# Chapter 4: Abilities

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

Abilities include all skills, specialisations, spells, perks and powers a character may develop.

## Character points (CP)

Character points are the currency used to acquire or improve abilities. During character creation, the character receives 6 x Intelligence CPs. When a character reaches a new level he receives a number of character points equal to 2 times his Intelligence.

## Ability level

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

For example, the *Acrobatics* skill costs 1 point per level. If a player devotes 4 CPs to the skill, then he will have an *Acrobatics* skill level of 4.

The player doesn’t need to acquire new abilities immediately when the character gains CPs. He may save his CPs making a pool to acquire larger or more powerful abilities or when the timing is critical.

## 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 but may learn to pick a pocket to survive during bad times; a politician will learn how to talk and act in public but learning about manipulation helps dealing with his opponents behind closed doors; while a farmer will learn how to tend the land but also how to handle his animals. And, it’s not uncommon for a warrior to 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 and specialisations. They are described in the Chapter 7.

### Base skills and specialisations

On creation, all characters receive the *Language* skill at level 10 plus *Speaking* and *Reading-Writing* specialisations in a language of their choice plus the *Speaking* specialisation on the common language.

### Learning skills

There are no restrictions on the skills a character may learn. 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 then with some lore and music skills and add a few illusions to create a Bard. The *Character paths* section has some guidelines to create stereotypical fantasy characters.

#### Learning new skills

If a character wants to learn a completely new skill, he has to devote at least 2 CPs to learn 2 skill levels.

Whenever a new skill is acquired, the character receives one specialisation for free. This represents the specific focus the character had during his training.

#### Learning new skills from a master (Optional)

The GM may opt that new skills can only be learned from a master and only after hard training. In that case a character should look for a master and train with him for at least 4 weeks.

Training is full time so no other study or training with other masters is possible at the same time. At the end of the training time the character can pay 2 CPs and gain 2 levels on the trained skill plus the free specialisation that comes with the new skill.

Many masters or schools are secretive and will charge high fees or ask for some quest to be completed to gain the trust of the master before he decides to share his knowledge.

One member of the party may train other members in a skill but he should have at least skill level 10 to do so.

The training rule only applies after character creation. During character creation the player is free to pick his skills in any way he prefers.

#### Training skills

Skills cost 1 CP to gain one skill level. The maximum skill level a character can reach is equal to four levels higher than the character level, or the character Memory *Max skill level* stat whichever is *lower*. For example, a 14-level character (max skill 14+4=18), with Memory 3 and *Max skill level* stat 15 is restricted to a maximum level 15 in any skill (minimum between 18 and 15).

The player may acquire skill levels (or even new skills) anytime, even in the middle of an encounter or while in combat. However, he can only gain a maximum of 4 levels for a particular skill in a single character level.

For example, a level 6 character wants to start training his *Melee Unarmed* currently at skill level 4. While he can reach a maximum skill level 10 (6+4), he may only train 4 levels in the current character level and will have to wait to the next character level to train more.

The skill level is used to compute the skill rank (SR).

### Learning specializations

Specializations usually cost more than 1 CP per level. The player may acquire one skill specialization for every 2 full skill levels acquired. So if the character has a skill level 6 he can train up to three specialisations for that skill.

Only one specialisation can be acquired for a particular skill each character level; the player must wait for the next character level to get another. For example, a character has the *Outdoors* skill at skill level 9, so the player may get up to 4 specialisations for that skill. The player already got the *Navigation* specialisation when he trained the skill and decides he would like to specialise the character in *Tracking* and *Hunting*. He can only acquire one for the character current level so he gets *Tracking*. He will have to wait to the next level to specialise in *Hunting*.

The character must pay the full cost of the specialisation at the purchase time. No partial payments.

Specializations can only be purchased once unless the description specifically allows more.

#### Learning specialisations from a master (Optional)

The GM may opt that specialisations can only be learned from a master. A character must look for a master and train with him for at least 1 week per CP cost of the specialisation.

Training is full time so no other study or training with other masters is possible at the same time. At the end of the training the character can acquire the specialisation.

Many masters or schools are secretive and will charge high fees or ask for some quest to be completed to gain the trust of the master before he decides to share his knowledge.

The character must learn any dependencies before attempting to train a new specialisation.

One member of the party may train other members in a specialisation he knows but he should have at least skill level 10 to do so.

### Learning skills or specialisations from a manual (Advanced)

Manuals and spell books are rare books with a clear and detailed explanation on how to learn a skill or specialisation.

Learning from a book follows the same rules than learning from a master, but requires twice the study time. The character may study at his own pace, so he may study at nights, or when the characters have a break. The character must keep track of the time he has studied.

If the book is lost or damaged, the time spent studying is lost unless he finds another book for the same skill or specialisation.

Spell books are the same as manuals but specific for magic.

### 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 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 level can’t get lower than 2.

The CPs recovered this way can be used for anything the player feels convenient, not just buying skills.

If the reduced skill fails the the 2 skill levels per specialisation rule, the character must select and forget specialisations until the rule is satisfied.

The base mother language and common language skills can’t be forgotten.

### Forgetting specialisations (Advanced)

It is not possible to freely forget a specialisation; it can only be forgotten if the skill fails the the 2 skill levels per specialisation rule as an effect of forgetting skill levels.

The character just deletes the specialisation and gets all the CPs back. A skill must be left with at least one specialisation.

Characters are allowed to write down a manual before forgetting a specialisation.

Once forgotten the specialisation is lost, but the character may learn it again by looking for a master or learning from a manual.

### Using skills

During the adventure, the characters will be required to execute some skill checks to determine if they succeed in their intended actions. 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 an attack check (AC) based on his skill rank (SR) and the defender presents a defence check (DC) based on his skill rank.

The attacker must select a skill appropriate for the task at hand, then roll his AC. The defender picks a skill and rolls his DC. If the AC is equal or higher than the DC 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 any other modifiers coming from tools, facilities or environment.

##### Attribute modifiers

Every skill is associated to an attribute. The attribute score is added to the skill level.

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

##### Equipment material modifiers

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

For example, Belgar, with *Melee weapon* skill level of 4, Precision 3 and a Steel Axe (+2 material modifier) has a total SR of 9. If he buys a new Palladium Double Great Axe (+4 material modifier) his SR will be 11 when he attacks with his new axe, but 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.

The skill descriptions specify the most common tools used by the skill, the GM may expand this list or decide which tools can be used depending on the situation.

##### Situational modifiers

A situational modifier is an adjustment to the SR based on external factors. Multiple conditions may affect the same skill so SR modifiers are cumulative.

