# Chapter 4: Skills, perks and powers

As characters gain experience, they will learn to do more and harder things. Properly wielding a weapon, forging a sword, using magic, pick a lock or playing a musical instrument, all are skills learned and developed with time and practice.

## Skills and specializations

***Skills*** define the different things the character has learned during his life. A warrior will focus on learning how to use his sword, a politician will learn how to talk and act in public while a farmer will learn how to tend the land, but that won't prevent a character from picking additional skills here and there. After all, it’s not uncommon for a warrior to learn how to pick a pocket in order to survive during bad times; or buy an inn and brew his own beer or spirits when he gets older.

***Specializations*** represent a focus in a particular area of skill knowledge. It provides new ways to use a skill.

***Spells*** are a special type of skill. They are described in the Chapter 7.

### Skill level

The development of a skill (or specialization) is measured in levels. For a character to gain a new skill level a player needs to pay a cost using character points (CPs). A skill level is the number of levels so acquired.

For example, the *Acrobatics* skill costs 1 point per level. If a player devotes 5 CPs to the skill, he gains 5 levels in the *Acrobatics* skill.

Skills cost 1 CP to gain one level. Some specializations may require more than 1 CP to gain a level.

A skill level is different to the skill rank (SR) described below.

### Starting character points

During creation, the character receives 6 x Intelligence CPs to acquire skills, perks or powers (if GM allows them).

During character creation, the player may assign any number of points to any skill or perk but no more than 5 CPs to a single skill, perk or power.

In addition, all characters receive the Language skill on their mother language at level 10, and Language skill on the Common language at level 3.

### Character points per level

When a character reaches a new level he receives a number of character points equal to 2 times his Intelligence.

### Developing skills

**A particular skill can be acquired ONLY ONCE each character level**.

Other than that, any skill may be selected.

The player may pick some tactical skills and some magic spells to create a Warlock. Or maybe start with some pick pockets and stealth skills, mix them with some lore and music skills and add a pinch of magic to create a bard. There are no restrictions on which skills to acquire but the *Character paths* section has some suggested character development guidelines to focus the skill selection.

The character Memory attribute limits the maximum skill level the character may reach in any skill.

#### Learning specializations

**A particular specialization can be acquired ONLY ONCE each character level**.

Specializations usually cost more than one CP per level. The character must pay the full cost at the purchase time. No partial payments.

Specializations can only be purchased once unless the description specifically allows more (i.e. Weapon specialization).

The parent skill must be trained before the specialization can be picked. Only one specialization is allowed for every 4 full skill levels acquired.

For example, a character has 14 skill levels in the Nature skill. He may have up to 3 perks in that skill so he acquires the *Herbalism*, *Tracking* and *Hunting* perks. He may get the *Survival* perk once he gets level 16.

Unless specified, a specialization acquired for a skill cannot be used for another skill. For example, a Weapon Specialization in swords can’t be used while fighting with maces.

#### Learning from a master (Advanced)

If the character has a master or mentor when he gains a level, the player can spend as many CPs as the related attribute of the skill. The character must train for at least one week per point being assigned this way. Training is full time so no other study or training with other masters is possible at the same time.

For example, a character with Precision 5 spends 3 weeks training with a master thief learning how to pick locks, so he may spend up to 3 CPs into the Pick Locks skill.

Masters may require a quest or high amounts of gold to gain the trust of the school or guild. The maximum skill level that can be attained is the same as the skill level of the master. If the master is not good enough then the character spends time and money and gets no benefits at all (but he still can assign one CP to the skill).

Only skills can be developed this way. Not perks or powers. No extra CPs are gained this way, only the right to spend more than one CP in a skill per level.

#### Learning from a manual or spellbook (Advanced)

Manuals and spellbooks are very rare books. It’s a very clear and detailed explanation of how to learn a skill up to the maximum skill level on the book.

If the character studies a manual or spellbook when he goes up a level, he may spend up to 2 CPs to increase the skill described in the book instead of the usual 1. The study is full time so no other study in other subjects or training is possible at the same time.

If the character is the author of the book he may spend up to 3 CPs to increase a skill.

It is possible to find books with ranges of skill level; in such case the character can only use it if he is at most one level lower than the base level on the book.

For example, a book for levels “5 to 10” can only be read by a character with level 4 or higher and will provide benefits until acquiring the level 10 of the skill.

#### Writing a manual (Advanced)

Writing a skill in a manual helps preserving the author skill level. Each chapter in the manual describes ***one*** skill level and takes about 20 pages (1d8+16) on average.

Each chapter requires a separate Illustrator skill check with an increasing DR. The DR for each chapter is:

**Chapter DR = 10 + Chapter skill level**

The process takes 1 day per page in the chapter. After that number of days, the Illustrator check is rolled. If the check fails, that chapter is lost and must rewritten. The illustrator check can be combined with the skill being written in the manual.

If the character does not have the Illustrator skill, he can hire someone with such specialization.

For example, a character knows the Forgery skill up to level 15. To save all his 15 skill levels he needs to write 15 chapters on a manual. He needs to roll an Illustrator skill check against a DR 11 for the first chapter, 12 for the second chapter and so on up to DR 25 for his last skill level. On each check his Forgery knowledge provides a +3 bonus to the Illustrator skill.

It is possible to write a book with ranges of skill level. For example, a book for levels 5 to 10 has 6 chapters and around 120 pages.

#### Forgetting skills (Advanced)

Every time a character goes up one level he may decide to ‘forget’ skill levels in order to recover CPs. This represents a shift in the character focus and it means he is stopping studies or development is a particular skill.

The CPs gained this way can be used for anything, not just buying skills.

The character may forget **ONE** point from any skill he has trained up to a total of points equal to his character Memory attribute. For example, a character with Memory 5 can forget 1 point from up to five different skills.

A skill may be reduced to a minimum of 1 level so it can never be truly forgotten.

Characters are allowed to write down a chapter with their highest (current) skill level in the form of a manual or spellbook before forgetting the skill level. For example, if a player is planning to forget how to play a musical instrument where he has attained level 15, he has to write a chapter describing his level 15.

This rule applies to skills and spells. Perks and powers can’t be forgotten. Mother language, common language and a few other marked skills can’t be forgotten.

### Using skills

During the adventure, the characters will be required to execute some skill checks to determine if they succeed in their intended actions. A skill check compares a dice roll over the character skill rank (SR) against a situation difficulty rank (DR). The higher the SR the more capable the character is to execute a task. The higher the DR the more difficult the task is.

The character that actively seeks to do something is called the attacker. The object, character or situation that opposes the attacker is called the defender. The attacker provides a skill check result based on his SR and the defender presents the DR.

The attacker must select a skill appropriate for the task at hand, then roll his skill check. If the check result is equal or higher than the DR then the attacker succeeds. If it is lower the defender wins.

A skill check is not necessary for simple everyday actions like walking or making a sandwich. They are used to perform some action under pressure or to perform an action that requires some degree of expertise, like walking a tightrope or making a sandwich for a king.

#### Skill rank (SR)

The skill rank (SR) represents how capable the character is to execute a particular task. The SR is equal to the skill level plus the related attribute value plus other bonus modifiers.

For example, if the character has a Music skill level 9 and a Precision attribute 4, his total Music SR is 13.

The character can get better equipment, invest in better facilities, train related skills or hire assistants in order to improve his skill rank permanently or temporarily.

**The total bonus modifier granted by equipment, skill combination or facilities can’t exceed the character skill level.**

It doesn’t matter if the character has the best tools, facilities or aid, if his skill level is too low then he won’t be able to get the full benefit of all those bonuses.

For example, a character with *Music* skill rank 13 (skill level 9, Precision 4) has a gold flute (+5 modifier), an assistant granting a +3 bonus and a theatre with very good acoustics (+2 modifier). While all those bonuses add up to +10, he can only receive a maximum bonus equal to his *Music* skill level so he receives a +9 modifier.

##### Equipment material modifiers

The material of the tool provides a modifier to the SR. Read chapter 5 on the Materials section for more information about materials and bonuses.

For example, Belgar, with *Melee weapon (Axe)* skill level of 4, Precision 3 and a Steel Axe (+2 material bonus) has a total SR of 9, buys a new Palladium Double Great Axe. A Palladium tool provides a +4 material modifier to his SR so Belgar is now considered as SR 11 when he attacks with his new axe, but still a SR 9 if he attacks with his old axe.

For example, a diplomat with a Barter skill level 20 has to discuss a treaty with a neighbour nation. His clothing is made of the finest silk providing a +6 material bonus so he is considered to have a Barter SR of 26.

##### Skill combination (Advanced)

The GM may allow a character to use a skill to help himself or another character to execute a skill check. The target character gains a +1 bonus for every 5 SR the helper has on the helping skill.

The target character can gain modifiers from multiple helpers but only once for the same skill. The same helper can help with multiple skills.

For example, Alhanna the Thespian has a big theatrical presentation. As Alhanna wants to give the best presentation she hires a master assistant for makeup and dressing.

The assistant is not only very experienced in makeup (Disguise SR 18, providing +3 bonus) but he also knows a lot about history and proper dressing code for the historical time and the ambience of the play (Etiquette SR 20, providing +4 bonus). This translates to a +7 modifier towards Alhanna’s Acting SR 15 for a total of 15 + 7 = 22. She rolls 2d10 and a d2 getting a total of 20 which everybody cheers as an Amazing performance.

The GM may approve or deny any combination of skills depending on the timing and how applicable they are.

For example, knowing all about troll history may not provide any benefit during a hand-to-hand melee combat with trolls however, in a large scale battle, troll history will provide bonuses in tactics as it is possible to know how troll armies have performed in different battles.

Table 4-2 suggests (but does not limit) some skills that can be combined.

##### Facilities (Advanced)

A well-equipped laboratory, a theatre with good acoustics, a hot forge or a large library can help a lot towards a great skill execution. The GM can provide a quality level to the facilities using table 4-1 then provide a Modifier. For example a Good library will provide a +2 bonus to research checks.

#### Difficulty rank (DR)

Each situation faced by the adventurers has a difficulty rank (DR). This value represents how hard a situation is to solve and is the value a player has to beat with his skill check. The basic rule in DR is:

**The base DR for any action is 4.**

This means that a normal action on a common object on a normal situation has a DR of 4. Opening a common lock, crafting a common item, riding a horse in a normal day, hit something with a weapon when the target is not moving; all are things done on a common effort level.

The GM may set a higher or lower DR depending on the difficulty of a situation. For example, a very hard lock has a DR of 12 to pick while an easy one has a DR of 3.

##### DR modifiers

A DR modifier is an adjustment to a DR based on external factors. Each skill description indicates some suggested modifiers to be added to the DR depending on the difficulty of the action. DR modifiers are cumulative. In some cases a base DR is suggested instead of a modifier.

The GM should assign modifiers for different situations based on his judgement. A modifier of +1 is a simple adjustment while a modifier of +5 is a severe one.

For example, if a character with Agriculture SR 14 is requested to grow a crimson rose in a garden then the DR is 4 plus 1 for the rose type for a total of 5. However if ordered to grow the same rose in a rocky terrain in a desert, the Agriculture skill indicates there is a +5 modifier to grow anything in a rocky terrain and a +5 modifier to grow something in a dry terrain, then the DR is modified by +10 and now the task has a DR 15.

#### Rolling a skill check

The number of dice to roll depends on the SR. The following conditions are required:

1. If the SR is less or equal than 10 then only one dice is rolled. If between 11 and 20 then two dice are rolled. If between 21 and 30 then three dice are rolled and so on.
2. The sum of the maximum values of all the dice rolled must add up to the total SR.
3. A 1 can be taken any time instead of rolling a dice.

The table 4-1 suggests the dice to use for a SR.

Table 4-1 : Dice

|  |  |  |  |
| --- | --- | --- | --- |
| SR | Dice | Skill rank | Dice |
| 1 | 1 | 21 | 2d10+1 |
| 2 | d2 | 22 | 2d10+d2 |
| 3 | d3 | 23 | 2d10+d3 |
| 4 | d4 | 24 | 2d10+d4 |
| 5 | d5 | 25 | 2d10+d5 |
| 6 | d6 | 26 | 2d10+d6 |
| 7 | d6 | 27 | 2d10+d6 |
| 8 | d8 | 28 | 2d10+d8 |
| 9 | d8 | 29 | 2d10+d8 |
| 10 | d10 | 30 | 3d10 |
| 11 | d10+1 | 35 | 3d10+d5 |
| 12 | d10+d2 | 40 | 4d10 |
| 13 | d10+d3 | 45 | 4d10+d5 |
| 14 | d10+d4 | 50 | 5d10 |
| 15 | d10+d5 | 55 | 5d10+d5 |
| 16 | d10+d6 | 60 | 6d10 |
| 17 | d10+d6 | 65 | 6d10+d5 |
| 18 | d10+d8 | 70 | 7d10 |
| 19 | d10+d8 | 80 | 8d10 |
| 20 | 2d10 | 90 | 9d10 |

For example, the character has a Music SR 13. The player needs to roll a d10 and d3 as their maximum face values add up to 13.

##### Alternate dice (Optional)

Players are allowed to use another dice combination as long as they respect the sum and the dice count conditions. For example a rank 16 is described in the table as d10 + d6, but the player may roll 2d8, or maybe a d12 + d4 as long as the number of dice (2) is maintained and the sum of the maximum values is 16.

##### Critical results (Optional)

If the player gets the maximum result from *any single dice*, he is allowed to roll that dice again and add up to the total. He might continue doing so as long as he keeps getting the maximum result in that dice.

For example, the player rolls a d10 and d3 and gets a 6 in the d10 and a 3 in the d3. He rolls the d3 again and gets a 2 for a total result of 6 + 3 + 2 = 11.

##### Critical failures (Optional)

If the player rolls a 1 in any dice then the dice is counted as 0.

If all dice are 1 then the result is an utter failure. The consequences of an utter failure are at the discretion of the GM. i.e. a string in his lute snaps or his voice breaks while singing.

##### Active checks

When characters are facing an opponent that actively opposes their advances with a skill of his own then both sides roll dice to determine their attack and defence result. The defender skill result effectively becomes the DR.

1. Determine the skills and SR to use for the attacker and the defender.
2. Attacker and defender roll their skill checks.
3. If the attacker result is equal or higher than the defender result the attacker wins.
4. Apply the results of the action.

For example, a player decides to attack the dungeon boss. The player has a Sword SR of 10 and the dungeon boss a Parry skill of 12. The player rolls a d10 and gets a 6. The boss rolls a d10 + d2 and gets an 8. The dungeon boss wins so the attack is parried and no damage is dealt.

##### Passive defender check

On a passive defender check only the attacker rolls a dice, the opponent is considered to have a determined DR assigned by the GM.

For active characters, the DR is usually half the parry or dodge SR of the defender. The GM may apply any modifiers he sees adequate before halving the value.

1. Determine the attacker skill and SR.
2. The attacker rolls his skill check.
3. If the attack result is equal or higher than the DR assigned by the GM the attacker wins.
4. Apply the appropriate effects for the action.

For example, a player decides to open a lock. The player has an Open Lock skill rank of 10 and the lock has a difficulty of 6. The player rolls a d10 and gets a 7. The attacker succeeds and the lock is opened.

Using a passive defence helps to speed up battles.

##### Passive attacker check

Sometimes the attacker has the fixed attack value assigned by the GM and the players (defenders) get to roll the dice for the DR.

In case the attackers are creatures, the attack result is usually half the attacker melee or ranged weapon SR. The GM may apply any modifiers he sees adequate before halving the value.

