category) Ships at sea in the Palladium World, often miles apart, have developed a "language" based on the display of colored flags. Those with this skill can read and compose messages, as well as be able to recognize the banners, ensigns, pennants and standards used to communicate a ship's origin and status. Communicating basic naval messages ("Turn to starboard." "Do you have any fresh water to spare?" or "Beware! Pirates sighted to the northeast!") are easy for anyone with 2nd level, or better, expertise. However, non-naval messages, including names (Sir Bertrand, Port Jarl) or messages related to other subjects (magic, money or religion), are more time