Each skill description indicates some suggested SR modifiers but the GM may assign additional modifiers depending on the game status. A modifier of +1 is a simple adjustment while a modifier of +5 is a severe one.

##### Terrain modifiers (Advanced)

Some skills are tied to some specific type of terrains. There are 16 terrain types:

|  |  |
| --- | --- |
| Terrain Type | Magical Affinity |
| City | None |
| Ocean/Sea | Water |
| Lake | Water/Earth |
| Geyser (Geothermal) | Water/Fire |
| Tar pit | Water/Death |
| Swamp | Water/Life |
| Valley | Earth |
| Mountain | Earth/Fire |
| Badland/wasteland/tundra | Earth/Death |
| Forest | Earth/Life |
| Volcano | Fire |
| Desert | Fire/Life |
| Glacier | Fire/Death |
| Artic | Death |
| Bog | Death/Life |
| Rainforest | Life |

When a skill check is resolved, the GM must set the general terrain type from the list above. Character with skills specific to a terrain type will gain modifiers when in such terrain.

When a skill or specialisation requires a character to pick a terrain type, one of those types should be selected.

Every terrain has an affinity to a magical element, which is particularly useful for magic users. You may read more about elements and magic in chapter 7.

##### Light and visibility modifiers

Executing a skill with good light is completely different than doing it in the darkness or with the eyes closed. These are some light conditions your character may find:

|  |  |  |
| --- | --- | --- |
| Condition | SR | Range SR |
| Extremely Bright | -2 | 0 |
| Bright | -1 | 0 |
| Normal | 0 | -1/200m |
| Low light | 0 | -1/50m |
| Very low light | -2 | -1/5m |
| Dark | -4 | -1/2m |
| Pitch black | -6 | -1/1m |

**Extremely Bright:** This is the light you receive at noon in a sunny day in an ice field.

**Bright:** This is the light you receive at noon in a sunny day. Best viewing conditions.

**Normal:** Light during the morning or afternoon in a clear daylight, or at noon in a cloudy day. Also, a well lit ball room with many lanterns or torches will give this conditions.

**Low light:** Light during sunset. Similar to a torch or chandelier in a dark room or a cave. Hard to read. Rely on touch and hearing.

**Very low light:** Single candle in a dark room. Moon light in a clear night. Very hard to read. Hard to do fine actions that require vision (i.e. thread a needle) as you rely on touch and hearing.

**Dark:** No lights. A night with half moon, or full moon but clouded. Impossible to read. Very hard to do fine actions that require vision as you rely on touch and hearing.

**Pitch black:** Forest at night without moon. A cave with no torches. Total blindness.

**SR modifier:** Any skill which relies on vision suffers this penalty under the specified light conditions.

**Range SR modifier:** A modifier to attacks using ranged weapons over the first span. Read the *Ranged combat* rules for more details.

Some creatures have the *Low light vision* power. For such creatures, light conditions are considered one level higher for each power level. For example, a character with *Low light vision* power at level 1 can act in low light like it was normal light with no penalties.

This also means normal light works as bright or extremely bright conditions forcing the character to use eye protection. Is not uncommon to see light sensitive races wear some broad wing hats and/or tinted glasses during daytime.

##### Wind modifiers (Advanced)

Depending on its strength wind can be categorized as:

|  |  |  |  |
| --- | --- | --- | --- |
| Condition | Knots | SR | Ranged SR |
| Calm | < 1 | 0 | 0 |
| Breeze | 1-27 | 0 | +1/20m |
| Gale | 28-55 | -2 | +1/10m |
| Storm | 56-63 | -4 | +1/5m |
| Hurricane/Tornado | 64+ | -8 | +1/2m |

**Calm:** No wind or just a minimal breeze.

**Breeze:** A breeze that may blow papers, cloth, banners. Ideal wind for sailing. Good for windmills.

**Gale:** Strong winds. Only experienced sailors may use this weather. Windmills are unlocked to avoid damage. Flags and banners start tearing apart.

**Storm:** Very strong winds. No sailing possible and only very experienced crews can survive these conditions. May blow some rooftops.

**Hurricane/Tornado:** Destroys anything on its path.

Executing skills on windy conditions is difficult as it can take the user out of balance or blow ranged missiles away.

**SR modifier:** Any skill suffers this penalty under the specified wind conditions.

**Range SR modifier:** A modifier to attacks using ranged weapons over the first span. Read the *Ranged combat* rules in chapter 6 for more details.

##### Rain modifiers (Advanced)

Rain is measured in millimetres of rain per hour. One millimetre of rain is the equivalent of one litre of water in one square meter.

|  |  |  |  |
| --- | --- | --- | --- |
| Condition | mm/hr | SR | Range SR |
| Drizzle | 1 mm/hr | 0 | -1/40m |
| Light rain | 2 mm/hr | +1 | -1/20m |
| Moderate rain | 2 – 10 mm/hr | +2 | -1/10m |
| Heavy rain | 10 – 40 mm/hr | +4 | -1/5m |
| Violent rain | 40+ mm/hr | +6 | -1/2m |

Light and moderate rains are good for crops. Heavy rains and violent rains can cause floods and general destruction if they go on for too long.

Earth can soak up to 2mm rain per hour. Anything over that will start accumulating (depends on the ground, usually up to 40mm of rain) and slide through slopes and crevasses. Rains and floods over 40mm will carry things and destroy everything on their path.

Executing skills under this conditions has a penalty due to surfaces (ground) and objects (tools, weapons) getting slippery and water coming into the eyes. Also clothing gets wet, heavier and sticks to the body.

**SR modifier:** Any skill suffers this penalty under the specified rain conditions.

**Range SR modifier:** A modifier to attacks using ranged weapons over the first span. Read the *Ranged combat* rules in chapter 6 for more details.

##### 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.

#### Action difficulty rank (DR)

Each situation faced by the adventurers has a difficulty that they should overcome. The action difficulty is given by the Difficulty Rank or DR.

The basic rule is:

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

This means that a normal action on a common object on a normal situation is a common effort level and has a DR of 4. Some examples are 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, make a simple breakfast or lunch.

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 2 to pick while an easy one has a DR of 3.

When an action is opposed by another character, the opposing character will provide the DR based on his skill check (for example, dodging an attack).

The DR can also be given by the material quality to use when crafting an item. So for example is easier to work with cotton than with silk.

##### Very difficult action (Optional)

Use “very” as a way to spice up a description. “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. Other options are “pretty” (+1), “quite” (+3), or “extremely” (+4).

#### Rolling a skill check

When the player wants to execute a skill, he rolls a skill check in order to get a result. To roll a skill check the player need to use some dice. The number and type of dice to roll depends on the skill rank (SR):

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. Half a die value rounded down can be taken any time instead of rolling a dice.