1. Determine the defender skill SR.
2. The defender rolls his check, this is the DR.
3. If the attack result assigned by the GM is equal or higher than the DR the attacker wins.
4. Apply the appropriate effects for the action.

For example, a character trips a wire that fires a trap causing a rock to come down and crush the PCs. The rock is not handled by anyone so the DM judges it has a constant attack value of 10. The character has a chance to roll a defence check to see if the rock hits him. He attempts to dodge and rolls a 9 in his Acrobatics skill. The rock hits him dealing damage.

This type of check is most useful to represent traps or to simplify many small attacks, like a company of archers firing a volley of arrows against the PCs.

##### Retrying a failed skill check

The GM may allow the player to retry a failed skill check, it all depends on the situation and sometimes it might not be possible at all. Even in the worst scenarios, the GM might give the player a chance to save the situation if the player can give a proper reason to do so.

For example, during her big theatre performance Alhana the thespian rolls her Performance skill and gets a 1, which means a complete failure. Fortunately Alhana also has the Fast Talking skill so the player asks the GM to try and use this skill to make some funny remark in order to save the night. The player rolls for the Fast Talking skill against a DR of 12 and succeeds so Alhana improvises some lines and she gets to roll her Performance skill again.

##### Alternate attribute checks

Each skill is related to a specific attribute, but it is possible to use an alternative attribute in some situations.

For example, Music is related to Precision because of the coordinated movements required to control an instrument. But in some cases it can be used with Passion if a bit of feeling is required.

For example, a NPC asks a bard: “Play something with passion, make me feel like it’s the first time I fall in love”; then the bard will probably need to use his Passion attribute to execute the skill.

#### Untrained skills and attribute checks

When there is no appropriate skill that can be used for a situation or the character never trained the required skill (skill level 0) then an attribute check is required.

In order to make an attribute check players roll dice against their base attribute value.

***Spells can’t be used if untrained.***

Example, an orc with Strength 5 is arm wrestling a Dwarf with Strength 4. There is no Arm Wrestling skill so an attribute check is used. The orc rolls a d5 and gets a 3. The Dwarf rolls a d4 and gets a 3. It’s a tie so the arm wrestle continues to the next turn.

Example, the thief on Belgar party has been knocked unconscious. Belgar needs to open a lock in an abandoned building for his party to hide from the town guards. He has never trained his Open Lock skill but he decides to try. Belgar has 0 for his Open Lock skills and his Precision is 3 but the GM rules a penalty of -1 because the only tool he has is a wooden toothpick for a total skill rank of 2 (roll a d2). The GM decides the lock is old and in Bad condition so assigns a DR 2. The player rolls the d2 and gets a 2 so he manages to unlock the door.

#### Skill result table

The skill result table helps describing how difficult is a situation DR how good was the skill execution.

Table 4 – 1 : Skill result table

|  |  |  |  |
| --- | --- | --- | --- |
| Value | Difficulty | Condition/Result | Modifier |
| 0 | Unchallenging | Calamitous | -4 |
| 1 | Trivial | Pathetic | -3 |
| 2 | Effortless | Bad | -2 |
| 3 | Easy | Poor | -1 |
| 4 | Common | Mediocre | 0 |
| 5 | Difficult | Fine | 1 |
| 10 | Hard | Good | 2 |
| 15 | Demanding | Excellent | 3 |
| 20 | Tough | Amazing | 4 |
| 25 | Gruelling | Extraordinary | 5 |
| 30 | Inconceivable | Masterful | 6 |
| 35 | Unthinkable | Phenomenal | 7 |
| 40 | Unimaginable | Astounding | 8 |
| 45 | Illogical | Incredible | 22 |
| 50 | Unfeasible | Fantastic | 24 |
| 55 | Impossible | Mythical | 26 |
| 80 | Miracle | Godly (Demigod) | 35 |
| 100 |  | Minor god | 20 |
| 150 |  | Medium god | 30 |
| 200 |  | Greater God | 40 |

The GM may use this table to quickly describe a situation. For example, an Effortless task or an object in Bad condition will present a DR 2. But an Impossible task has DR 55 so it will require a Mythical check result to resolve.

The common human or starting adventurer will usually face common problems and execute any skill in a mediocre way. As he gains experience he might train his skills and get into the good or excellent levels. With the aid of other people or the use of special equipment he may get into Masterful or Phenomenal levels. Godly results may be unattainable for normal humans.

##### Very difficult (Advanced)

Some things are very hard, very though, very demanding. “Very” is a modifier that adds a +2 to the DR. For example, a Good lock has a DR of 10, but a Very good lock has a DR of 12.

### Skill lists

The following list describes the skills commonly available in Warscale. This list can’t cover all cases that may appear during the game so the GM may need to create some skills for a particular campaign.

A skill entry looks like this:

#### ***Skill name (Attribute, Cost per level)***

Detailed skill description including usage, DR and modifiers.

The element and attribute define the default attribute which should be used to check the skill. The cost is the number of CPs the player should pay to gain one skill level.

The player should normally use the specified attribute value to use the skill, but some situations may allow a different attribute.

As a rule of thumb, in order to compute a skill DR, start with a base DR of 4. Then add or subtract modifiers depending on the challenges until a final DR is reached. Some skills may define alternative ways to compute the DR.

#### ***Acrobatics (Precision, 1)***

The character can perform extraordinary feats of body balance and motor coordination like walking on a tight rope, run on top of a wall, use the trapeze, jump and grab a hanging rope and, most important, avoid attacks.

The dodge combat action is fully based on this skill. Read the *Dodge* rules in Chapter 6: Movement and combat.

#### ***Acting (Willpower, 1)***

The character knows how to alter his mannerisms and voice tone in order to pose as a different person. He knows the perfect moment to make an entry or an exit to cause the most dramatic impression. He can draw a smile or a tear from their audience.

Socialites, diplomats and politicians can also benefit from this skill while in social events so they can smile and be extremely friendly with some other politician they secretly despise.

**Combine with:** *Rhetoric, Disguise, Language(Fast talking)*

#### ***Agriculture (Perception, 1)***

The character knows how to work the land to produce vegetables, legumes, fruits or cereals. A higher skill result grows more attractive and healthier produce.

DR modifiers are applied depending on the land quality and weather.

The character may also use this skill for gardening.

|  |  |
| --- | --- |
| Condition | DR Modifier |
| Rocky terrain | +5 |
| Normal ground | +0 |
| Fertile ground | -1 |
| Dry weather | +5 |
| Flood | +6 |

**Combine with:** *Engineering, Geology*

#### ***Animal handling (Willpower, 1)***

The character understands the mood and feelings of the animals. He knows when an animal is scared, happy or angry and, most important, knows how to treat the animal in order to calm or even befriend him.

A befriended animal won’t attack the character and may even accept simple commands that won’t go against its own nature (won’t jump from a cliff, leave his nest, abandon its cubs).

The animal may consider the character as an alpha male and will aid the character in hunting (a share of the prey should go to the animal or it will leave).

The base DR to calm an animal is 5 and to befriend an animal is 20.

|  |  |
| --- | --- |
| Condition | DR Modifier |
| Mammal | +0 |
| Birds | +1 |
| Amphibian | +2 |
| Fish | +3 |
| Insect | +4 |
| Hostile | +2 |
| Hungry | +1 |
| Ravenous | +2 |
| Scared | +2 |
| Accepts to act as mount | +5 |
| Tasty morsel | -1 |

A hungry animal will be easier to befriend if some tasty morsel is given. If the animal is ravenous then one morsel will turn it to hungry, another one will turn it to normal, a third one will turn it into an attentive subject. The tasty morsel modifier can be applied up to 3 times for the same animal.

**Combine with:** *Nature*

**Specializations:** *Animal specialization, Animal mastery*

#### ***Appraise (Logic, 1)***

The character knows about item quality and how much the things are worth. The DR for this skill is the object material quality. If the skill check is over the object material quality, then the character gets a very accurate reading of the price. If the skill check is lower, then the reading is off by a percentage based on five times the difference.

For example, the character wants to buy a silver dagger. The seller asks for a price of 20gp. The character examines the dagger using his *Appraising* check and rolls a 13.

The GM knows the dagger material quality is 20 and has a price of 10gp. The difference between the material quality and the skill check is 20 - 13 = 7 so the character is off the price by 35% so the GM informs the object has a “real” price of 13.5gp. After some bargain the price is set at 13gp and the character happily walks away with his new dagger, ignoring he has overpaid for it.

This skill is highly recommended if taking the Negotiation skill.

#### ***Climb (Precision, 1)***

The character knows how to use small ledges to make his way over a vertical path.

The difficulty level is always 20. Some modifiers can be applied depending on the surface being climbed:

|  |  |
| --- | --- |
| Surface type/Tools | DR Modifier |
| Tree trunk | -1 |
| Crude wall | -1 |
| Normal wall | +0 |
| Sheer cliff | +5 |
| Worked wall | +10 |
| Polished wall or glass | +20 |
| Rope with hook | -5 |
| Suction cups (glass only) | -10 |

**Combine with:** *Acrobatics*

#### ***Cooking (Memory, 1)***

The character knows how to prepare and mix different ingredients in order to make a pleasant meal.

|  |  |
| --- | --- |
| Condition | DR Modifier |
| Missing minor ingredient for the recipe | +1 |
| Missing main ingredient | +10 |
| No fire | +2 |
| No salt | +4 |
| No cooking pots | +2 |
| No appropriate tools (beater, etc) | +2 |
| Seen-better-days ingredients | +2 |
| Not-really-fresh ingredients | +5 |
| I-won’t-eat-that ingredients | +10 |

The character may even use some ingredients that are not fresh or considered not edible (note that something being non edible really depends on the culture).

**Combine with:** *Chemistry, Nature (Herbalism).*

#### ***Detection (Perception, 1)***

By carefully watching his environment, the character is able to notice peculiarities that may be irrelevant to others. You character can notice things out of place, hidden doors, variations in light patterns, people hiding.

The character doesn’t need to know precisely what he is looking for. Things out of place just catch his eye. Still, he must spend at least one round scanning the area before making his check. The GM must give details based on the character *Detection* check result. If the check fails the character may try again but with a -5 SR accumulative penalty on each subsequent attempt.

The DR to detect a person hiding in the area is the *Stealth* skill result of the target.

The DR to detect a hidden door or passage is the quality level of the door.

The character automatically feels anything in the area with a DR less than his Detect stat even if he is not actively trying. He senses something is out of place but he really can’t pinpoint the problem. The GM must only say “*you feel something”* but no additional clues. The character can roll to really detect the hidden thing.

For example, Alhanna, with Perception 4 (Detect 8) and Detection skill rank of 14, walks past a bookshelf. She is not looking for anything specific but the GM knows there is a concealed door there with quality 7. He rules Alhanna feels something out of place in the bookshelf so Alhanna is now warned and after rolling a Detection check she finds the hidden door.

#### ***Disguise (Willpower, 1)***

The character knows how to use makeup, props (beards, wigs) or clothing in order to look as a different person. He can even improvise some parts of the disguise like making a beard using hair of a horse mane or impersonate a soldier using an old jacket and some bright buttons.

The more specific the disguise, the more details the character has to consider. In order to pose as a generic soldier (trivial impersonation) then some boots and a jacket may be enough. To disguise as a soldier of a specific army (common impersonation) then the character should match colour and design. To pass as a soldier of a specific regiment (detailed impersonation) then some specific decorations and weapons are required. To enter the regiment barracks and pass unnoticed (complete impersonation) then the disguise must be almost as good as a real uniform. Finally, to disguise as the general of the regiment (unique impersonation) then some changes like a haircut and dye, makeup, fake moustache, some tummy or the like will be required.

The GM should provide some bonuses and penalties based on the length of scrutiny and environment conditions. If it is dark then some details might go unnoticed helping the disguise, but bright light or someone familiar with the person being impersonated will bring a lot of penalties.

|  |  |
| --- | --- |
| Objective | DR Modifier |
| Darkness | -1 per darkness level |
| Quick scrutiny | +2 |
| Long scrutiny | +4 |
| Detailed scrutiny | +6 |
| Trivial impersonation | +0 |
| Common impersonation | +2 |
| Detailed impersonation | +4 |
| Complete impersonation | +6 |
| Unique impersonation | +8 |

#### ***Drawing (Memory, 1)***

The character knows how to use inks, oils and implements (pens, brushes, canvas) to make an impression of anything (person, object, situation, abstraction).

The character can draw from memory but having a model is a plus. Having good quality canvas, materials (oils, watercolour), pigments of exotic colours and tools (pens, brushes) help too.

Artists are renowned as an average of all their creations so the player should keep a record of all his results. So if the character has created a painting with result 30 and another with result 10 the average will be 20, so to the world the character is an *Extraordinary* artist. For that reason, some artists prefer destroying any bad creations before releasing them to the public to avoid lowering their reputation.

**Specializations:** *Illustrator*

#### ***Engineering (Intelligence, 1)***

The character knows how to combine knowledge (scientific, economic, social, even mystical) in order to design complex structures, buildings, machines, devices, systems, materials and processes.

This skill in not intended to reproduce standard things in the world. There are normal life objects with tried and tested designs like houses, furniture, swords, boats, ceramics, etc.; and it is possible to find people with that design knowledge (i.e. a swordsmith) or design books in a library somewhere in the world. This skill is intended to design (or even create) unique distinctive objects like castles, monuments, processed chemicals, magic items, mechanical guardians, war machines or automatons. It is also useful to extend on a previous design.

The output of this skill is a design manual NOT the object. Once the manual is created the object can be created by craftsmen following the instructions of an engineer. While the character knows how to assemble the final object, he will usually require the help of craftsmen to create some parts.

The design manual should have one chapter per DR. The Engineering skill is used instead of the Illustrator skill for the writing checks (read the *Writing a manual* rule on this chapter). If the task is based in a previously known design or manual, then the GM may allow to write just some missing chapters thus shortening the process.

For example, a character with the Mechanics specialization knows how to create a trebuchet (DR 14), then it is possible for him to alter the design and add a better spring mechanism to increase the firing range by 20%. The GM decides that this new design has a DR 16 so it is only necessary to write 2 design chapters for levels 15 and 16.

It is possible to join any number experts for the same engineering design project. One engineer is picked as the lead researcher and will roll the chapter writing checks and the others will provide their Engineering skills combination bonus to the main researcher roll.

This skill provides the ability to understand the design of simple objects and buildings (cottage, houses), simple household chemicals (soap, detergent) and simple mechanical devices (wagons, locks) nothing fancy or spectacular but good enough for normal uses.

|  |  |
| --- | --- |
| Object | Complexity (DR) |
| Cottage | 4 |
| House | 9 |
| Wagon | 8 |

Building an object follows the item craft rules in chapter 5. The time it takes to build something is usually 1 month per DR and will employ around the DRx10 people working full time in the project. Build time can be increased or decreased depending on resources, number of workers and working conditions. It can also depend on how readily available if the material. If the quarry is kilometres away then times may double or triple depending on the GM decision.

So, to build a fortress (complexity 16) it will take about 16 months and require around 160 people. Or 8 months with 320 people.

**Combine with:** *Drawing (Illustrator)*.

**Specializations:** *Architecture, Mechanics, Power sources, Artificer, Chemistry, Automatons.*

*Note: Engineering can be restricted at will by the GM.*

#### ***Etiquette (Memory, 1)***

The character knows how to behave in a social meeting (balls, parties, promotions, funerals). He knows about protocol, the sequence of a ceremony, gestures, salutations and the best words or phrases at the proper time.