The table suggests the dice to use per SR.

|  |  |  |  |
| --- | --- | --- | --- |
| 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, so the player needs to roll a d10 and d3 because their maximum face values add up to 13.

##### Skill check result table

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

|  |  |  |  |
| --- | --- | --- | --- |
| Result | Description | Condition | 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 | Astonishing | 8 |
| 45 | Illogical | Incredible | 22 |
| 50 | Unfeasible | Fantastic | 24 |
| 55 | Impossible | Mythical | 26 |
| 80 | Miraculous | 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 or an object condition. For example, an Effortless task will present a DR 2. But an Impossible task has DR 55. In the same way, an object in Bad condition will require a DR of 2 to beat.

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.

##### Skill result modifier

A skill result modifier is the result of the skill check divided by 5 and rounded down. The skill check result table has a Modifier column for quick reference.

##### Default check

The player might prefer to take a default check instead of rolling a dice. In a default check the check result is considered to be half the SR rounded down.

##### 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 check for skill rank 16 can be resolved with a d10 + d6, or 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 die*, that die is rolled again and added to the total. The die is rerolled as long as it keeps getting the maximum result.

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 another 3 so he rolls it again and gets a 2 for a total result of 6 + 3 + 3+ 2 = 14.

##### Critical failures (Optional)

If the player rolls a 1 from *any single die*, then the die is considered a 0.

If all dice roll 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, sword slips from grasp, lock pick breaks and jams the lock, or his voice breaks while singing.

#### Attack and defence checks

When characters are facing an opponent, then both sides should roll a skill check to determine their attack and defence result. The attacker skill check becomes the attack check and the check result becomes the attack result (AR). Likewise, the defender skill check becomes the defence check and the check result becomes the defence result (DR). If the AR the same or higher than the DR then the attacker wins, otherwise the defender wins.

**The attacker or defender (or both) may take half their SR value as their result instead of rolling dice anytime.**

##### Active checks

When characters are facing an opponent that actively opposes their advances with a skill of his own then both sides roll their checks.

1. Determine the SR to use for the attacker and the defender.
2. Attacker and defender roll their skill checks.
3. If the AR is equal or higher than the DR 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.

##### Passive defender check

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

1. Determine the attacker 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 character decides to open a lock. The character has an Open Lock skill rank of 10 and the lock has a DR of 6. The player rolls a d10 and gets a 7. The attacker succeeds and the lock is opened.

Note: Passive defence helps speeding up battles as players know what result to get in order to hit their opponents.

##### Passive attacker check

In a passive attack check, the attacker has the fixed AR assigned by the GM and the defenders get to roll the dice for the DR:

1. Determine the defender SR.
2. The defender rolls his check to get the DR.
3. If the AR 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 on a wire causing a rock to come down over all the 3 characters in the party. The DM judges it has a constant AR of 8 so each character has the chance to roll his Acrobatics skill to see if the rock hits him. The characters roll and get a 4 a 9 and a 11 respectively. The rock hits one of then and the other 2 get out of the way.

This type of check is most useful to represent traps or to simplify many attacks, like a group 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 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 all 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 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, a character 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 instead of his Precision attribute to execute the skill.

##### Attribute checks

When there is no appropriate skill that can be used for a situation then an attribute check is required.

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

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.

##### Untrained skill checks

If the character needs to roll a skill check but never trained it then an attribute check is required using the skill preferred attribute.

##### Untrained specialisation checks

If the character needs to roll a specialisation check but never trained the specialisation, then a skill check is required with a -5 SR modifier.

Example, the thief on Belgar’s party has been knocked unconscious. Belgar needs to open a lock in an abandoned building for his party to hide. His Mechanics SR is 8 but he has never trained his *Mechanics/Locks* skill so his SR is 3, but he uses the thief’s lockpick set which provide a +1 quality modifier for a total SR of 4. The GM decides the lock is old and in Bad condition so assigns a DR 2. The player rolls a d4 and gets a 2 so, somehow, he manages to unlock the door.

### Crafting rules (Optional)

All crafting rules and skills are considered optional.

This includes:

1. All recipes.
2. All material crafting skills like Leatherworking, Woodworking, Metalworking, Stoneworking.
3. Chemistry and Alchemy.
4. Resource extraction like Agriculture.

The Mechanics skill and specializations are allowed but to assemble/disassemble things only. Mechanical parts may be ordered from craftsmen only when a proper design is drawn.

When crafting rules are not in use, only non player characters can craft or repair items or brew potions.

##### Recipes (Optional)

Many crafting skills allow characters create things. A recipe lists the ingredients, tools and skills required to craft an item and is assigned a DR that provides a reference of how hard is it to prepare.

All the ingredients and tools described in the recipe are required to prepare the recipe. Each ingredient or tool quality modifier (either positive or negative) adds to the skill check.

For example, the player wants to cook a roast pork which has a DR of 6. He gets a very good pork (+2 SR modifier), plus he gets some fine salt (+1 SR modifier), some excellent garlic (+3 SR modifier) and some common vegetables (+0 SR modifier), but the oven is really dirty and rusty (-2 SR modifier). So the character adds a +4 modifier to his *Chemistry/Cooking* skill level (10) for a total skill rank of 14. The character rolls his skill check and gets an 8 which is enough to beat the recipe DR.

Character may have recipe books with all the recipes they have learned to prepare. A character is free to propose new recipes to the GM for approval to add to his book. The recipe must state the ingredients, tools and expected resulting items, doses and effects and the GM must assign a DR. The character may have as many recipes memorised as his Memory stat and may switch them from his recipe book anytime with just a quick read. Once memorised the character may prepare this recipe many times without referring to his recipe book as long as he has the adequate ingredients and tools.

If the skill check fails, the GM may declare the result a complete failure, or maybe still useful, or maybe alter the recipe effects a bit.

It is possible to have recipes that depend on other recipes so any requirement must be built before making the final object. There are more details and some sample recipes in Chapter 5: Money and equipment.

Knowledge of a recipe does not grant knowledge of how to acquire the ingredients for a recipe.

### Skill and Specialisation list

The following list describes the skills commonly available. 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)***

Detailed skill description including usage, base DR and modifiers.

##### Specialisation 1

Specialisation description.

##### Specialisation 2

Specialisation description.

##### More specialisations...

#### ***Academic (Memory)***

The character has academic knowledge of a particular subject. The character may use this knowledge anytime to provide information on a subject (i.e. recognise a river, know some mountains were used for an ambush, or identify a creature weak points). Academic knowledge also provides benefits to other skills.

The knowledge provided from the academic specialisations is limited to an area (a race, a continent, a city). The character may pick any specialisation again to widen his knowledge or to refine the knowledge on the same area.

##### Anatomy

The character knows about humanoid body structure. He knows the position of all the vital organs along with blood vessels and muscular organisation.

If taken a second time, he knows about the body energy and the location of the pressure points that govern the energy flow.

This knowledge can be used to heal or harm the body.

This skill is useful for all all humanoid races. The character may acquire it for other particular species (i.e. dragons).

##### Geography

The character knows about landmarks of a continent. He can recognise rivers, mountains, deserts, seas, woods, jungles, territorial limits, cities, etc. In game terms, he might have a general map of the game area at all times.

If acquired a second time for the same continent, the knowledge is more specific like knowing if there is a pass through the mountains, an oasis in a desert, small towns and cities, hidden roads, etc.

##### History

The character knows about historical facts of a continent. He can name historical events like battles, revolutions, independence, government changes. He can name the characters, dates and locations of such events.

If acquired a second time for the same continent, the character knows anecdotes for every event. Furthermore, he knows small details like for example: “the king managed to evade the assassins escaping through a maze of tunnels that lead to the woods”; however, with a good enough check result he might even know how to enter the tunnels or navigate them.

##### Folklore

The character knows about tales and legends of a continent. This includes local places like well of wishes, scary stories like ghosts in the road, or the old witch living in a haunted house, plus information about monsters living on each area and stories about people who managed to trick them. In game terms, he knows the common information for faery folk or monstrous humanoids (trolls, ogres, etc.) from the bestiary, even undead.

If acquired a second time for the same continent, the knowledge is more specific like creature weak points (or what they like), exact words or items used by other people to trick them and such things. In game terms, the character knows the creature stats, special attacks and weaknesses.

##### Law

The character knows the laws of a country, kingdom or empire. He knows how to present a situation for the benefit of their clients so that he is spared or punishment is minimised. In game terms, he knows how to talk with law enforcement members and their superiors.

If acquired a second time, the character also knows all the loop holes, red taping, procedure exceptions and in general, he can live in the edge of the law without never getting prosecuted unless he makes a real mistake. In game terms, he can talk with lawyers and judges.

Note, the character may need to train his mental skills to really engage in a discussion with a tribunal.

If acquired a third time, the character is considered a judge (wise men, sage, ancient or other appropriate title). He will be well regarded in his community and, at the GM discretion, have connections in high places.

##### Theology

The character knows about all the gods of a pantheon. He knows about mythology, godly family relationships, demigods, saints, beliefs, ethos and, in general, what makes each religion move. He also knows the basic information about outsider creatures like angels, demons or elemental forces as described in the in the bestiary.

If acquired a second time, the character knows about rituals, chants, salutes, gestures, restrictions, holy symbols and, in general, anything of religious nature of any religion. He also knows tactics, strengths and weaknesses of outsider creatures and even the politics of their planes.

If acquired a third time, he gets knowledge of a single real name of an important outsider he can invoke or consult using spells.

##### Naturism

The character knows about magical and non magical animals and beasts of a continent. He can identify them by name and can describe their habitat, day-night cycle and position in the food chain. He may even identify the animal by their remains (skin, skeleton) or even by its lair. In game terms, he knows the common information for any living animal from the bestiary (not undead, elementals, plants or outsiders).

If acquired a second time, the character knows about the creature weak points, likes and dislikes, hunting tactics, strength of its poison, preferred attacks and more. In game terms, he may even know the creature stats, special attacks and weaknesses.

##### Herbalism

The character knows about magical and non magical plants and herbs of a continent. He can identify plants and herbs by name and knows where to find them. He knows the common information for any non-monstrous plant from the bestiary.

If acquired a second time, the character knows about monstrous plants including their tactics, preferences and weaknesses.

The character must announce the herb he is looking for before making the check usually based on a recipe requirement. If the recipe requires multiple herbs, a separate check is required for each one. The check result corresponds to the quality of herbs found and every 5 points of quality provides a +1 bonus to the skill that will use the herbs.

This skill also provides a way to find alternative herbs to those required by the recipe. The GM must provide an SR penalty based on how unique the herb is.

The GM may also decide to set a skill check modifier given the geographical area, weather, season, etc. For example, finding some algae in the middle of the desert might fetch a -30 SR modifier.

The character may use the *Academic/Geography* skill result modifier as an SR bonus for *Herbalism*.

For example, a character with Herbalism SR of 15 wants to find herbs for cooking. The player rolls his check and gets a 11. This would correspond to cooking herbs of quality 11 which will provide a +2 bonus to any cooking skill when used.

For example, the in the previous example, GM declares that because its winter, the area is very cold and snowy, so he assigns a -4 skill modifier. This would mean that in the example above, the player SR would be 15-4=11.

It takes the character 5 minutes per skill result point to find the herbs. So a check result of 11 would mean 55 minutes of search.

Herbs can be stored in a waterproof pouch or vial for later use, but they will lose all bonuses after a week.

This skill doesn’t provide the knowledge to grow or keep herbs fresh (read the *Agriculture/Horticulture* skill). This skill doesn’t provide any knowledge on how to prepare the herb (read the *Chemistry* skill).

##### Antiques

The character knows how to identify and value old objects of a continent, magical or non magical. He can identify ancient artefacts, their stories, owners and properties or powers but not how to activate them.

If taken a second time, he knows about their component materials, the people, fairies or gods who created the artefact and how to recharge the power of the artefacts.

If taken a third time, the character knows about the command words or gestures required to activate any artefact power.

#### ***Acrobatics (Precision)***

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 based on this skill. Read the *Dodge* rules in Chapter 6: Movement and combat.

**Optional:** Stamina stat points gained by Acrobatics and Athletics are combined in a single pool. This points are lost at a rate of one point per year. The character may increase any of those skills by one skill level each year to avoid losing the points.

##### Balance

The character has trained his body for balance and equilibrium allowing him to execute any movement he would normally do at ground level (walk, run, sprint, dance, attack, parry, dodge) on walls or tightropes. The character must succeed an Acrobatics check or fall.

|  |  |
| --- | --- |
| Condition | SR Modifier |
| Jog | -2 |
| Run | -4 |
| Sprint | -6 |
| Narrow | -1 per 2 cm under 20cm |
| Wobbly | -1 per “wobbliness” |
| Angled | -1 per 10 full degrees |
| Walk slowly | +1 per AP |
| Balancing pole | -2 per metre |
| One sided | -3 |

A surface of 20cm width or wider presents no problem at all. Each 2cm under 20cm adds a +1 DR.