This skill is most important for master of ceremonies and priests. Fast talking is also a recommended skill to get things on schedule when events get out of hand (i.e. someone talking longer than expected).

**Combine with**: *Religion.*

#### ***Gem cutting (Intelligence, 1)***

The character knows how to craft objects from gems. He knows all about gem qualities and he procedure to wear down, cut, polish or break a gem to achieve its full potential. The skill is to be used with rough uncut gems only.

The base DR for this skill is the gem hardness (see the Gemstone table). So to cut a diamond the DR is 22. A cut gem is worth ten times the value of a rough gem of the same size. If the roll fails, the gem breaks and is worthless.

For every 5 points over the result, the gem can store 1 additional power point if used as a power receptacle (see Power sources).

#### ***Geography (Memory, 1)***

The character knows about the geographical features of the world he inhabits. He can point and name different landmarks like rivers, lakes, mountains, plains and so on. He can easily find his way using a map and will be able to point facts related to cities and land resources.

The GM must judge how much information to disclose given the skill check result. As a rule of thumb, one fact is disclosed for every 5 points in the skill check result.

**Combine with:** *History.*

**Specializations:** *Cartographer*.

#### ***Healing (Perception, 1)***

The character knows how to tend wounds, apply bandages, restrict broken bones, apply stitches, and concoct salves and poultices.

The main use of the *Healing* skill is to help in the healing and recovery of wounds. *Herbalism* and *Cooking* can be combined with the *Healing* skill checks when used this way. At the end of each day, the character may roll a *Healing* skill check. The patient heals an additional health points equal to the skill result modifier (+1/5 points). Read more about healing in the *Healing damage* section in chapter 6.

The *Healing* skill can also be used to stabilize a character that is dying. The DR is 4 and successful check restores a number of points of damage equal to the skill result modifier (a result with a negative modifier will essentially damage the character even more). While being tended, the dying character does not need to do stabilization checks but he can try. A failure still costs 1 HP.

Finally, the character may roll a *Healing* check to neutralize as many poison or venom levels in a target as the skill result modifier. The character may roll more than once for the same target, but each subsequent attempt has a -5 SR cumulative penalty.

**Combine with:** *Nature (with Herbalism).*

#### ***History (Memory, 1)***

Your character knows historical facts from around the world like wars, political events and family lineages. He has a collection of stories (mythical or real) from around the world and might remember where some important figures are buried or where ancient cities, fortresses and tombs are located.

The GM must judge how much information to disclose given the skill check result. As a rule of thumb, one fact is disclosed for every 5 points in the result check.

**Combine with:** *Geography.*

#### ***Juggling (Precision, 1)***

The character knows how to do amazing feats of hand-eye coordination. He can successfully juggle 1 object for each 2 points in the Juggling skill result (a failure means extra objects fall to the ground).

For example, the character decides to juggle 10 plates. He rolls his skill check and gets a 16. That is 8 plates in the air and 2 fall to the ground.

Note if the result is higher the character may ask an assistant for more objects to juggle. So he can start small and keep adding objects.

**Specializations:** *Catch missiles.*

#### ***Jump (Strength, 1)***

The character knows how to make jumps of height or distance.

For long jumps, the distance depends on how fast the character is running when jumping.

|  |  |
| --- | --- |
| Start distance | Distance |
| Stand (0m) | 20cm\*Strength + 2cm\*pt |
| Walk (1m) | 40cm\* Strength + 4cm\*pt |
| Jog (2m) | 60cm\* Strength + 6cm\*pt |
| Run (4m) | 80cm\* Strength + 8cm\*pt |
| Sprint (8m) | 100cm\* Strength + 10cm\*pt |

For example, a character with *Jump* SR 15 (Skill 11 + Strength 4) wants to do a sprint jump to leap over a ledge of 4m. He has 4m to run. He makes his roll and gets a 10. So he jumps 80cm\*4(strength) + 8cm \* 10 (result) = 320cm + 80cm = 4m. He barely makes it.

Most jumps can be resolved just by the base distance so it would be convenient for the character to write that base value down.

Note that if the character misses by up to 10 cm, the GM may allow an Acrobatics check to allow him to stretch and reach something to hold on. Depending on the situation the character may suffer some concussion damage (i.e. hitting a wall).

For height jumps, the character can’t run or sprint.

|  |  |
| --- | --- |
| Start (distance) | Height |
| Stand (0m) | 10cm\*Strength + 1cm/pt |
| Walk (1m) | 20cm\*Strength + 2cm/pt |
| Jog (2m) | 30cm\*Strength + 3cm/pt |

***Advanced:*** All this values assume the character is carrying up to his weapons. For each weight load level over Weapon the Strength is penalized by 2 for jump purposes.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Weapon | Light | Medium | Heavy | Power |
| 0 | -2 | -4 | -6 | -8 |

For example, a character with Strength 4 in Light load should be considered as if he had Strength 2 for jump purposes.

**Combine with:** *Acrobatics.*

#### ***Language (Intelligence, 1)***

The character knows how to speak a particular language. The character vocabulary equals to level x level x 100 words. One point allows the character to express minimum needs (hello, name, food, water, sleep, thanks). As the character progresses he can start making more complex expressions.

At a skill rank of 5 he is able to communicate at an acceptable level with other people using that language. At skill rank 10 the character has a very good vocabulary on par with a natural speaker on that language. At skill rank 15 the character is considered a scholar. At rank 20 the character is considered a master or a sage.

In a normal everyday situation, the character can use the common language to communicate everyday needs. The common language is known and spoken by everyone but is regarded as a language for low or medium social classes.

Many races and cultures will accept the common language, but the character will be better seen and accepted if he learns the local language. Some cultures might just reject any foreign language. All the characters begin their career with 5 levels in the common language and 10 levels in their own native language (pick one).

Each language the character learns has to be tracked as an individual skill. Any language related perk has to be acquired separately for each individual language. The skill does not confer the ability to read or write on that particular language.

Sign and computer languages can be learned with this skill. Sign languages does not require learning the reading or writing perk. Computer languages only require learning the writing perk (unless it is a voice recognition type language).

It is possible to create a language known only by the character. Many wizards record their spellbooks using their own custom language to avoid other wizards to learn their secrets. Also, some social groups may require their members to learn some private secret language.

Creating a new language follows the same rules as learning a language, but the character must write a book chapter for each level he acquires.

Learning a language nobody speaks or writes anymore (a dead language) or decoding into someone else private language (or code) costs 10 points for the first rank and requires at least a first level book to learn about it. Subsequent levels can be learned normally.

**Perks:** *Fast talking, Taunt.*

#### ***Leatherworking (Memory, 1)***

The character knows how craft leather items. He knows about all types of leather materials and techniques like dyeing, cutting, shaping and stamping leather.

A leatherworker can make simple leather clothing and common items (knife sheaths, rucksacks). Crafting more complex items require leaning additional perks.

Some item creation may need the collaboration of other craftsmen like a carpenter, leatherworker or more. For example, making a leather shield requires a wooden frame made by a wood worker.

**Combine with:** *Nature.*

**Specializations:** *Furniture craft, Tack and harness, Shoemaking, Weapon craft, Armour craft.*

#### ***Logic (Intelligence, 1)***

The character knows how to analyse a situation, draw conclusions and build an argument.

Logic can also be used to deconstruct the arguments of an opponent. It is used the defence skill in an argumentative battle. Read the Rhetoric skill for more information on argumentative battles.

**Combine with:** Any skill that is relevant to the analysis.

#### ***Manipulation (Willpower, 1)***

The character knows how make people do what he wants. He is an expert in blackmailing, bribing, coercion, gossip, plotting and forging unlikely alliances in order to push his agenda. This skill can be used to manipulate a politician or to bribe a restaurant host to get a better table.

Some (corrupted) characters will be willing to cooperate in exchange for some gain, usually financial. This skill is not required in that situation, just the required payments. This skill comes into play when the target resists the character wishes.

The player can gain bonuses based in the confidence the target has on the character. Close friends and family are easier to manipulate.

If the target hates the character, there is a penalty on the check depending on how hated the character is. When money is involved, it depends on the relative value for the target. Bribing a high executive on a big corporation will be way more expensive than bribing the doorman. Some characters may just ignore money.

|  |  |
| --- | --- |
| Leverage | DR |
| Target doesn’t know the character | +6 |
| Target has heard of the character | +3 |
| Target is an acquaintances | 0 |
| Target is a friend | -3 |
| Target is an old friend | -6 |
| Target is family/brother | -9 |
| Target is the father/mother | -12 |
| Target hates the character | +X Depends on how hated |
| Money | -X Depends on the value for the target |
| Minor secret | -2 |
| Medium secret | -4 |
| Large secret | -8 |
| Family secret | -16 |
| Life destroying secret | -32 |

The DR for the skill is the target base MPs stat (willpower\*willpower). This value can be increased by the target character loyalty to a cause.

The character may procure some hidden or dark secret about his target from informants, by hiring a spy or thief to get into the target house, or maybe more manipulation on the target character enemies (which in turn may have more secrets to uncover). Depending on how important the secret is to the character the GM should assign a modifier value to the DR. These bonuses may be more significative the higher the position and the darkest the secret of the target.

Any person being blackmailed (successfully or not) will try to get rid of the manipulator where possible. The manipulator needs to make sure he has permanent leverage.

**Combine with:** *Rhetoric*

#### ***Melee weapon (Precision, 1)***

The character knows how to use a melee weapon in combat. The character must pick one of the melee weapon type (Axes and picks, long blades, blunt, short blades, chain and rope, shield, etc). The character can use any weapon in that category.

A character trained in a weapon uses it as a tool and can add the weapon attack or defense bonuses to his weapon skill rank (depending if he wants to attack or parry) in addition to the weapon material bonuses.

A character can learn to use multiple weapon types but each weapon is considered a different skill and its levels should be tracked separately. I.e. Melee Weapon (Long Blades), Melee Weapon (Blunt), etc.

Training in unarmed combat improves the character movement while using a weapon.

Shields are considered a type of melee weapon.

**Combine with:** *Unarmed combat*

**Specializations:** *Weapon proficiency, Weapon specialization, Weapon mastery.*

#### ***Metalworking (Memory, 1)***

The character knows how craft metallic items. He knows all the process from keeping the fire on the precise temperature to heat the metal, the proper alloy proportions and how to use the anvil, hammers, thongs and bellows as well as all the elementary techniques like soldering, welding, casting, riveting, etc.

A metalworker is able to craft basic things like cutlery, horseshoes, farming tools, and fix simple vehicles. He is known as the smith, be it a whitesmith (cold metal, no forge) or blacksmith (hot metal, forge). Crafting more complex items require leaning additional perks.

Some item creation may need the collaboration of other craftsmen like a carpenter, leatherworker or more. For example, making an armour set may require inner leather working for straps.

**Specializations:** *Metallurgy, Armour craft, Arrowsmith, Bladesmith, Gunsmith, Locksmith, Weapon craft, Jeweller, Founder.*

#### ***Music (Precision, 1)***

The character knows how to inspire and touch people feelings by using music. He has developed a good sense of tempo and an ear for music. He can learn a tune just by listening it a couple times and is able to read and write musical scores.

This skill allows the character to whistle or sing in a precise note but not to play a musical instrument (see the musical instrument perks).

If the character has the *Rhetoric* skill, he can compose lyrics for songs. If the character has Language with the *Fast talking* perk he can improvise and alter lyrics or notes in the spot.

**Specializations:** *Musical instrument.*

#### ***Nature (Perception, 1)***

The character knows about ecosystems and the cycle of life. He knows about which animals and plants can be found in each natural niche and habitat. He can identify species and their natural enemies.

The character knows where the creatures live, their favourite food and hunting tactics and social organization (if any). If it is a plant, he knows where to find them.

Any monster that lives in a particular habitat and is part of a natural ecosystem is covered by this skill. That includes trolls, giants, dragons, giant ants, tree herders, unicorns, pegasii, griffin and, in general, any creature with a natural cycle that is born, breathes, eats, nests, procreates and dies.

The DR for any skill check is related to how uncommon the creature or plant is.

Supernatural creatures which are not part of the world like outsiders (demons, angels), undeads, magical constructs (golems, robots) or elementals (genies, elementals) are not covered by this skill.

**Specializations:** *Herbalism, Hunting, Survival, Tracking.*

#### ***Navigation (Memory, 1)***

The character knows how to use landmarks, the sun, stars, moss in trees or any other natural marker to orient himself while in the wilderness or at sea.

There are two different things to define during a navigation check, orientation and location. Each one requires a difficulty check.

|  |  |
| --- | --- |
| Check | DR |
| Orientation | 15 |
| Location | 20 |

For each point under the DR in the orientation roll the character is off by one degree. For each point under the location DR the character is off by 1km. So for example if the character wants to know his location and his check result is 30 then he is off by 20km from his real location.

The GM may decide to roll this check secretly so the character has no idea how off or close he is of his location but he has to give some appropriate pointers.

The character may use some implements to improve his checks:

|  |  |  |
| --- | --- | --- |
| Type | Tool | DR Modifier |
| Orientation | Compass | -10 |
| Location | Astrolabe | -10 |
| Both | GPS | -20 |
| Both | Telescope | -2 |
| Both | Map | -2 |
| Both | No landmarks (sea, desert) | +8 |

**Combine with:** *Geography.*

#### ***Negotiation (Willpower, 1)***

The character knows about the game of give and take involved in negotiations. This skill can be used to barter the price of goods and weapons and, in higher levels, work out treaties between nations. This are some recommended levels to acquire before getting into negotiations.

|  |  |
| --- | --- |
| Goods | Skill Level |
| Common goods | 5 |
| Horses | 8 |
| Real state | 10 |
| Corporative business | 15 |
| Hostage lives | 20 |
| International politics | 25 |

Negotiation is a game where both sides take a position. Then both sides decide what they are negotiating for (the stakes) and roll their negotiation skill checks. The winner keeps the stakes. The stakes can be as small as the sides want making for long negotiations. Any side may retire anytime if they feel they are losing unless there is some condition that prevents it.

Each time a side loses, it receives a +2 bonus on the next negotiation round. A side may decide to lose on purpose to get this bonus.

There may be bonuses or penalties assigned by the GM to one of the sides. For example, a large army or keeping a number of hostages makes for high negotiation bonuses.

For example, Belgar wants to but a new axe. The seller asks 30gp for the axe while Belgar wants to pay 15gp. Both decide to go for negotiation for 5gp. Both roll their Negotiation checks and Belgar loses. So now Belgar agrees to pay 20gp and the negotiation continues, but now he gets a +2 bonus on his next roll.

The *Appraise* skill is highly recommended during negotiations as well.

**Combine with:** *Appraise, Rhetoric, Fast talking*

#### ***Pick Locks (Precision, 1)***

The character knows how to open a lock. The DR is equivalent to the quality of the lock. In order to pick the lock, a set of lock picks are required.

In order to verify the effect of the pick lock attempt, subtract the skill result minus the DR.

|  |  |
| --- | --- |
| Result - DR | Description |
| -10 or less | Lock is broken |
| -5 or less | Lockpick breaks |
| 0 | Lock open but the tampering is evident |
| 5 | Lock open, tampering evident only if closely examined |
| 10 or more | Lock is in perfect condition. |

The number of action points it takes to pick the lock is 10 times the lock difficulty.

The character may assess the lock before trying. The DR for the assessment is 10 less than the lock DR and takes a single round. Lockpicks are not required for an assessment.

If a pick attempt fails but the lock is still in good condition, you may try opening the lock again.