Moving faster than walking adds a +2 DR per speed category.

If the surface is wobbly (i.e. a tightrope) increase the difficulty relative to how loose is the rope. As a reference a circus tightrope is +1 DR while some strings to hang ropes in an alley are +5 DR.

A character without Acrobatics/Balance can try moving on a narrow surface, can move slower to reduce the DR. Each 2APs added to the movement cost adds a -1 DR.

##### Climbing

The character knows how to use hands and feet to find and grab on to any small hand or foot hold to make his way over a vertical surface.

Some modifiers can be applied depending on the surface being climbed:

|  |  |
| --- | --- |
| Condition | SR Modifier |
| Tree trunk | 0 |
| Crude wall | -1 |
| Normal wall | -3 |
| Sheer cliff | -5 |
| Worked wall | -10 |
| Polished wall or glass | -20 |
| Suction cups (glass only) | +10 |
| Every 10 full degrees off vertical. | +1 |
| Rope with hook | +5 |

The more polished and smoother the surface, the harder it is to climb.

Hooks and ropes can help on the climbing. Some inclination it is also helpful.

##### Contortionist

The character can bend his joints to extreme positions. This specialisation has many uses like:

Fit in a cube less than 1m on each side. Each 2cm less adds a 1 DR. For example, fitting a cube of 50cm on each side has +25 DR.

Escape restraints by loosing a joint. The DR depends on what is used to constraint the character. If a *Rope Use/Knots* skill was used to tie the character, the skill result will be the DR to get free. If some shackles or a straitjacket is used, then the GM should assign a DR depending on the build quality and materials.

Navigate through narrow passages of less than 40cm width. Every 1cm less adds a +1 DR. It is not possible to pass if the width is less than 15cm.

##### Dancing

The character knows how to move while keeping a musical rhythm. He may execute any movement (walk, run, fight, any acrobatics, etc) and it will coordinate precisely with the compass of the music.

|  |  |
| --- | --- |
| Condition | SR Modifier |
| Music speed | -1/speed |
| Improvise (similar rhythm) | -1 |
| Improvise (unknown rhythm) | -5 |

Apart of being an excellent social skill, ice breaker, attention attractor and highly sought for entertainment purposes, dancing keeps the character in excellent shape adding 1 point to the character Stamina stat.

The character needs to be familiar with the music for best effect (see the *Music/Rhythm* skill). The character may try to improvise the steps with different degrees of difficulty depending if he knows a similar rhythm.

##### Gymnastics

The character can move after dodging an attack. As a result of jumping or flexing around, the defender may move one metre in any direction per each *Acrobatics* skill result modifier. This is a free movement regardless of the success of the dodge action. Read more in Chapter 6: Actions, Defence actions.

Also, the character can jump stand allowing the character to stand up from being prone using 2 APs instead of 5.

Gymnastics adds 1 point to the character Stamina stat.

##### Jumping

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

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

|  |  |
| --- | --- |
| Required 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 *Jumping* SR 15 and Strength 4 wants to do a running jump to leap over a ledge of 4m. He has 5m space to run which is more than the required 4m start distance. He makes his roll and gets a 10. So he jumps 80cm \* 4 + 8cm \* 10 = 320cm + 80cm = 4m. He barely makes it.

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

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

**This is the foot height from the floor. Add the character height for the total height the character can reach.**

##### Tumbling

The character knows how to do acrobatic jumps while walking or running allowing him to keep moving even with obstacles in the way. The character may do either a height jump or a distance jump for any obstacle he finds in his way. If he clears it then he may continue walking as if the obstacle is not there. If he fails then the character falls to the ground, and is prone. The character may use his *Acrobatics/Jumping* skill for higher or longer jumps.

In addition, the character does not need to stop moving when arriving to an opponent melee area. An opponent may still use a Ready action to attack the character while he jumps around but in this case the character may roll an *Acrobatics/Tumbling* skill against a DR equal to the opponent attack. If the tumbling check is successful, then the character avoids the attack and may continue moving. If failed, the character is hit and damage is resolved.

Read more about movement during combat in Chapter 6: Movement and Combat.

#### ***Agriculture (Perception) (Optional)***

*Only available if crafting rules are allowed.*

The character knows how to work the land to grow and breed animals, plants, and fish for food, leather, fabrics or medicine. A higher skill result grows more attractive and healthier produce.

Agriculturalists usually compete in fairs to show their best produce. The best farmers can fetch higher prices for their produce and even get contracts with royal houses.

The DR to grow something depends on what is grown. Common produce has a normal base DR of 4. More complicated things may require a higher DR. For example, keeping some pond fish would require a DR 4, a goldfish requires a DR 6, fresh trout would require a DR 12, a shark would be a DR 15, a nautilus would be a DR 20, a glass fish would be a DR 25 and a kraken would be DR 50.

The creature good nature determines how many creatures can be grown in a single group (herd, school, etc); however, multiple groups can be grown in separate cages with each group requiring a separate skill check. For example, a single check can grow a herd of cows, or a family of 5 pigs, or a pack of 3 wolves. Ill tempered creatures (carnivores or worse) will require dedicated treatment and need to be confined in individual cages.

Skill modifiers are applied depending on the land quality, weather and the nature of the creature or plant being bred.

|  |  |  |
| --- | --- | --- |
| Condition | SR | Group size |
| Rocky terrain | -5 | - |
| Fertile ground | +1 | - |
| Optimal environment | +3 | - |
| Dry weather | -5 | - |
| Peaceful nature | +0 | 20-100 |
| Feisty | -1 | 5 |
| Carnivore | -2 | 3 |
| Bad nature | -3 | 1 |
| Very bad nature | -4 | 1 |
| Killer | -5 | 1 |

The character also knows how to process the products he grows to make base materials. For example, if he grows cotton, he knows how to make cotton fabrics. If he grows cows, he knows how to make leather. If he grows bees, he knows how to separate it in beeswax or honey. The resulting material quality is equal to the produce DR.

It is not necessary for the character to have a farm to use this skill. For example, he can take a cow or a pig with him on his adventures; or he can carry a small pot with one or two specific herbs.

This skill does not provide a way to control or befriend an ill natured creature in the wild or outside of a cage.

##### Aquaculture

The character knows how to keep an aquatic farm. He knows about seafood quality and freshness.

The knowledge is not limited to small fishes; the character may grow more savage and exotic species like sharks, lobsters, crabs, algae and in general, anything living underwater, even aquatic monsters.

##### Horticulture

The character knows how to cultivate trees, flowers, fungii, etc to produce vegetables, fruits, condiments and more.