**Combine with:** *Sleight of hand.*

Pick pockets (Precision, 2)

The character knows how to relieve his target from his valuables. The skill relies on some kind of misdirection to distract the target while the pick pockets work so having a partner helps but is not indispensable.

The base DR equals the Perception + Water attributes of the target character. If the skill check is successful, the target doesn’t notice the missing item until he checks for its existence which depends on how valuable the item is for the target.

Modifiers apply to the check depending on how secure the object is to the body of the target.

|  |  |
| --- | --- |
| Condition | Modifier |
| In back pocket | 0 |
| In front pocket | +2 |
| Tied (i.e. watch, purse) | +4 |
| Security mechanical latch | +Quality of latch |
| Alone with the target | +3 |
| Distraction (from partner) | -1 |
| Crowded space | -2 |

**Combine with:** *Sleight of hand.*

#### ***Ranged weapon (Precision, 1)***

The character can quickly analyse the distance to a distant target and predict its estimated path based on its current speed and direction. The character can accurately point the target with his finger so this is a required skill for spellcasters.

The character must pick a ranged weapon type (thrown, bow, crossbow, slings, guns, etc). The character can use any weapon launcher in that category along with the adequate missiles (arrows, pebbles, bullets, etc).

Ranged weapon launchers provide no attack or defence bonuses. Missiles provide attack bonuses depending on their modifications (armour piercing, exploding, etc).

A character can learn to use multiple weapon types but each weapon is considered a different skill and its levels should be tracked separately. I.e. Ranged Weapon (Thrown), Ranged Weapon (Bow), etc.

#### ***Rhetoric (Passion, 1)***

The character possesses the ability to persuade or convince people verbally or by writing. The character knows how to effectively use figures of speech and/or proper vocal inflexion to clearly express his ideas and engage his audience. People will just stop and listen to his dissertations even if he has no idea what is he talking about. He can bring words of courage to lift the morale of soldiers or words of passion to make someone to fall in love with him.

Having the knowledge on the subject he is talking about helps. If he knows how to pick a lock, then the character can go on and talk about locks all the afternoon and people will fall by his exposition. At the GM discretion, any appropriate skill can be combined with the *Rhetoric* skill rank providing the usual +1 bonus per 5 SR points in the combined skill.

The character can also make a complete dissertation on a subject he has no idea at all; he may even present weird new ideas and people will take him as genius (i.e ships always sink on the narrow side, so if you make a circular ship it will never sink!!!). However, someone who knows about the subject will uncover any mistake in the presentation.

|  |  |
| --- | --- |
| Subject | DR Modifier |
| People skeptical | -5 |
| People afraid | -2 |

If confronted, the character must use the *Logic* skill to properly engage in a wits match. and maintain it against an opponent. This is considered a battle of ideas.

In an argumentative fight, the character Mana pool becomes his “willpower health”, his Rhetoric skill checks become the attack and the Logic skill checks become the defence.

This kind of contest is usually fought by two sides but there may be more (i.e. a round table). Each side chooses a speaker which will fight for that side. Roll a Willpower check to determine who talks first.

The first speaker starts the attack. He picks his opponent from any opposing side and both roll their skill checks, the attacker a Rhetoric check and the defender a Logic check. The difference between the skill is dealt as damage and deducted from the defender mana pool. After an attack is resolved, the defender becomes the attacker and may pick any opponent as his target.

If the mana pool of one side is reduced to 0 then that side is defeated and will remain silent. A debates may end due without a clear winner due to time or other conditions. Even then the side who dealt more damage has the ideological superiority.

If there are multiple sides in the debate it is completely possible one side is never attacked. It is also possible two sides allies against a single opponent.

For example, two characters are engaged in a debate. One side starts and attacks his opponent rolling a total of 13 as his attack. His opponent rolls a 18 as his defence. The defender wins so no damage is dealt to the defender mana pool. Now the roles reverse and is the turn of the defender to attack.

If one side has more than one person, that side must choose a speaker that will represent the group. The remaining people adds 1 point to the mana pool of their speaker.

Winning an argument doesn’t mean that the argument is true. It just means that the character managed to convince his opponents about his side of the story. It is possible to lie all your way out of a problem.

Rhetoric SR is capped by the Language SR the character is using during the discussion. For example, if Rhetoric SR is 15 and Language SR is 11 then Rhetoric is capped at 11.

**Combine with:** *Fast talking*, any skill that may help demonstrate your point.

**Specializations:** *Law.*

#### ***Riding (Perception, 1)***

The character understands a mount creature. Both rider and mount know how to react as if they were one being.

This skill can be learned for different mounts. There is no restriction on the mount type except that it has been previously trained (or broken), befriended (by using Animal Handling) or has willingly accepted to act as a mount.

The rider should make a check any time he demands a complex action from the mount. No checks are required for walking or trotting in a road, but making it to run or sprint, or enter battle, or walking through a difficult terrain (i.e. climb a mountain) will require a check.

The default riding DR is 4. There are some modifiers to the check.

|  |  |
| --- | --- |
| Condition | DR Modifier |
| Befriended | -1 |
| Docile | -3 |
| Flying mount | +3 |
| High spirited | +2 |
| Mount attack | +2 |
| No harness | +2 |
| Risk mount life | +3 |
| Rough terrain | +Depends on the terrain |
| Run | +3 |
| Sprint | +5 |
| Trained | -2 |
| Unusual body (i.e. insect) | +2 |
| Unwilling | +5 |
| Willing | -2 |

Multiple modifiers can be applied at the same time. A mount befriended and trained will provide higher bonuses allowing for riskier moves. A docile mount is easier to ride but can’t be taken to battle.

The character may take the mount into battle and place the mount between him and an opponent attack arrow or bullet, effectively allowing the mount to take the damage instead.

**Combine:** *Nature.*

#### ***Seamstress (Memory, 1)***

The character knows how to work different fabrics, sewing them together to make suits or dresses. He knows about fabric quality, how take body measurements, cut patterns in the cloth and do sewing and embroidering.

A seamstress can make simple commoner level garments (suits and dresses) as well as fixing rips and holes in the cloth. Making elegant or fashionable dresses or suits for higher classes or royalty (haute couture) require leaning additional perks.

Some item creation may need the collaboration of other craftsmen like a carpenter, leatherworker or more. For example, to make a light but nicely shaped dress cage requires the help of a metalworker. Or to line a fabric with gold threads requires help from a jeweller.

**Perks:** *Tailor/Dressmaker, Shoemaker, Armour craft.*

#### ***Sleight of hand (Precision, 1)***

The character has extremely nimble fingers and fine motor skills. He can quickly manipulate an item in the blink of an eye making it appear or disappear concealing it in his clothing.

The character can manipulate an item 10gr per skill result point. For example, a character wants to conceal a mobile phone. The phone weights about 130g so the DR for this check is 130/10 = 13.

Some things a character can do:

* Hold an object in an apparently empty hand.
* Exchange one object for another.
* Dispose of an unneeded object.
* Pickup a needed object.
* Move an object to where it is needed.
* Give the impression that something has happened that has not.
* Lead attention away from a secret move.

The item should be unsecured and freely movable. Objects tied or restricted cannot be affected by sleight of hand however a skill check can be done to unbind the object with a DR equal to the knot or clasp quality. Objects secured to a person should be picked with the Pick Pockets skill.

#### ***Streetwise (Loyalty, 1)***

The character knows how things work in a city, the places to go, the people to talk with, where to buy and sell things and who to talk when in problems with the law.

The player has to specify what the character is looking for so that the GM may provide an appropriate difficulty to the roll. For example, finding a master weaponsmith in a farmer village will be extremely difficulty (but not impossible); but finding one in a large city may be relatively easier.

The difference between the skill result and the DR can be used as a Modifier during the interaction with the desired target. For example, if the DR to locate a particular dealer is 15 and the result of the check is 18 then the character has a +3 Modifier for any interaction with the person he was looking for. This may lead to discounts in wares, higher prices from sales, and in general a better disposition of people toward the character.

#### ***Stealth (Precision, 1)***

The character knows how to move silently, making use of shadows to conceal his presence and moving just when other sounds around will muffle his steps. The player has to declare the GM the character is trying to use stealth for this skill to work.

There is no DR for this skill. The character should roll his skill check only when there is someone in the vicinity trying to detect his presence by using the *Detection* skill (i.e. a sentry). The Stealth check result is the DR that the observer should try to beat.

When using stealth, the character moves at half his walking speed. If he tries to walk normally, run or sprint a penalty is applied to the skill check. Also, using bright colours or a shiny silver metallic armour that tingles, creaks and clanks will impose a skill penalty.

|  |  |
| --- | --- |
| Condition | SR penalty |
| Walk | -2 |
| Run | -4 |
| Sprint | -6 |
| Armour | Air penalty |
| Bright or shiny clothing | -3 |
| Long sword or greater, hammers, poles | -3 |
| Equipment loose in backpack | -2 |

**Specializations:** *Concealment.*

#### ***Tactics (Intelligence, 1)***

The character knows how to make a battle plan and deploy forces to make the best use of the terrain features.

The character needs one minute per person in his army to prepare and position his forces. A larger army will require more time to plan a proper strategy.

There is no DR for this skill. Once rolled, the check result bonuses can be applied to all attack and defence checks for all the members in the army (or group) for the first 5 rounds of combat.

Only one tactician roll is allowed per battle. If more than one person in command knows *Tactics* then one must be picked as a commander and another as second in command. The second in command can combine his *Tactics* skill with his commander check.

Penalties apply to the SR. If the troops are in a bad terrain, demotivated or tired then penalties apply to the check.

|  |  |
| --- | --- |
| Condition | Modifier |
| Lower terrain | -4 |
| Unfriendly terrain | -2 |
| Tired troops | -1/day |
| Loyal troops | +2 |
| Fanatic troops | +5 |

For each day the troops have been exerting (moving fast, fighting) there is a 1 penalty in the SR. Troops need to rest one full day for each day spent exerting to recover.

Loyal or fanatic troops will add bonuses to the skill check.

**Combine with:** *Geography*

#### ***Unarmed combat (Intelligence, 1)***

The character knows how to fight using his hands and feet. The character can read his opponent body position and can determine his next movement based on his current posture. He can determine the best movement to attack or defend.

This skill is the equivalent of brawling or street fighting. It is unrefined but does the job. The character may pick some perks allowing for faster moves or special combinations.

**Specializations:** *Boxing,* *Martial arts.*

#### ***Woodworking (Memory, 1)***

The character knows how to craft items using wood. He knows about wood quality and different techniques (joinery, polishing, sanding, varnishing) and tools for working with wood (saw, chisel, axe, adze, etc).

This skill grants the ability to make housing frames, ceiling supports, windows and doors. Crafting more complex items require leaning additional perks.

Crafting some items might need the collaboration from multiple craftsmen. For example, having the Fletcher perk allows the character to make simple arrows, but an arrowsmith is needed to make specialized metal arrow heads. A couch is made of wood but usually covered with leather or fabrics so it will require assistance from a leatherworker or a seamstress.

**Specializations:** *Bowyer, Fletcher, Furniture craft, Weapon craft, Armour craft.*

### Specializations

The following list describes the specializations for each skill. The GM may allow some other specializations, for example the Tactics skill may provide extra bonuses if the character pick a specific terrain.

Specializations are applied when executing a check on the parent skill. Any DRs to consider are defined in the specialization description.

Each specialization entry lists the CPs and conditions required to acquire it. It is not possible to acquire a specialization unless all requirements are met.

A specialization entry looks like this:

#### ***Specialization name (Cost per level)***

**Requires:** List of requirements

Detailed description including usage, DR and modifiers.

The character may need to find a teacher or master in order to learn some specializations.

Some specializations are denominated as masteries. Those are further specializations but are still considered specializations.

#### ***Alchemy (4)***

**Requires:** Engineering 4, GM approval.

The character knows how to create, disable or

#### ***Architecture (4)***

**Requires:** Engineering 4, GM approval.

The character knows a lot of typical architectural designs he can use immediately (see the table below) or he can use those as a base to design larger or stronger buildings like castles, fortresses, dams or towers.

The designs described here are standard structures the player can coordinate to construct. The GM may adjust those values depending on the environment conditions in which case it may require some planning (chapters in a manual).

|  |  |
| --- | --- |
| Object | Complexity (DR) |
| Breastwork | 2 |
| Cottage | 4 |
| Sentry tower | 5 |
| Field fortification | 6 |
| House | 9 |
| Defence tower | 10 |
| Defence outpost | 11 |
| Manor | 14 |
| Fortress | 16 |
| Castle | 19 |
| Pyramids | 100 |
| Stronghold | 21 |
| Fast build | -5 |
| Strong build | +5 |

For every 5 DR points the character *reduces* from the construction, bonuses provided by the structure are halved as well but the structure may still provide tactical advantages. For example, a Field fortification (an emergency fort) built in a hurry has a DR 1, it will probably be just a few small walls made of wooden planks, but hardy enough to stop a horse charge and provide some protection against arrows. All that and it can be built by 10 people in one month. Typical army units may be comprised of 50 to 100 people to the time can be further reduced and the field fortification can be up in a matter of few days.

If the time is 0 or lower, consider the structure can be built in a matter of days. Some quickly built breastworks can be setup by professional armies in a matter of few hours to provide protection during the night.

For every 5 DR points the character *adds* to the structure, the defenders inside the structure add a +1 attack AND defence bonus on any action they take while inside the structure. This increased complexity requires the character to write one manual chapter for each extra DR over the original structure DR. The structure will also take longer to build.

#### ***Artificer (4)***

**Requires:** Engineering 4, GM approval.

The character knows how to create, disable or disassemble magical items powered by a power source. The artificer may create magical wands, staffs, crystal balls, cloaks, rings, boots, weapons, statuettes and more. Essentially anything can be turned into a magical item.

This specialization allows the character to access the rules in *Chapter 5: Money and equipment, Crafting magical items.*

The character knows how to combine the elements required to make a magical item but not necessarily how to create those components. For example, to make a cloak of flying, he needs a cloak, a power source and a flying spell. He does know how to combine those elements but not necessarily knows how to create the power source, cast a fly spell or make a cloak. He may hire some craftsmen to build the components for him.

The character may also try to disable or disassemble an artefact in order to understand it. The DR is equal to the DR of the artefact. Disabling or disassembling an artefact follows the same rules as the Pick locks skill; it is possible to break the artefact on the process.

The disabling check can also be used to try and understand the item embedded abilities. For example, if a magical ring is found the artificer may roll a check to understand its usage. Each success provides some additional information like the type of spell, number power points or any command word. If the item has multiple abilities, then more checks are necessary. On a failed check, the artefact may misfire (60%), spend a charge with no effect (30%) or explode (10%, 1d6 damage per power point in 3mt radius).

#### ***Animal mastery (2)***

**Requires:** Animal handling 8, Animal specialization.

When this perk is acquired, the player must pick a specific animal of a species the character has specialized in. The character gains a psychic bond with the animal and can communicate with it in a very basic empathic level. The animal will understand basic commands (spy, take a message, hunt) and can communicate numbers (one, few, many), feelings of hunger, fear, happiness, caution.

For example, Nictalus the wizard has mastery on Corvo the crow. He sends the crow to spy a bandit camp where a prisoner is held hostage. When Corvo returns it will tell Nictalus that it has seen a lot of bandits, display joy in that the prisoner is alive and can even approximate the direction and distance of the camp. But it can’t say the specific number of bandits, if they are armed, if they are asleep, if they are fortified, if the prisoner is guarded, etc.

This perk can be acquired multiple times but on a different animal each time.

#### ***Animal specialization (1)***

**Requires:** Animal handling 4

When this perk is acquired, the player must pick a species of animal. The character has learned all about that species of animal. The character knows about health, age, speed, power, stamina, etc. He also can appraise an animal based on his physical characteristics so he may become a merchant of that animal species (he may need the Negotiation skill though).

For example, if the character specializes in falcons he may become a falconeer and knows how to use them for hunting. If he specializes in horses he can become a horse trainer or horse merchant.

This perk can be acquired many times, each time with a different type of animal.

#### ***Cartography (4)***

**Requires:** Geography 4, Illustrator.

The character can create illustrations depicting and describing geographical features (aka. maps). He knows about distances, scales, orientation and is able to position a geographical location relative to other land masses.

For each piece of information the character wants to add to the map the DR increases by 1. For example, a map with Dragon Mountain (DR+1), the nearby town of Dragon Town (DR+1), a road (DR+1) crossing the Dark Forest (DR+1) plus the north mark (DR+1) and a scale (DR+1) will have a total DR of 6. If more landmarks are added the DR increases.

Note a map of this type is very detailed. The road will have turns where appropriate. Everything will be on scale. However it is still possible to add more details (bridges, troll lairs, safe clearings to camp, clean water streams. All depends on the needs of the client.

At the same time, it is possible to ditch scale and detail and just make a relatively simple scrawl with a couple beach palms and an X marking the spot (think a pirate map). In that case the DR is reduced by 5. All the details will be there but no guarantees are made on the precision of the information.

An atlas, is a catalogue of many maps. Each map will detail an area of the world.

A map maker can also study a portion of a map and place it in the world. This is useful when the characters get their hands in an incomplete map. The GM should set the difficulty of this task based on the amount of information in the map and how known are the depicted landmarks.

#### ***Chemistry (4)***

**Requires:** Engineering 4.

Note: In order to understand this specialization, read the Herbalism specialization first. This specialization is an advanced form of herb preparation, but it provides no idea on how to find the herbs or how to properly use the resulting doses.

The character knows how to purify, extract or combine the active ingredients of vegetal origin to make more powerful or exotic medications, poisons, paints, pigments, perfumes, makeup, etc. For example, he can extract the active ingredient from the bark of a quinine tree and create an odourless pill to fight fever instead of carrying the bark around in a pouch.

The DR required to process a dose of herbs is equal to the DR (quality) of the herbs. The GM may apply modifiers depending on the facilities. Up to 5 doses can be processed at the same time. Processing the herbs takes 1 hour per quality level.

A processed dose is reduced in size to a single odourless pill (or pellet or powder). A pouch can hold up to 10 processed doses allowing to reduce the number of pouches a herbalist carries around thus reducing the penalties precision or willpower penalties caused by having multiple pouches or by strange smells. Pills of multiple types can be mixed in a single pouch given it has sub compartments or pills are colour coded. It also allows to carry a single dose hidden in some special rings or lockets.

Chemistry also allows for more concentrated potions that can be injected instead of consumen. By adding a +5 DR to a potion making, any potion dose can be concentrated in such way that it can be used by injection. This concentrate is enough to coat two short blades, one long blade or 10 arrows. The potion remains active for 1 hour before it dries up and becomes unusable.

Cooking herbs can’t be processed by chemistry or it will destroy the flavour.

#### ***Herbalism (4)***

**Requires:** Nature 4.

The character knows how to use plants and herbs to make potions or poultices that can aid in any skill, like medicine for healing, tints for clothing, leather softeners, cooking herbs and more. He knows where to find the herbs and the proper preparation recipes.

Not all the herbs require a preparation. The details on the delivery mechanism is left to the player (i.e chew the herbs, make a potion or a poultice, prepare a tea, etc). Once the skill check is done the character gets the herbs he needs as he needs them, no additional check is required to prepare them.

The herbs provide a SR bonus of 1 per each 5 quality levels. For example, herbs with quality 15 will provide a +3 SR in the skill that uses it.

The character must announce the precise purpose of the herbs he is looking for before making a check (i.e. “I need herbs to help in blood clotting”, “I need herbs to induce sleep”, “I need herbs to heal poison from a (specific) spider”, “I need herbs to cause vomiting”, “I need herbs for makeup”). The check result is the type of herbs he found in that area toward that purpose. The GM may decide to set a DR modifier given the area. It takes the character 5 minutes per skill result point to find the herbs.

For example, a character with Herbalism SR of 15 wants to find herbs for cooking. The GM decides the herbs are easily available so he provides bonus of +3 to the SR. The player rolls his check and gets a 11. So after 55 minutes of search the character finds some herbs that provide a +2 bonus in cooking.

The character can also make potions to temporarily enhance or reduce a character attribute. However, for each point up (or down) in an attribute, another point in other attribute has to go the other way. Potions must be consumed (eaten, drunk) by the target character to take effect.

|  |  |
| --- | --- |
| Object | Complexity (DR) |
| Base DR | 5 |
| Per point of change | +5 |
| Per point of change with no opposite change attribute | +10 |
| Per hour of effect | +1 |

So for example, a player would like to make a potion (Base 5DR) that increases 2 points of Strength (+10 DR) but reduces 1 point of Willpower and one of Logic and lasts for 2 hours (+2 DR), then the potion DR would be 17. If the potion making check faile then

If due to drinking a potion any attribute reaches 0 then the character passes out for the duration of the potion.

A character can only drink a number of potions equal to his Health attribute per day. Drinking more will affect him permanently making him lose one Attribute point (GM choice). If any attribute of reaches 0 the character dies.

***A potion which primary objective is to harm or debilitate is a poison. A poison DR is equal to its***

Herbs and potions can be stored in a waterproof pouch or vial for later use, but they will lose a bonus point per week.

#### ***Illustrator (4)***

**Requires:** Drawing 4, Writing.

The character knows how to combine writing and drawings to make precise, clear and easy to understand compositions to describe ideas and high level concepts. The writing flows nicely around drawings and the use of specialized fonts making for a very clean and neat presentation.

This skill is required to write maps, skill manuals and spellbooks, and also helps on the Engineering skill.

#### ***Mechanics (4)***

**Requires:** Engineering 4, GM Approval.

The character knows how to design complex machinery, from war machines (trebuchets, catapults) to windmills to looms, to carriages.

The character knows all the default mechanical designs. He may build any of this in the field without the need of any manual.

|  |  |
| --- | --- |
| Object | Complexity (DR) |
| Onager | 4 |
| Battering ram | 5 |
| Mangonel | 6 |
| Ballista | 8 |
| Shielded ram | 10 |
| Trebuchet | 12 |
| Siege tower | 14 |
| Premade wooden components | -6 |
| Premade metallic components | -4 |
| Dry wood available | -4 |

Siege machines were usually built in site using local resources, however it is not possible just to cut a tree and make a war machine. Green wood needs time to dry or it will break and warp with the stress. It would take months to build one of those huge structures so many times the parts were pre built and transported (i.e, bolt heads for the ballista). In addition, armies were also comprised of thousands of soldiers and specialized craftsmen which also helped.

So transporting dry (seasoned) wood will greatly reduce the DR required. Even more, if all the pieces are premade and available then its mostly an assembly problem.

For example, a Mangonel (the most popular catapult) would take around 180 days for 60 people to build (take down trees, transport, cut, dry wood, etc). Given 600 people were assigned to do all the different tasks, then time would be reduced to 18 days.

#### ***Metallurgy (4)***

The character can combine materials to create metallic alloys. The new alloy has a material quality depending on the mix ratio.

**Quality = (QtyA \* WtA + QtyB \* WtB) / (WtA + WtB)**

For example, the character has 100g of diamond dust (quality 90) and 900g of steel (quality 30). He mixes both to get:

(90 \* 100 + 900 \* 30) / (100 + 900) = 36

So the character now has a Steel-Diamond alloy of quality 36 and a Modifier of +7.

The DR to create the alloy is the final alloy quality. As with any Engineering task the character needs to write a manual describing the process. Once the process is recorded the character can repeat the process anytime.

Only gemstones, metals and carbon (and related) can be combined. Nature materials other than carbon can’t resist the temperatures required making an alloy.

The maximum resulting material Modifier of the new alloy cannot exceed the character *Blacksmith* level. For example to create the Steel-Diamond alloy mentioned above the character needs at least a Metallurgy level of 5.

The new alloy is a unique material and the character may take the *Material mastery* perk on it.

#### ***Power sources (4)***

**Requires:** Engineering 4, GM approval.

The character knows how to use gemstones to create a power source. The explanation behind the existence of such a power source is left to the GM. A wizard may create an energy gemstone powered by the essence of an imp or maybe it can be empowered by a deity.

A power source capacity is measured in power points (pp) and has build DR equal to its power points. So a 10pp source will have a DR 10.

A power source should be contained in a gem with a value of at least 1gp x pp x pp. So a 10pp source should be kept on a 100gp gem. The gemstone should be created by a gem cutter. This skill provides no knowledge on how to cut a gem.

One pp can power one spell level so a 10pp wand may fire 10 level 1 spells or 1 level 10 spell.

Once charges are used the power source is dead. The power source can be made rechargeable by applying a +2 to the DR, so the source can regain one pp per day. The rechargeable modifier can be applied multiple times to accelerate the process (i.e. recharge 2 or 3 points per day).

## Perks and powers

***Perks*** allows the character to improve attributes, stats and perform specialized actions that are just on the upper limits of a normal human.

***Powers*** are powerful perks outside of normal human abilities. This is not something characters can learn from a book or a master. Powers are gifts assigned during character creation (i.e. racial powers) or as an adventure reward from the GM.

### Developing perks

Unless the perk specifies it,

**A particular perk can be acquired ONLY ONCE each character level**.

Perks usually cost more than one CP per level. The character must pay the full cost at the purchase time. No partial payments.

Perks can only be purchased once unless the description specifically allows more (i.e. Weapon specialization).

A few perks may be purchased more than once per level (i.e. Improved health).

Some skills define dependent perks. If a perk depends on a skill, the parent skill must be trained before the perk can be picked. Only one skill perk is allowed for every 4 full skill levels acquired.

For example, a character has 14 skill levels in the Nature skill. He may have up to 3 perks in that skill so he acquires the *Herbalism*, *Tracking* and *Hunting* perks. He may get the *Survival* perk once he gets level 16.

A perk acquired for a skill cannot be used for another skill. For example, a Weapon Specialization in swords can’t be used while fighting with maces.

Some perks depend on other perks. A parent perk should be acquired before the dependant is acquired.

#### Developing powers

Powers are available only if the GM allows them.

Unless the power specifies it,

**A particular power can be acquired ONLY ONCE each character level**.

Powers usually cost more than one CP per level. The character must pay the full cost at the purchase time. No partial payments.

## Perks

Perks are special abilities that the character learns during his adventures. Some perks provide benefits to attributes or stats, allowing the character to sustain more damage, heal faster, increase his magic points and more. Other perks represent skill specializations, adding new tricks and advantages to the skill resolution. Some perks can be learned multiple times representing a greater specialization.

Perks related to skills require a check on the parent skill. Any DRs to consider are defined in the perk description.

Each perk name lists the CPs and conditions required to acquire it. It is not possible to acquire a perk unless all conditions are met.

The character may need to find a teacher or master in order to learn some perks.

#### ***Perk name (Element, Cost per level)***

Detailed perk description including usage, DR and/or modifiers.

#### ***Alchemy (Water, 2)***

The character knows how to create potions. For each rank in Alchemy the character can add one spell level to the potion effect.

For more details, read the *Crafting potions* rules in Chapter 5.

#### ***Advanced Metallurgy (Earth, 3, Metallurgy)***

When the character uses his metallurgy skill, he can add his Earth ability score to the final quality of the resulting metal.

#### ***Adaptive Missiles (Air, 1, Weapon mastery)***

Once per day, the character may decide one missile to have any special head he needs at the moment.

This perk can be picked multiple times. Each time the character gains one additional special head per day.

#### ***Armour specialization (Fire, 2, Armour use)***

When you pick this perk, pick an specific armour of any type the character already knows how to use. For example if the character knows how to use plate armour he can specialize in Breastplates.

The character gains +1 AP per round while wearing this armour.

#### ***Armour use (Fire, 1)***

When you pick this perk select an armour type (leather, splint, chain, plate).

The defence modifier provided by such armour is increased by 1.

#### ***Body building (Fire, 1)***

The character sets aside some time of the day to exercise and keep his body tuned. The character must devote at least 1 hour each day for physical raw power exercise.

The Fire attribute of the character temporarily increases by 1 for the current level. The character must pay 1 character point each level to maintain this Fire increase. If he stops paying for this perk then he loses this benefit.

Table 4-3: Perks

|  |  |  |  |
| --- | --- | --- | --- |
| Perks | Attribute | Cost | Prerequisite |
| Alchemy | Water | 2 |  |
| Advanced Metallurgy | Earth | 3 | Metallurgy |
| Adaptive Missiles | Air | 1 | Weapon mastery |
| Armor specialization | Fire | 2 | Armor use |
| Armor use | Fire | 1 |  |
| Boxing | Fire | 1 |  |
| Chemistry | Water | 1 |  |
| Etiquette | Death | 1 |  |
| Familiar terrain | Earth | 3 |  |
| Fast Talking | Air | 1 | Rhetoric |
| Forgery | Air | 1 | Writing/Drawing/Illustrator |
| Hold breath | Life | 1 |  |
| Home terrain | Earth | 2 | Familiar terrain |
| Increase Attribute | Any | 5 |  |
| Improved Health | Life | 1 |  |
| Improved Mana | Death | 1 |  |
| Infinite missiles | Air | 1 | Weapon mastery |
| Lightning Reflexes | Air | 2 |  |
| Martial arts | Fire | 1 |  |
| Material mastery | Earth | 1 | Material specialization |
| Material specialization | Earth | 2 |  |
| Medicine | Water | 3 | Healing +5 |
| Metallurgy | Earth | 1 |  |
| Motor skills | Air | 2 |  |
| Gain power | None | 8 |  |
| Name of the Void | Death | 2 |  |
| Name of the Flow | Water | 2 |  |
| Name of the Heart | Fire | 2 |  |
| Name of the Flame | Fire | 2 |  |
| Name of the Stone | Earth | 2 |  |
| Name of the Wind | Air | 2 |  |
| Quick recharge | Air | 1 |  |
| Quick reload | Air | 1 |  |
| Race specialization | Water | 3 |  |
| Reading | Water | 1 | Language |
| Starting money | Death | 1 |  |
| Swimming | Air | 1 |  |
| Weapon mastery | Fire | 1 | Weapon specialization |
| Weapon specialization | Fire | 2 | Weapon +5 |
| Writing | Water | 1 | Reading |

When the character gains a level, he still receives a number of Fire character points equal to his original attribute, not the increased one. For example a level 1 character with Fire 5 pays 1 point for body building and has his Fire attribute increased to 6. When he gains a level he still gains 5 points of Fire character points as his original attribute.

#### ***Boxing (Fire, 1)***

This perk can be learned multiple times.

The character knows how to transfer the power from all his body to his punches and learns how to resist a hit.

The character gains +1 HPs and +1 unarmed damage per level.

#### ***Catch missiles (Juggling, 1)***

The character knows hot to purify, extract or combine

#### ***Etiquette (Death, 1)***

Your character knows understands how to behave when dealing with members of every social class. He knows customs and uses, how to address people of higher and lower ranking, proper table manners and even the local fashion.

Your character starts with at least one rank in *Etiquette* in his home town. The starting level may be higher if the character is of high social classes.