The character also knows how to maintain herbs fresh and growing after being cut (see *Academic/Herbalism* for more details). On a successful check, with a DR equal to the *Academic/Herbalism* check result, the herb is maintained for up to 1 month. Additional checks can be rolled every month against the same DR to keep the herb alive for longer.

The knowledge is not limited to normal plants; the character may grow even monstrous plants like treings or myconians.

##### Insect farming

The character knows how to keep insect farms. He knows about insects and swarms be them flying or crawling.

The character can keep and harvest farms of bees (honey), silkworms (silk) or even spiders (spider silk). *Insect farming* also allows growing monstrous insects like giant spiders or giant ants. The DR increases by 5 per size category increase.

##### Ranching

The character knows how to breed and grow animals for food or leather.

This skill includes any animal and is not restricted to farm animals. The character can breed savage animals like tigers, lions, crocodiles and even monstrous beasts.

#### ***Alchemy (Memory) (Optional)***

*Only available if crafting rules are allowed.*

The character knows how to prepare alchemical recipes, trapping magical energies into a liquid form that can be stored, carried and consumed anytime. This skill does not provide the knowledge how to acquire the recipe ingredients.

There are some alchemical laws that must be followed:

First, the resulting liquid needs to affect a single character, no area effects or multiple targets are allowed. Drinking just a sip or sharing the spell is not possible.

Second, the spell starts working a few seconds after coming into contact with the air so if the liquid is not used immediately after opening the container then the potion is lost.

Third, alchemy only works with pure elements. It is not possible to do alchemy from spells that combine elements.

Fourth, if a potion gets in contact with an opposing element (i.e. an elixir in contact with a solvent or maybe just with running water) it will explode. Consider it as a Fireball spell of the added level of all potions in contact.

##### Elixir (Fire)

The character knows how to brew elixirs related to the element of Fire.

Elixirs, like potions are intended for drinking. However, elixirs are extremely strong, concentrated and usually alcoholic. Drinking an elixir deals 2 points of damage to the character.

##### Ink (Earth)

The character knows how to create magical inks related to the Earth element. These inks can be used to draw an inscription, runes or words on any surface like stones, wood, clothing, parchment, leather, skin, etc. The inscription is usually contained in a circle about 10cm radius.

The inscription effect is activated by tracing the lines with a finger. Once used, the inscription vanishes.

##### Ointment (Death)

The character knows how to create ointments related to Death. Ointments are oils intended to be rubbed on a surface, the target body or earthly remains.

##### Potion (Life)

The character knows how to brew potions related to the element of Life. Potions are intended to be ingested.

##### Smoke (Air)

The character knows how to create magical smoke related to the Air element. Smokes are intended to be inhaled.

Magical smoke looks like a tiny coloured cloud moving and swirling. Unfortunately, they can’t be stored in any container made of an earth element including ceramic, metals, glass or gemstones, so it is usually stored in containers made of organic materials (wood bottles, skins, tickly woven silk bags) usually sealed with resins, wax or oils.

Smoke containers are usually opaque so it is impossible to see the contents of the container. In consequence buying magical smoke may lead to scams as the buyer can’t know what he is really buying until he opens the container and that may be months or years after buying it. This makes flasks made of translucent diamond or amber extremely precious, expensive and coveted by smoke alchemists.

##### Solvent (Water)

Solvents are solutions related to the element of Water that look like liquid soaps or alcohol. They are intended to be used with water to clean and wash away magical energies. Solvents based on the Dispel Magic spell can be used to completely remove magical runes or tattoos.

#### ***Athletics (Stamina)***

The character trains his body for resistance allowing the character to run, swim or fight for longer when using the Stamina and activity periods advanced rule.

**Optional:** Stamina stat points gained by Acrobatics and Athletics specialisations are combined in a single pool. This points are lost at a rate of one point per year. The character may increase any of those skills by one skill level each year to avoid losing the points.

##### Increase stamina

Adds 1 point to Stamina. Can be acquired multiple times.

#### ***Chemistry (Memory)(Optional)***

*Only available if crafting rules are allowed.*

The character knows how to prepare chemical recipes that combine multiple ingredients (herbs, plants, fruit, venoms, animal parts) to make a final product like alcoholic drinks, poisons, paints, pigments, perfumes, makeup or meals. This skill does not provide the knowledge how to acquire the ingredients, it is limited to how to prepare them.

##### Brewing

The character knows how to prepare an alcoholic recipe.

Alcoholic drinks can be used to temporarily alter a character stats. For each skill result modifier point, a stat can be increased, but another point in other stat has to go down. The effects of an alcoholic drink lasts for one hour.

So for example, a player would like to prepare a mead that increases Strength but lowers Intelligence, he rolls his brewing skill and gets a result of 13 for a +2 bonus. This means the mead increases the Strength of the target by two points but decreases Intelligence by two points as well.

The character may pick which stats will go up or down and may select different stats, but once prepared the effects of the beverage are set and can’t be changed.

If due to consuming something any character attribute reaches 0 then the character passes out for the duration of the potion. If an attribute gets lower than 0 then he dies. In addition, any drink serve always have a toxicity level 1.

Alcoholic drinks can be maintained for years in an airtight container.

Brewing usually takes at least 1 day per DR. If the check fails, all the ingredients are lost.

##### Cooking

The character knows how to prepare a meal recipe.

A good cook is usually highly regarded. People will usually open up and share some secrets after a good meal. Many commercial agreements and contracts are signed after a good meal. A good meal lift spirits and raises morale of the troops.

A meal will restore as many Stamina points as the skill result modifier in addition to the points restored by resting. This bonus is gained after every meal up to two times per day. Note that a bad meal (with negative modifiers) can subtract from stamina recovery.

A character that doesn’t eat regularly can’t heal damage.

Unlike the other chemistry specialisations where a failed check can ruin the recipe, if the cook’s skill check misses the maximum DR (if he gets a 10 in his check instead of 16) it doesn’t mean the food is ruined, it just means it is not as good as it could have been. A result of 4 means it is bland, a 3 means it is bad, a 2 means is barely edible and a 1 or less means its burnt and inedible.

##### Medicine

The character knows how to prepare a medicine recipe. Read the Healing skill for more information about healing.

The final product of a recipe must be specified like a pill, oil, poultice, etc.

Every day the medicine is used, the patient heals a number of health points equal to the medicine skill result modifier.

The final product can be kept for up to a year if properly stored in an airtight container. If the product is small like a pill or powder, it can be hidden in some special rings or lockets.

##### Perfume

The character knows how to prepare a perfume recipe. Perfumes are pleasant smelling oils and waters that grant bonuses in all social skills. The skill result modifier obtained when preparing the recipe is added to any social skill while using the perfume. This is why they are highly sought by people of high social classes and aristocrats, fetching exorbitant prices.