Your character can learn this perk multiple times to learn customs and uses from other cultures or improve his knowledge on the same culture.

|  |  |
| --- | --- |
| Level | Description |
| 1 | Know how to treat commoners |
| 2 | Know how to treat noblemen |
| 3 | Know how to treat royalty |

Learning this skill one time for a region teaches the character how to treat commoners. Taking it twice allows the character to rub elbows with a high social class, learning it a third time for the same region lets you mingle with royalty.

Mind that knowing the proper behaviour ways and mannerisms won’t give you any privilege or make you immediately accepted by a particular social class but it will be easier to get in favour of some lord, marry some lonely rich lady and makes easier to climb up the social ladder.

This perk improves the *Language* and *Tailor/Seamstress* skills.

#### ***Familiar terrain (Earth, 3)***

#### ***Fast talking (Wind, 4, Language)***

Your character always has the right comment or answer at the tip of his tongue. People will accept his orders or suggestions and will accept his commands and answers as logical even when they are not.

If questioned, the character has the right explanation at the tip of his tongue.

For example, the character tries to get into a private area of the city by saying: “I’m the Duke of Barovia. Let me in.”. Or maybe steal a horse from his owner by saying “My wife needs a doctor! Please I need your horse!”.

The target is allowed a Death check to resist the command. If the target has the *Rethoric and Logic* skill then he can it to resist the command.

|  |  |
| --- | --- |
| Skill Result | Action |
| Less or equal than target resist | Failed, try again with -5 penalty |
| Less than target Death +5 | Target doubts, may roll again |
| More than 5 over the target will | Target accepts the command |

This skill is not magic. Some bonuses or penalties may apply depending on the situation; if the guard is ordered to protect the gate with his life or the owner values his horse a lot they will probably resist the player command. But even if the target resists the character may keep pressing with things like “Of course you know me, I’m a personal friend of the king!” or maybe “Please! This is urgent! I will bring your horse back immediately”. However, if the target resisted the command then he will have a +5 cummulative Modifier against following attempts.

The target(s) of this skill might be weary and try to ask questions but commoners usually prefer being on the right side with a nobleman and, you know, the Duke of Barovia is known for his foul temper so it would be wiser to lower his head, and just do as he says and ask questions later.

The character *Disguise* and *Acting* skills can be combined with the *Rhetoric* skill check for greater effect.

Orders that goes against the target ethics or puts the target life in danger like “Attack your friend” or “Jump from the cliff” will immediately be ignored unless you can find some reason why jumping from the cliff would be a good idea. i.e “Quick jump or the explosion will kill you!!!”

#### ***Forgery (Air, 1, Writing/Drawing/Illustrator)***

Your character knows how to use his *Writing*, *Drawing* and *Illustrator* skills to create fake documents like invitations to parties, bank notes, letters, safe conducts or the like.

Your character can copy another person writing and signature just by studying the original for about 10 minutes. Each additional level in Forgery halves the time required to memorize the letter and content.

You also know how to carve a potato (or any other material) to fake an official seal.

#### ***Gain power (Any, 10)***

The character gains (or improves) a power. Pick a power from the powers list. The GM may restrict the list as he sees fit. The GM is free to reduce or increase this perk cost allowing the characters to gain more powers faster.

#### ***Hard skin (Earth, 1)***

The character skin can absorb physical damage (weapon, fire, acid) as if he had a thick armor. Each level of this attribute increases his physical damage soaking capacity by one point. This is cumulative with any armor the character may be using.

This protection grants no benefit against electrical, poison, venom or psychic damage.

#### ***Hold breath (Life, 1)***

You can hold your breath for longer periods allowing for one additional round per Life point without need for breath. You can acquire this skill as many times as your Life score.

#### ***Home terrain (Earth, 2, Familiar terrain)***

You know a very particular terrain as the back of your hand. This terrain is a 20x20km area or a geographical feature (a mountain, a creek, a swamp). Any time you are located in such terrain you receive twice your Geography combine skill Modifier (check on the Skill result table) when performing any check that uses the terrain (i.e. tactics, melee or ranged attacks, survival, hunting).

In addition, while in such a terrain, your APs are multiplied by 2 for movement purposes only (i.e. if you normally have 20AP, you are considered to have 40AP while moving in this terrain).

You may pick this skill multiple times to increase the area of your home terrain.

#### ***Hunting (Life/Water, 1)***

Your character knows the best places where to find potential prey and how to set traps to capture it. The character can setup any number of traps per day. The skill result bonuses are the number of animals caught in those traps.

The GM can set a penalty depending on the Water of the prey.

**Combine with:** *Tracking, Nature*

#### ***Improved health (Life, 1)***

The character adds 5 health points to his total health. The normal spending limit of one point per level does not apply to this perk.

#### ***Improved mana (Death, 1)***

The character adds 5 mana points to his total mana pool. The normal spending limit (one point per level) does not apply to this perk.

#### ***Increase Attribute (5)***

The character gains the Enhanced Attribute power. The character must pick the attribute to increase.

#### ***Infinite Missiles (Air, 2, Weapon mastery)***

The character has a limitless supply of basic missiles (with no special heads) for the specified ranged weapon he has mastered.

All the missiles are considered to be the same material as the launcher for Modifier purposes.

#### ***Jewellery (Earth/Fire, 1)***

Your character knows how to make jewels and clockwork machinery. This is an equivalent to Blacksmith but in small scale. You know how to operate burners, metal casts and small tools to shape your items.

You also know about stone cutting so you can improve the value of unworked gems.

**Combine with:** *Geology, Metallurgy*

#### ***Law (Earth/Death, 1)***

The character knows about the local law. He knows how to write contracts and knows all the tricks and holes to break those contracts as well (the difficulty level being the contract quality).

This skill gives the character the ability to research the law but not the ability to be a litigant. The character must use the *Rethoric and Logic* skill to expose his arguments in court.

#### ***Lightning reflexes (Air, 2)***

The character reaction speed increases.

The character can learn this perk multiple times. Each rank on *Lightning reflexes* provides:

* Declare one additional condition for the same ready action
* +1 APs every round
* Improve parry and dodge checks.

#### ***Lightning strike (Air, 3)***

The character can throw kicks and punches with deadly speed. The cost for throwing a punch or kick is reduced by 1AP. The character may learn this perk multiple times but the cost of a melee attack cannot be reduced to less than 1 APs.

#### ***Locksmith (Earth/Water, 2)***

The character knows how to create locks (be it from wood or metal), metal lockpicks and copies of keys. He also can completely open or disassemble a lock so this skill can be used as an advanced *Pick Locks* skill.

The quality of the lock is used as the difficulty level. Reassembling a lock requires another check using the same difficulty level.

The number of action points it takes to disassemble or reassemble the lock is 10 times the lock DR.

To perform his job, the Locksmith requires some bulky equipment like drills, saws, braziers and casts so he will normally carry a large bag with his equipment.

If he has no tools at hand, the Locksmith can improvise crude lockpicks from things around him like needles, some cutlery, a jewel or such small things. Those improvised tools have a Common quality level (providing no bonuses but will do the job. The items used as improvised lockpicks are destroyed in the process.

**Combine with:** *Engineering, Sleight of hand*

#### ***Martial arts (Fire, 1)***

The character gains +2 AP while engaged in melee combat.

If the character has taken the *Motor skills* perk he gains an additional +1APs for each additional limb with *gross motor skill* training. So, for example if the character has improved the gross motor skills on his off hand and two legs he would get a total of +5APs.

#### ***Material mastery (Earth, 1, Material specialization)***

Pick one specific material of a material type you have already specialized on. (i.e. steel, dragon leather, diamond). The character has learned to refine the selected material improving its quality.

When you use the specified material to craft an item, the quality of the final product increases by 2 points per perk level, granting increased bonuses as if it were a completely higher level material. This does not increase the DR for crafting with the material.

For example a character with Material mastery 5 in Ash wood (quality 35) is crafting an item. The DR to craft an item with ash is still 35, however the wood in the final product is considered as quality 45, granting a +8 Modifier instead of +6.

This increase in final quality does not affect the DR of crafting with ash. The material is still ash with a DR 35 for crafting.

In addition, the time required to craft an item using the chosen material is reduced by 5% per level to a maximum of 50%.

You can pick this perk up to 10 times.

#### ***Material specialization (Earth, 2)***

Pick one material type (i.e. metal, gemstone, leather, etc). When using the specified material the DR required to create an item is reduced by 1 per level.

#### ***Medicine (Water, 3, Race specialization)***

The character has a deeper knowledge of the physiology of the races he specializes on.

While taking care of a wounded character of one of his specialized races, the character may add his medicine level to the number of health points the target recovers each week.

The character also knows the position of all the vital points of his specialized races so, when fighting a creature of one of those races, he can combine his *Healing* skill with his melee or ranged weapon damage effectively making his attacks deadlier.

#### ***Motor skills, fine (Wind, 3)***

All the characters start with full (gross and fine) control over one of their limbs, usually the right arm.

By gaining this perk the character improves his fine coordination on one of his other (secondary) limbs. Fine movement includes using tools or machinery.

Every time the character picks this perk he must declare which limb he is improving (hand or leg).

Improving fine motor skills in one limb allows for using small tools. This grants a +1 Modifier in any skill which may benefit from using additional hands to hold precision tools like lock picking, locksmith, jewellery, tailor, sleight of hand, music (with a musical instrument) or pick pockets.

If the limb also has been trained with fine and gross motor skills is no longer considered a secondary limb for any reason. A fully trained limb grants a +2 Modifier in the *Climb* and *Acrobatics* skills for each additional completely trained limb (other than the primary).

#### ***Motor skills, gross (Wind, 2)***

All the characters start with full (gross and fine) control over one of their limbs, usually the right arm.

By gaining this perk the character improves his control over one of his other (secondary) limbs for any task that requires strength and power like punching, kicking and wielding a weapon.

Every time the character picks this perk he must declare which limb he is improving (hand or leg). Attacking with an untrained limb carries a -2 penalty to every attack. A trained limb removes penalties for attacks with that limb.

Some special attacks like grapple can also benefit from the additional trained limb bonuses.

If the limb also has been trained with fine and gross motor skills is no longer considered a secondary limb for any reason. A fully trained limb grants a +2 Modifier in the *Climb* and *Acrobatics* skills for each additional completely trained limb (other than the primary).

#### ***Instrument mastery (Air, 1)***

The character knows how to release all his music through a musical instrument.

#### ***Name of the Void (Death, 2)***

The character opens to Death magic. He gains access to Death based spells. He now can start researching and learning Death spells. The character receives a -2 level penalty to Life based spells (in addition to any other penalty).

#### ***Name of the Flow (Water, 2)***

The character opens to Water magic. He gains access to Water based spells. He now can start researching and learning Water spells. The character receives a -2 level penalty to Fire based spells (in addition to any other penalty).

#### ***Name of the Heart (Life, 2)***

The character opens to Life magic. He gains access to Life based spells. He now can start researching and learning Life spells. The character receives a -2 level penalty to Death based spells (in addition to any other penalty).

#### ***Name of the Flame (Fire, 2)***

The character opens to Fire magic. He gains access to Fire based spells. He now can start researching and learning Fire spells. The character receives a -2 level penalty to Water based spells (in addition to any other penalty).

#### ***Name of the Stone (Earth, 2)***

The character opens to Earth magic. He `gains access to Earth based spells. He now can start researching and learning Earth spells. The character receives a -2 level penalty to Air based spells (in addition to any other penalty).

#### ***Name of the Wind (Air, 2)***

The character opens to Air magic. He gains access to Air based spells. He now may start researching and learning Air spells. The character receives a -2 level penalty to Earth based spells (in addition to any other penalty).

#### ***Quick recharge (Air, 1)***

When the character picks this perk, he needs to specify a ranged weapon trait (Bow, Crossbow, Gun). The character needs 2AP less to recharge the weapon feeder. This perk can be picked multiple times but the recharge AP cost can’t be less than 1.

#### ***Quick reload (Air, 1)***

When the character picks this perk, he needs to specify a ranged weapon trait (Bow, Crossbow, Gun). The character uses 1AP less to reload the weapon using another feeder (default 10 APs). The character may pick this perk multiple times but the reload AP cost can’t be less than 1.

#### ***Race specialization (Water, 3)***

The character has an in depth familiarity with a particular race or species so he knows their unique physiology, habitat, tactics, strengths and weaknesses. In game terms, he gets complete access to the page describing that particular creature in the Monster Manual.

The character can combine his *Nature* skill with any skill check which involves that particular race (i.e *History*, *Melee* attacks, *Healing*).

#### ***Reading (Water, 1, Language)***

The character knows how to read the symbols that represent one of his spoken languages. This perk should be picked for each language the character knows.

Reading allows the character to understand and be able to use and learn from manuals and spellbooks.

This skill does not confer the ability to write.

#### ***Starting money (Death, 1)***

You may only pick this skill during character creation but you can pick it multiple times. Each time you pick this skill you gain 1d6x5gp.

#### ***Survival (Life/Water, 1)***

The character knows how to find food and water even in the most extreme terrains. He knows how to build a crude shelter in order to avoid exposure to elements. He may even make some clothing out of natural fibres. For example he might know how to make snow walking shoes from twigs and leather straps.

The survival skill allows the character to gather food with just some basic tools like a knife or a rope. The things the character finds to drink or eat may not be much appetizing. The menu will probably be spiders, ants, worms, roots, lichen, bark, weeds and maybe some murky water; but it will maintain a human alive.

Any sustenance will be enough to cover the needs of a human for one full day. The character needs to roll again the next day.

Each use of the survival skill, successful or not, depletes the surrounding area. Each additional roll after the first receives a -1 accumulative penalty. Character must move at least 200m to get into an undepleted spot.

The character may find shelter and sustenance for more people but it requires a separate roll for each one and the penalties due to depletion accumulate.

|  |  |
| --- | --- |
| Terrain Type | DR |
| Ocean/Sea | 6 (Triton) / 15 (Other) |
| Swamp | 8 |
| Valley | 4 |
| Mountain | 8 |
| Badland/wasteland/tundra | 20 |
| Forest | 6 |
| Desert | 16 |
| Glacier | 18 |
| Artic | 16 |
| Bog | 10 |
| Rainforest | 6 |

#### ***Swimming (Wind, 1)***

The character gains the Swim power. Humanoids can learn this perk up to level 2.

#### ***Taunt (Death, 1)***

Your character has a very sharp tongue. He knows how to tease and taunt anyone to the point of driving him nuts. Once in that enraged state the target character will try and attack your character forgetting any common sense.

The DR for the skill is a Death check by the target. If successful, the target character will suffer a penalty in all his actions equal to your skill result Modifier.

#### ***Tracking (Earth/Water, 1)***

The character knows how to read small clues in order to determine where a target is going. A broken branch, a small depression where a foot crushed some blades of grass, some color change in a rock where dust have been brushed off, every mark is like an open book to the tracker that tells him what his prey did.

The DL for the tracking attempt is 20. Rolling a successful check will give the character a very accurate sense of direction of the target. A failed reading will send the character off the trail but it will take about 1 minute per difference point for the tracker to realize his mistake (i.e. if the difficulty was 20 and the tracker rolled a 15 it will take 5 minutes for the tracker to realize his misread). Still, the tracker can go back to his last known point and try to find the track again with a -5 penalty.

There is no telling how often the character must make a check as it depends on the movement speed of the tracker and the target. The GM must make a fair judgement depending on the adventure situation.

If there is more than one tracker in the group, each one can make a separate roll and discuss the results or one may add his default skill bonuses to the other.

Some modifiers should apply to the check.

|  |  |
| --- | --- |
| Condition | DR Modifier |
| For each clear day | +1 |
| For each rainy day | +2 |
| For each snow day | +5 |
| Target covers his track | Result Modifier |
| Gravel | +2 |
| Solid stone | +5 |
| Use hunting dogs | -5 |
| For each additional reading of the same clue | +2 |

A tracker can jog or run while tracking but he is not allowed to sprint.

If the target is trying to disguise his tracks, his *Tracking* skill result bonuses are used as a penalty against the tracker however he can’t move faster than running.

The target may attempt to completely cover his tracks by carefully stepping in some places or avoiding breaking any branches. In that case the DR for the tracking attempt is equal to the target *Tracking* skill result. However, in this case, the target can only jog.

**Combine with:** *Nature, Geography*

#### ***Weapon fluorish (Air, 1, Weapon use)***

The character has learned to do tricks and impressive manoeuvers with a weapon type he knows to use. The character can do fancy displays as if his weapon skill were 5 levels higher.

This display is purely to impress those not trained with the weapon and does not provide any Modifier in attack or defense. Any other character whose weapon skill rank with that particular weapon type is equal or higher than the total weapon fluorish rank (skill rank + 5) can see right through the deception and knows the character is not really as skilled.

#### ***Weapon mastery (Fire, 2, Weapon specialization)***

The character has become one with a very particular weapon. Usually an ancient heirloom or a weapon he carries since he started his adventures.

The character has gotten so used to that particular weapon that it becomes an extension of his body. The APs cost to use the weapon is reduced by 2.

A mastered weapon should be assigned a name and treated like a very important item, almost a character. It is recommended the GM allows the character to improve the weapon, i.e. adding a coat of diamond dust, taking it to dwarves to reforge the blade etc. The benefits of those improvements are decision of the GM.

The character may master more than one weapon. If the character loses the mastered weapon he loses the benefits of this perk.

Thrown weapons can be mastered, however the character may need to retrieve the thrown weapon after combat to avoid losing it.

#### ***Weapon specialization (Fire, 2, Weapon use)***

The character learns how to use a specialized weapon from one of the weapon types he already knows how to use. For example, if he knows how to use *Swords* then he can learn a specialized form like a rapier, sabre, katana, scimitar, etc.

The AP cost of using such weapon is reduced by 1.

This perk can be learned up to 5 times. This perk cannot bring the APs to use a weapon to less than 3.

#### ***Weapon grapple (Air, 2, Weapon specialization)***

If the character is using a chain or whip weapons, he may decide to wrestle the target at a distance.

The attacker has no bonuses from any Motor skills and the “damage” used to compute the strength of the lock is equal to the material quality.

If the target is strong enough he may decide to break the weapon material by doing a strength check.

#### ***Whip specialization (Air, 2, Weapon specialization)***

The character can use the whip as an extension of his hand. He can grab and release things within the weapon reach. A whip attack is required to match or beat any DR imposed by the GM.

#### ***Writing (Water, 1, Reading)***

The character knows how to draw the symbols that represent one of his spoken languages in a textual form. He also learns how to use proper spelling and punctuation.

The character is limited by his current knowledge of the language. He can work as a scribe or a secretary provided he has a good language knowledge.

This perk should be picked for each language the character knows. The *Reading* perk must be selected before or at the same time as the *Writing* perk.

Writing is required if the character wants to write his knowledge to manuals or spellbooks.

## Powers

A power is a very special perk. The character won’t gain this kind of perks from studying or training. Those are very special gifts your character possesses and may be gained by racial traits or as rewards from the GM.

If a campaign with godly or superpowers is being run then the character should be allowed to pick his powers at will as with any other skill or perk.

Powers are constantly active without the need to concentrate, invoke them or use mana to maintain them. They remain active even if the character is unconscious. They can’t be activated or deactivated, they are just part of the character.

#### Blink (Air, 1)

The character can change its location at will to any place within 5m per Blink rank. Each time he relocates he must pay 1 mana point and 2 APs regardless of the distance.

He doesn’t need to see his destination but needs to appear in a space which contains some fluid like water or air. If he appears in an area which contains some non-fluid material he will fuse with the material and die.

The character may carry anything he would carry normally in a light level. Carrying more weight requires a higher level of the Blink power. For each weight level over light load the character needs to devote one level of blink to handle the added weight thus limiting the distance. For example, with a *Blink* rank of 4 the character can jump 20 metres in any direction with a light load or he can jump just 5 metres but on a power load. The move is still considered a stress move with additional weight for purposes of computing the activity periods. He can carry one or more persons with him provided they are willing and their weight is inside the character load capacity.

The character can appear at any location even mid-air. He can choose to carry the same velocity and momentum as he had before the jump, change the direction, or completely suppress any movement.

Cancelling the momentum means he resets any speed to 0. He can stay in mid-air given a blink is executed just when gravity is starting to pull the character down.

Keeping the momentum means he can start his attack at one location then just when the hit is going to land he can jump next to an opponent. The target gets a -10 penalty on any defense action unless he has declared his defense as a ready action (i.e. the moment he blinks I jump to the side), in which case he only gets a -5 penalty.

Change the direction means he may be running in one direction then he may do a perfect 180 degree turn and continue running with no loss of speed. For the character the new direction is just a continuous line.

Damage Resistance (Earth, 1)

Your body can withstand certain type of damage. You have to specify one of the damage types available (physical, fire, acid, electrical, poison, etc).

Any damage from such source is effectively reduced by 1 point per rank regardless of being a one-time damage or a constant damage each round. This resistance is constant and active even if the character is sleeping or unconscious.

If a character also has the Element Resistance power, the spell effect is reduced first. The remaining damage (if any left) is then reduced by this power.

Echolocation (Intelligence, 1)

Your character can “see” things in complete darkness by using a system similar to bats sonar system. You emit some constant low clicking sound with your tongue which rebounds in all objects in the area allowing you to create a map of your surroundings.

The “light” condition you get is considered low light. If the room is crowded then you are considered to have low light level. This may be worse depending on the noise level. During a battle you are considered to have low light conditions for the purposes of using ranged weapons.

You can use your Detection skill to “see” immobile creatures or people hiding in shadows.

#### Element Resistance (Earth, 2)

The character is resistant to all magical ***effects*** from one element of choice for good or bad. Only the effect portion of the spell is considered. Not the range, area or duration.

The effect is just reduced by a number of levels equal to the element resistance power level. The base spell effect is considered level 1. If the final effect level is less than 1 then the character just ignores the effect completely.

In other words, the magic user would need to increase the effect of the spell by adding a number of mana points equal to the element resistance of the creature.

Note that this resistance is for the character only. The character does not absorb or reduces the effect for others. If the spell has an area effect then any other creature in the spell area will be affected normally.

#### Enlarge (Life, 1)

The character grows one size category. All attributes related to the size including strength, weight, AP costs and movement speed are altered and increased to the average of the new size category.

Fire points are increased relative to the average strength difference between the original and final size. For example, a medium size 2 creature has an average strength of 3 while a gigantic size 10 creature has an average strength of 15 so there are 12 points of difference. If a human with strength 5 is enlarged to gigantic size he will gain 12 points of strength for a final strength of 12+5=17.

Insects start as size -1 so growing an insect 3 times will take them to medium size. Insect strength is 4 times the average for its size and its armor gains a +1 soak Modifier per size increase.

Read table 2-7 for more information on size.

#### Enhanced Attribute (1)

The character improves one of its attributes by one point.

#### Fast Learner (Water, 1)

Your character learns faster than normal. On every level he gains he receives one additional character point per Fast Learner level. This character points are not aligned with any element so the character may use them to learn any skill, perk, power (if available) or spell he prefers regardless of the skill elemental alignment.

#### Fast Healing (Life, 1)

The character injuries heal at a faster rate.

The character healing speed doubles for each level of *Fast Healing*.

Read more on the *Healing damage* rules in Chapter 6.

In addition, the character threashold for dead is greatly increased. For each level in this power the character may add his Life attribute to the minimum threshold before dying.

For example, a level 10 character with Life attribute of 4 and 5 levels in Fast Healing receives enough damage to take him to -30 health. As a level 10 character, his normal dying threshold would be -10 -10 = -20. However Fast Healing provides an additional 4 (Life) x 5 (Fast Healing level) = -20 points so the character can resist damage down to -40. This means the character is still alive and can start healing.

#### Fly (Air, 1)

The character can move in the air naturally as walking. Flying follows the same rules as walking, running and sprinting (read Walking and running rules in chapter 6). The first time the character gains the Fly power he gains s flying step as 0.25 times his normal step size. Each additional time the character takes this power his base flying speed doubles.

|  |  |
| --- | --- |
| Fly level | Step Multiplier |
| 0 | 0 |
| 1 | 0.25 |
| 2 | 0.5 |
| 3 | 1 |
| 4 | 2 |
| 5 | 4 |
| 6 | 8 |
| 7 | 16 |
| 8 | 32 |
| 9 | 64 |
| 10 | 128 |

The character may use the running or sprinting actions while flying to increase his speed.

#### Hold breath (Life, 1)

Your character is able to go on for longer without breathing. Each rank in this power effectively increases the time the player can go on without breathing by one round.

#### Low light vision (Death, 1)

The character can see normally in low light conditions. For each rank in this power the light conditions for your character is considered one level higher. i.e. Normal is considered Bright and very low light is considered low light.

#### Long life (Life/Death, 1)

The character has a longer life span. Each time this power is taken the character maximum life span doubles.

#### Multipresence (Death, 1)

The character can create duplicates of himself at will. Each duplicate is exactly as the original character and possesses all the attributes, memories, skills and perks as the character. There is no difference between the character and the duplicates; each one is the original character for all purposes. Indeed each duplicate also possesses this power so it can, in turn, spawn new duplicates.

Even if the duplicates spawn new duplicates, the total maximum number of existing duplicates is equal to the character Multipresence rank (plus one counting the original character).

The character (or duplicate) can generate a new duplicate by concentrating one round; the copy appears next to the character. Any observer sees the character separate in two, no gross separation, the character just walks away from himself and the next instant there are two copies of the character. Equipment is not duplicated. The duplicate is naked when created (or with very basic equipment at the discretion of the GM).

When the character decides to spawn a duplicate he must allocate a number of his own HPs to the new avatar. The number of HPs can be selected at will but once set they can’t be changed. A duplicate with 1HP can’t spawn more duplicates.

For each existing duplicate (other than the original character), every other duplicate including the original character suffers a -1 penalty in all skill checks.

If one of the copies is killed, his HPs are lost and the penalty becomes constant. Effectively a part of the character dies with the duplicate.

All the duplicates share the same consciousness so each one immediately knows what the others learn no matter how far away are the duplicates. This also means all share a single XP pool; if the character breaks into 5 duplicates to fight a single opponent each one will receive 1/5 of the XP.

Merging is similar to spawning a duplicate. The duplicates must stand together then walk into each other. The merging takes one round and at the end the HPs of both copies are merged and the penalty for the duplicate is removed from all the remaining duplicates.

#### Teleport (Air, 1)

The character can relocate a distance of up to 1 km per power rank. Each jump costs 2 mana points plus 20 APs regardless of the distance. The 20APs represent the sickness the character feels when he arrives at his destination.

The character needs to know his destination (by memory or seeing It remotely using a spell). The character can’t teleport to a place he doesn’t know even if described in detail.

The character may carry any weight up to his power load with him.

The character can carry additional creatures but the creature needs to be willing to teleport and he needs at least one power level per creature (plus 1 for himself). Also the cost is increased by 2 for each creature. For example, a character wants to carry with him a knight (size 2) and his horse (size 4). So he needs at least a power level 3 (1 for the character, 1 for the knight and 1 for the horse) and he needs to pay a total of 6 mana points for the jump. Each character is the jump has to pay the 20APs for the travel sickness.

#### Run (Air, 1)

The character increases his land movement speed. Each level in the *Run* power doubles the character base speed.

**All characters are considered to start their adventure life with the *Run* power at level 3.** This basically means the character can move at his normal speed while on land.

Each additional level in Power Run doubles the speed the character can move while walking, running or sprinting.

|  |  |
| --- | --- |
| Run level | Step multiplier |
| 0 | 0 |
| 1 | 0.25 |
| 2 | 0.5 |
| 3 | 1 |
| 4 | 2 |
| 5 | 4 |
| 6 | 8 |
| 7 | 16 |
| 8 | 32 |
| 9 | 64 |
| 10 | 128 |

#### ***Swim (Air, 1)***

The character learns how to move in water. Swimming follows the same rules as walking, running and sprinting (read Walking and running rules in chapter 6).

The first time the character gains the Swim power he gains a swimming step as 0.25 times his normal step size. Each additional time the character takes this power his base swimming speed doubles.

|  |  |
| --- | --- |
| Swim level | Step multiplier |
| 0 | 0 |
| 1 | 0.25 |
| 2 | 0.5 |
| 3 | 1 |
| 4 | 2 |
| 5 | 4 |
| 6 | 8 |
| 7 | 16 |
| 8 | 32 |
| 9 | 64 |
| 10 | 128 |

The character may use the running or sprinting actions while swimming to increase his speed.

#### Water breathing (Life, 1)

The character can breathe water as easily as he breathes air. At the GM discretion the character may develop some physical alterations (i.e. gills), the location completely as the player desires (neck, armpits, torso).

## Character Paths

When the character levels up, the player can select any skill or feat that he thinks will benefit the character. He can pick some skills here and there and become a jack of all trades or he can narrow down his selection and build a specialist character.

The following templates are designed to aid in the development of some popular archetypes in many fantasy settings.

### Warrior paths

Warriors are characters that devote their time and skill to study the art of war. To this end they hone their bodies, specialize in weapon use, learn tactics and how to use terrain in their favour.

A warrior is a master in the art of war.

#### Barbarian

Barbarians are warriors that come from regions most people call “uncivilized”. From the other side barbarians call civilized people fools and ignorants.

Barbarians prefer using their raw strength in physical melee combat.

**Preferred attributes:** Fire, Life.

**Preferred skills:** Melee, Accuracy, Hunting, Tracking.

**Preferred perks:** Weapon specialization, Weapon mastery (bastard swords, battle axe and maul), Bodybuilding, Improved health, Increase attribute (Fire, Life, Earth).

#### Gladiator

Gladiators are the artists of the gladiatorial arena. They specialize in flowing combat and flashy manoeuvres in order to entertain people. They consider fighting an art, the arena their theatre and each combat a performance. They enjoy the cheers and applause of the people in the stadium as much as an actor during a play.

Gladiators try to learn how to specialize in as many weapons as possible but rarely master one single weapon.

**Preferred attributes:** Fire, Air, Death.

**Preferred skills:** Melee, Acting, Performance.

**Preferred perks:** Weapon fluorish, Weapon specialization, Bodybuilding, Fitness.

#### Ranger

Rangers are warriors of the wilderness. They are highly attuned to a particular terrain and will benefit while fighting on that ground. In addition they usually pick a natural enemy and gain bonuses against that particular enemy.

Rangers learn how to handle animals and in some cases they might benefit in taking some levels in spell casting skills.

**Preferred attributes:** Life, Earth, Death.

**Preferred skills:** Melee, Accuracy, Geography, Animal handling, Weapon use.

**Preferred perks:** Weapon specialization, Fitness, Race specialization (natural enemy), Familiar terrain, Home terrain, Name or the heart.

#### Swashbuckler

Swashbucklers are the heroes of romance and gallantry. They may take the most dangerous missions and face the most overwhelming foes but, in the end, their objective is to get the girl.