Perfumes are usually highly concentrated and a single preparation will produce enough for a single use. Alternatively, it is possible to dilute the perfume so for example, instead of having a single dose granting a +5 bonus, it is possible to use a +1 bonus on five applications.

Perfumes may last for years in an airtight vial.

##### Poisons

The character knows how to prepare a poison recipe. Poisons may take multiple forms so its appearance must be specified; a single odourless pill, a fine powder, a few drops of perfume, a black oil, maybe even a red delicious apple. If the product is small like a small pill or a powder, it can be hidden in some special rings or lockets.

One skill check makes one dose of poison. The toxicity level of a single dose of the poison is equal to 1 + the skill result modifier. To make it deadlier increase the dosage.

Weapons coated in poison before battle are effective only against the first target the weapon hits. If not used it will lose effectiveness after one day. A dose will cover a large weapon like a sword, two medium weapons like daggers or short swords, or a dozen small weapons like throwing knifes or arrow heads.

Poison last for up to a month in an airtight container.

#### ***Drawing (Precision)***

The character has a steady hand, a great memory for detail and taste for combining colour and shapes.

The character knows how to use inks, oils, pens, brushes, canvas, etc to make an impression of a character, object or location.

The DR for any drawing specialisation is 4 but may increase depending on the complexity of the subject being represented.

##### Architecture

The character knows how to design buildings so that they improve on the city aesthetics. He knows how to draw interior and exterior plans. The DR varies depending on the building.

He also knows how to seamlessly blend modifications like secret passages, escape routes, hidden doors or reinforced walls into the building and keep them hidden to untrained eyes (DR +1 per feature).

In the same way, an architect can detect if something is wrong or out of place by doing a check on a building so he can find those secret features. The DR for the detection is a Perception check (DR 4).

|  |  |
| --- | --- |
| Object | Complexity (DR) |
| Breastwork | 2 |
| Cottage | 4 |
| Sentry tower | 5 |
| Field fortification | 6 |
| House | 9 |
| Defence tower | 10 |
| Defence outpost | 11 |
| Church | 12 |
| Manor | 14 |
| Cathedral | 18 |
| Fortress | 20 |
| Castle | 22 |
| Stronghold | 24 |
| Extra feature | +1 |

##### Calligraphy

The character can write with extremely nice font. He can alter the font to any known font. He can make it a large or small. Large fonts are usually not a problem but small fonts may bring SR penalties.

The Calligraphy skill result may be added to any skill that requires writing (books, poems).

The character can use this specialisation with any language he already knows how to write (Language/Reading, Writing).

##### Cartographer

The character can draw maps. He knows about distances, scales, orientation. This skill doesn’t provide knowledge of the land, only how to draw the maps (see *Academic/Geography*).

The base DR of a clean (blank) map is 4 and depicts some general terrain with a name (i.e. The mountain range of Dragon Teeth). For each additional piece of information, the character adds to the map, the DR increases by 1.

For example, a map to reach Dragon Mountain in the mentioned mountain range, has a marker for the Dragon Mountain (DR+1) another for the nearby town of Dragon Town (DR+1), a mark for the Dragon Road (DR+1) crossing the Forest or the Black Dragon (DR+1); plus the north mark (DR+1) and a scale (DR+1). So this map will have a total DR of 10.

If more landmarks are added the DR of the map increases including bridges, troll lairs, safe clearings to camp, clean water streams.

An atlas, is a catalogue of many maps. Each map will detail a small area of the world but so detailed that each map on an atlas has a DR of 40.

Making a map usually takes 1 day per DR.

A cartographer can also make a relatively simple scrawl with a couple beach palms and an X marking the spot (i.e. a pirate map). In that case the DR is reduced by 5 and can be done in minutes. All the details will be there but no guarantees are made on the accuracy (location or scale).

##### Illustration

The character knows how to combine text with pictures and diagrams so they are clearly presented and understood.

The character may add the Illustration skill result modifier to any skill check that creates a document that may benefit from images (books, scrolls, maps).

Illustration can also be used to explain battle plans by drawing terrain, units and actions or economic state to a king.

##### Painting

The character knows how to draw a visual representation of a person, object or place.

If a model is available, its quality may be added as a skill check bonus to a maximum of +5. If the model is the person, object or place being painted the bonus is +6.

Quality canvas, materials (oils, watercolour), pigments of exotic colours and tools (pens, brushes) also add to the skill check.

Apart from any agreed remuneration, a painting will fetch one favour per skill result modifier from the patron. This depend on the patrons’ goodwill and may be in the form of money, contacts, equipment or anything the patron wishes. It may as well be nothing.

If the character has the *Academic/Anatomy* skill, he may add that skill check result modifier as a Painting SR bonus when drawing a portrait of a humanoid.

#### ***Gem cutting (Precision)(Optional)***

*Only available if crafting rules are allowed.*

The character knows how to work a gemstone to give it a desired shape, remove imperfections or restore its shine.

##### Polishing

Gems can be scratched by use while in jewellery, in weapons, magical artefacts or just by wrong handling. Those imperfections can considerably reduce an item price by half.

The character knows how remove imperfections on a gemstone by using very fine abrasion tools in order to restore presentation and value.

Gemstones sold by a character with polishing are always valued at full market price.

The DR to polish a gemstone is equal to the gemstone quality-5.

##### Shaping

The character knows how to work a gemstone removing undesired parts in order to obtain a desirable shape.

When used in a rough gemstone (just dug out off the ground), it can be used to remove all impurities and give it its best shape. A shaped gemstone is worth 10 times the rough gems at market value. The shaping DR is equal to the gemstone quality.

A gemstone shape usually optimises the size of the stone for its best value, however the character may decide to waste more gem in order to give it a special shape like a vial, jewellery in special shapes or magical items. The price of such craftmanship may be way higher than the original gem price but the DR is increased by 5.

A failed shaping attempt will break the gemstone in half, greatly reducing its value.

#### Healing (Perception)

Healing is the art and science of restoring the body to a normal functioning state.

##### First aid

The character knows how to provide immediate assistance to a patient in order to stabilize and keep him alive long enough until a more dedicated care is available. This is also known as field medicine.

The character can provide some basic medical attention like stopping a bleeding, stitch a wound, splint a fractured bone, immobilize a limb, stop poisons from spreading or pulling a weapon out of the body (or knowing when not to).

When the character stitches a wound, a result check of 4 means a closed wound but a visible scar, a 10 or more the only thing left will be a hairline scar. A result of 12 means a really bad and thick scar is left. If the result is a critical miss, then the wound doesn’t close and will probably get infected requiring medical attention to heal or get worse.