Swashbucklers specialize in light swords like rapiers as they can be used for flashy manoeuvres to impress the ladies. But of course they know the best weapon to defeat their opponents and to conquer the ladies heart are smart words so they have a tongue as sharp as their swords.

**Preferred attributes:** Air, Death.

**Preferred skills:** Melee, Rhetoric, Fast talking, Acrobatics, Taunt, Weapon use.

**Preferred perks:**, Weapon fluorish, Weapon specialization, Weapon Mastery (rapier, stiletto), Etiquette.

#### Warlord

Warlords are commanders of the battle fields. They usually start as warriors but specialize in geography, tactics and history.

**Preferred attributes:** Fire, Death.

**Preferred skills:** Melee, Command, Tactics, Geography, History, Weapon use.

**Preferred perks:** Weapon specialization, Increase attribute (Death), Familiar terrain.

#### Warrior

Warriors are characters that devote their time and skill to study weapons and improve their bodies. Their objective is to defeat other warriors and be renowned as the best of the land. They make a living as mercenaries, bodyguards and heroes for hire.

**Preferred attributes:** Fire, Air. A higher Earth attribute is also desirable as it will help achieving higher skill levels which may turn the warrior into a more dangerous opponent.

**Preferred skills:** Melee, Accuracy, Weapon.

**Preferred perks:** Weapon mastery, Weapon specialization, Fitness.

### Rogue paths

Rogues are smart and cunning people who make their living from those not as smart or cunning.

Rogues are usually commoners who have learned how to survive in the unforgiving streets by performing on a corner, lightening the purse of innocent bystanders or entering houses to steal some valuables. The rogue main concern is to survive even when their actions may be morally questionable.

#### Con-Artist

Con artists specialize in trickery and scams. They learn how to disguise and pose as a different person, forge documents and signatures and how to mingle with any social class.

Con artists usually operate behind, under and hidden from the law, but they are sometimes hired by governments to work as spies. Once they gain access to some premises (by forging invitations or permits) they can use stealth to move undetected and gain access to restricted areas of the building.

**Preferred attributes:** Air, Water, Death.

**Preferred skills:** Disguise, Acting, Forging, Pick locks, Stealth, Rhetoric, Weapon use.

**Preferred perks:** Etiquette, Fast talking, Writing, Forgery, Increase attribute(Air).

#### Bard

Bards are masters of entertainment. They learn how to use a musical instrument, sing, act, perform street magic, juggling, rope walking, stand up comedy and, in general, any act that will entertain crowds and make them part with some shiny coins. The best bards are invited to perform in noblemen parties and even get in favour of kings or queens.

Some bards learn how to use some Air magic to create illusions and displays of light during their presentations.

Of course, if business is bad, picking a pocket or two sometimes help.

**Preferred attributes:** Death, Air or Earth depending on the act the bard is specialized in.

**Preferred skills:** Streetwise, Sleight of hand, Rhetoric, Singing, Acting, Acrobatics, Taunt, Juggling or any act that the bard wishes to specialize in. Weapon use.

**Preferred perks:** Fast talking, Name of the wind, Reading, Weapon fluorish.

#### Thief

Thieves are masters on how to relieve their customers of their *excess weight* while they are distracted or sleeping.

Thieves learn how to pick a pocket, open locked doors, move without a sound not to wake up the habitants of a house, and, of course, they know the people who will pay them well for the ill acquired goods.

Knowing how to use a couple handy weapons won’t harm either but thieves prefer short blades that won’t get in the way, won’t rattle and are easy to hide. Thieves also prefer how to use light and flexible armor instead of metallic armor as they are too noisy and restrict free movement.

**Preferred attributes:** Air, Water.

**Preferred skills:** Open locks, Sleight of hand, Stealth, Streetwise, Melee, Weapon use.

**Preferred perks:** Weapon specialization.

### Arcane paths

Spellcasters specialize in magic to bend reality and achieve their purposes. Some of them are natural spellcasters, but most of them spend a lot of their time researching arcane spells in ancient tomes hidden in dusty libraries, but sometimes that research takes them into an adventure that may lead them to hidden and forgotten wisdom.

Spellcasters in cities organize in rigid societies that control and audit their members so that they don’t abuse from their magical powers.

#### Enchantress

An enchantress is an spellcaster who specializes in charm and mind control spells. They prefer hiding in the background and use other people as pawns in a real life chess match.

**Preferred attributes:** Death, Water.

**Preferred skills:** Rethoric and logic, Manipulation, Language, Acting, Water spells.

**Preferred perks:** Improved mana, Name of the flow, Etiquette, Reading, Writing.

#### Illusionist

An illusionist specializes in creating tricks of sound and light to awe and confuse their opponents. Air spells can’t be written down so illusionists don’t care about skills to help them create speelbooks. In turn they specialize in languages so they can pick up tales, legends and spells from fellow illusionists.

**Preferred attributes:** Death, Air.

**Preferred skills:** Disguise, Sleight of hand, Stealth, Language, Air spells.

**Preferred perks:** Fast talking, Name of the wind, Improved mana.

#### Necromancer

Necromancers are probably the most misunderstood and feared of all wizard classes. The layman looks them as madmen playing with life and death.

While it is true necromancer experiments may seem a little extreme, their final objective is to learn about the human body and how to fix all ailments and diseases. A necromancer works for the greater benefit of all the humankind.

In their quest to such vast knowledge they usually have to play within the limits between life and death. This is severely against ethics of many people and religions.

Necromancer laboratories are usually full of books on anatomy and jars full of body parts.

**Preferred attributes:** Death.

**Preferred skills:** Language, Death spells, Healing, Herbalism, Engineering.

**Preferred perks:** Increase attribute (Death), Name of the Void, Increase attribute (Death), Improved mana, Reading, Writing, Illustrator, Medicine.

#### Wizard

This is as stereotypical as it gets; the wizard from night tales; the old man with a long white beard, pointy hat and long robes full of arcane symbols, always studying ancient tomes, writing notes with a long quill and their fingers black with ink while occasionally peeking at his crystal ball.

And his black cat of course, smarter than some humans.

The wizard objective is to unlock the powerful secrets from the past.

**Preferred attributes:** Earth, Death.

**Preferred skills:** Languages, Illustrator, History, Geography, Rhetoric and logic.

**Preferred perks:** Reading, Writing, all naming perks.

### Mystic Paths

Divine entities or powerful mystical forces guide the destinies of men and using characters as game pieces in their larger-than-life schemes.

This section describes some paths to be considered if a player decides to create a character as a follower of one of those higher level entities.

Just for simplicity of the rules, the term *divinity* may be used just as a name holder for any entity or mystical force the character chooses to follow even if the entity is not a divinity in the proper sense. It may be an angel, a demon, or any other entity with powers far above of the common human being.

Characters taking some mystic path will be required to accept the requirements imposed by their divinity and demonstrate undying loyalty and unquestioning sacrifice. Mystics are required to follow all the precepts of their divinities and priesthood and spread their teachings and wisdom. Thus, a mystic MUST learn skills that they deem necessary to succeed on such a task.

As a basic rule, every time a mystic of goes up one level, he must devote at least half of his character points (rounded up) to learn skills appropriate to their divinity ethos. They are also expected to spend at least two thirds of any money they earn helping others to become followers of the divinity, building shrines or, in general, any action that will help spreading the belief on the divinity across the land.

In exchange for their dedication, each divinity provides his followers with some special perks like spells, feats, or other unique powers.

Those benefits all depend on the character commitment though. Should the mystic fail to their divinity in some way (and the GM is encouraged to make up some interesting situations from time to time in order to test the character devotion and loyalty) then his powers are lost and he will be banned, shunned, vilified, hunted - or worse - by their fellowship brothers until he atones and gets back into the grace of the divinity.

#### Clerics and priests

Clerics are devoted followers of a *real* divinity. In this context, *real* is defined as a divinity known and revered by many people in many lands. Kingdoms and countries usually accept those established divinities.

Clerics travel the land trying to teach other people the knowledge and ethos of their deities by word and example. They usually carry an item, a *holy symbol*, near them which is used as a focus to channel their god powers. This item is usually a symbol of the god or some object which the followers of the god attribute some holy dimension. Holy symbols are sacred to the cleric.

For example, the priests of Luthe, the god of music, believe that all musical instruments are manifestations of the god himself and the blessings of Luthe come through the music. They are expected to bring music to people’s everyday living. They play lively tunes in the morning to wake people up, cheerful tunes at the pubs when everybody comes back from work to relax, romantic songs during weddings and mourning music during funerals or encouragement songs to cheer up sick people in the hospitals.

Priests of Luthe preach with songs. Their songs bring wisdom and comfort to their listeners. Sometimes more than one priest of Luthe may gather at the same joint with a resulting cheerful party.

So, priests of Luthe are expected to learn music, how to perform in public and specialize in diverse musical instruments. They also may benefit in learning how to sing, hot to act, how to talk, some history and, in general, how to give a good presentation. Finally, to go up in ranks through their priesthood they must learn how to craft their own instruments with their own hands using any material.

In return, Luthe will provide their followers with charming, blessing and healing spells that they may impart to all their listener through their music.

An example situation to test Luthe’s priests faith would be to make an adventure around a musical instrument that puts people to sleep. This instrument is in in hands of an evil bard who has put a full village to sleep. In order to wake up the people before they starve to death they must destroy the musical instrument. As the instrument is the representation of his god, how will the priest of Luthe react?

Most templates presented previously as *character paths* can be used as base for priests of different gods. A bard might do an excellent priest of Luthe while a Warrior might do an excellent follower of Palas (a Paladin).

Just be careful, even when players might be tempted to create a character and just add the divine path to gain bonuses, the player must remember that being a follower of a divinity comes with heavy restrictions and failing to please the god will come with heavy penalties as well. The GM is encouraged to test the priest faith from time to time.

The benefits gained for such devotion depends on the god. For example access to certain spells without having to research them, higher maximum skill levels, accesing some perks or skills as if they were related to other element (i.e. buy melee weapon skills using Air character points), increased power for certain spells, additional mana points, higher skill in some weapon and so on. All depends on the god (and the GM) generosity.

For more information on divinities, requirements for their priests and powers read Chapter 13: Divinities.

#### Cultist

Cultists are very small groups that gather in sects or cults to invoke an extra planar entity. This entity may be good or evil and may require some kind of periodic (daily, weekly, monthly) offering or sacrifice.

In exchange for those continuous offers, the entity will share some knowledge, counsel or favour from time to time. Minor things like teaching the cultist a new spell when he reaches a level or show someone in the other side of the earth may be considered by the entity as normal and part of the everyday offering, but some major requests (i.e. Bazubu! Come and fight my enemies!) will probably incur of some kind of extra offering to repay for the service.

Each time the player requests some favour from the creature, the GM will take control of the creature and will roleplay the creature as he wishes. The GM can create this extraplanar creature as his own game character. This creature has a free will and he can decide his own actions. The creature is usually level 20 or higher.

While the GM has the full control of the entity, the relation of the entity to the cultist is stated by the cultist when his character is created. Maybe the creature is held against his will by some magic, magical artefact, or maybe it has somehow befriended the cultist. All the details will affect how the entity interacts with the cultist. Indeed this relation can change with time as the character evolves.

For example. Aiuniar has befriended an angel. The angel appears in Aiuniar dreams and they will play games or explore in dreams. The angel can teach Aiuniar many spells that cannot be found in libraries, but in exchange he asks from Aiuniar to do some tasks helping people and saving lives.

But, as time passes, Aiuniar feels he is being cheated by the angel and getting the bad side of the bargain, so he demands the angel to teach him even more powerful spells. As the angel refuses to accept the new terms, Aiuniar uses an ancient ritual to bind the angel and prevent him from leaving. The angel is now an enemy of Aiuniar and will probably accept to perform some tasks (and still requests some kind of retribution) but may plot behind Aiuniar seeking some way to break the cultist control and punish the human that insults him this way.

Aiuniar on his side needs to redraw all the symbols which bind the angel every day using blood. This requires a lot of fresh blood from uncertain sources and that may bring attention from local authorities.

Whenever the cultist requests a favour from the entity, the GM is free to set a price for the favour and the PC must decide if he wishes to pay the required price for the favour. If the PC decides not to pay then the transaction is not concluded and the favour is not granted.

The way the transactions take place depends on the GM, it may be a wave of a wand or a ceremony with robed cultists chanting mystical words in an altar. The GM might like to improve the entity mood and reduce the prices if the ceremony is more dramatic, after all, the entity may be very proud and feel important.

Should the cultist insult the entity in any way, the entity will seek revenge. It will actively plot to take the character down and will take its time because they know if they can’t have revenge while the cultist is alive, they will get their revenge in the afterlife. The entity is eternal, but the flesh of the cultist is not.

Cultists usually have to develop his skills and perks around the requests of the entity. It might be a good idea to have the entity play a part in the character creation and development process.

#### Druids

Druids are members of ancient societies that devote their life to protect nature against technological invasion. Druids will help and protect all people who respect nature but will become powerful enemies of those who want to destroy and bend nature to their will.

While clerics and cultists believe and receive their powers from deities or extraplanar entities, druids affinity with nature provides them with unique perks not available by any other character.

Like wizards, druids spend most of their time studying the nature of their terrain. However, instead of books, they learn to read the nature and use plants and animals to work their magic. In a way, the land is the druids’ library.

Druids specialize in a terrain of choice and they learn how to use such a terrain and all the creatures and plants to their advantage. They learn how to command animals to act as their armies and the most powerful druids can even call the help of elementals and forces of nature.

Members of the druidical societies come from different races and even orcs and trolls have been found between their members. One druid is usually assigned to one geographical feature (a beach, a mountain, a forest, a rainforest, a swamp, etc). However, if the area is too large to be taken care of by a single druid, then more than one may be assigned to the same feature.

Druids report to a master druid on that particular terrain type. The master druids report to a High Council which is led by the High Druid. The location for the meetings of the High Council of druids is always a secret only known to members of the council.

While druids are usually assigned to an area, some druids are free to wander the land and help other druids in their tasks if possible.

Druids will never come close to a city as they consider such places as the most filthy and malign places on earth. Indeed, they consider all things created by technology as tainted so they will never use metallic weapons or armor. Druids dress with elements they find in their assigned terrains (hides, plants) and encounters with half-naked druids aren’t that uncommon.

Even while druids stay away from the civilization, they know that people crave for gold, gems and treasure and will use any treasure in their lands to work their schemes if necessary.

Should any druid break their pact to take care of the land, they will be hunted by fellow druids and creatures and plants won’t accept the druid commands or magical summons at all.

**Preferred attributes:** Earth, Life, Death.

**Preferred skills:** Geography, Animal handling.

**Preferred perks:** Race specialization(enemy), Familiar terrain, Home terrain, Naming of an element depending on their preferred terrain, i.e. Life for a forest, Fire for a volcano, Earth for mountains, Death for a bog, and so on.

**Powers:**

While in a familiar terrain or home terrain:

1. Move at twice his speed, this in addition to the bonuses granted by the familiar or home terrain perks.
2. He can build and command an army of as many levels of creatures as his command skill control value. Creatures can be mixed, but the sum of the level of all the creatures must not exceed the control value. The army can be built in his home terrain only but after that it will follow the druid to any terrain familiar to the druid.
3. He has a personal guard of creatures of as many levels as his command skill score. The creatures can be mixed but their total level cannot exceed the level of the druid. He can use any of those creatures as his mount.
4. He can communicate with any creature in his terrain.
5. Any potion will have twice its effect.

Leaving his familiar or home terrain will deprive the druid of those powers, but the druid can learn more terrain perks in order to extend his familiar areas.