The character can 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 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.

If the character has the *Academic/Anatomy* skill, he can perform field surgery like amputations or removing a projectile that is too close to a vital organ without killing the patient.

##### Medicine

The character knows how to diagnose and treat diseases and prevent contagion. The GM must provide a DR for the disease.

Diseases may have different causes and effects. Some diseases have very mild effects and will pass quickly while others are deadly. Some can turn a patient into monsters.

Some diseases are inherent to the patient and can’t be transmitted. Others can pass just by sneezing. Some need some specialised vectors like a specific mosquito or a mummy touch or a werewolf bite.

Use the following table as an idea to provide a difficulty for treating diseases.

|  |  |
| --- | --- |
| Disease | DR |
| Cold | 4 |
| Common flu | 6 |
| Black plague | 25 |
| Leprosy | 30 |
| Cancer | 35 |
| Mummy rot | 40 |
| Zombie | 50 |
| Lycanthropy | 60 |
| Vampirism | 70 |

The disease DR is also used to diagnose the disease the first time the character faces the disease. Once the character is familiar or has faced a similar case he can identify it by rolling against a DR of 4. However, in some cases, the patients may be trying to hide the disease (a vampire doesn’t want anyone know he is one) so the DR increases. The GM may set a diagnosis DR as he sees appropriate for the adventure.

##### Nursing

The character knows how to treat a patient so his healing time is reduced. He knows how to apply medicines, the best food and even the best exercises to aid in recovery.

At the end of each day where full care was provided (including meals), the character may roll a *Healing* skill check. The patient heals an additional health points equal to the skill result modifier. Read more about healing in the *Healing damage* section in chapter 6.

##### Toxicology

The character knows how to treat and neutralise poisons. The character may roll a *Healing/Toxicology* check to neutralize as many poison levels in the patient as the skill result modifier.

If the character has the *Chemistry/Medicine* skill, he can prepare an antivenom provided he has the equipment and a sample of the venom.

#### Hospitality (Perception)

The character knows how to treat guests to make them feel welcome and at home. A successful hospitality business depends on how well treated the clients feel and how new experiences are introduced. In essence an establishment (restaurant, hotel, etc) has as many “stars” as the manager Hospitality SR divided by 5. The overall quality of the premises or accommodations may be added to the SR. More stars mean more reputation and more income.

##### Catering

The character knows how to combine food and drinks for an amazing feast. Base skill for those who want to establish a restaurant.

##### Bartender

The character knows all about quality and flavours of alcoholic drinks (but not how to make them). He also knows how to combine alcoholic and non alcoholic drinks to make signature beverages. Base skill for those who want to open a pub.

##### Guide

The character knows everything about a city and surrounds including landmarks, people and historical facts. Is like a very specialised version of all Geography, History, Nature and Folklore but focused on a single city. Base skill for those who want to open a touring business.

##### Driving

The character knows how to prepare and drive a carriage, cart, chariot or wagon including how to properly hitch, manage and take care of a team of horses. The DR for driving on a normal road is 4. Base for any character on transportation business.

##### Host

The character knows how to talk to guests and understand their requirements. Base skill for anyone trying to establish an inn or a hotel.

#### Language (Memory)

The character knows how to speak a particular language.

Many races and cultures accept the common language, but the character will be most regarded if he learns the local language. Some cultures might just reject any foreign language, even the common language so learning the local language is a must.

Characters start with the Language skill level 8.

##### Linguist

The character can create a language or decode an old dead language.

Many wizards record their spellbooks using their own custom language to avoid other wizards to learn their secrets. This language is only taught to a worthy successor.

Some social groups (thief guilds, wizard schools, religious sects) may require their members to learn some private secret language to be accepted.

The *Linguist* skill can also be used to learn a language nobody reads or writes anymore (a dead language) or decode someone else’s private language. At least a book or scroll sample is required to study the language. This follows the specialisation learning rules and the character needs to acquire a *Reading/Writing* specialisation on the language at the end of the study.

The Linguist skill also allows the character to read, write or speak languages similar to any he already knows with a -5 SR modifier.

##### Literacy

The character knows how to describe a situation. He can make a clear account of an event including moods, feelings, lighting, sounds etc. This skill is base for reporters and chroniclers. The DR of this skill is equal to the DR of the situation or the encounter level. If the character fails his check, it means he failed to find words to describe the scene. It doesn’t mean is unreadable it just doesn’t capture the moment.

The highest the skill result, the most interesting the description. A result of 20 would mean a best seller novel a 30 would mean a Nobel prize.

##### Poetry

The character knows how to use word phonetics and symbolism to evoke feelings on the audience. Poetry, like Literacy, describes a situation but it makes it in a way that the audience are carried not just by the story but also by the word rhythm and cadence.

This skill is base for poets and bards. The DR of this skill is equal to the DR of the situation or the encounter level. If the character fails his check, it means he failed to find words to describe the scene. It doesn’t mean is unreadable it just doesn’t capture the moment.

The highest the skill result, the most interesting the poem. It is common for poets and bards to engage in poetry battles to gain the audience. This is played as a series of “attacks”. Allow the bards to roll a number of checks the winner of an attack being the one with the highest check result. The winner is usually the winner of 2 out of 3.

For higher effect, *Poetry* can be combined with the *Music* skill to make popular songs.

##### Reading-Writing

The character knows how to read and write in a language of his choice. This specialisation can be picked many times to learn more languages.

Writing a spell (scroll) in any language requires a skill level in the language at least the same as the skill level in the spell.

##### Speaking

The character knows how to speak in a language language of his choice. This specialisation can be picked many times to learn more languages. Sign languages can be learned with this skill.

When the character talks, people will stop and listen to his dissertations even if he has no idea what is he talking about. 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. He can sell snake oil.

Skill checks may be required for speaking with high authorities. The DR of such checks depends on how strict the language protocol is for the event.

This specialisation can be used to lift the morale of soldiers or to make someone to fall in love with him.

##### Storytelling

The character knows how to tell a tale. He knows how to engage his audience and pull them into the story. The storyteller can use not just voice but gestures and voice mimicry so stagecraft skills are extremely useful. This is a skill required by novelists and bards.

There is no DR for this skill. A higher skill check result will keep patrons entertained and might bring money, fame, tips, drinks, food and a clean bed to sleep.

#### Leatherworking (Memory)(Optional)

*Only available if crafting rules are allowed.*

The character knows how to work leather. He can build items that are based on leather. The DR of the item is equal to the quality of the leather being used. Read the Chapter 5: Money and equipment item crafting rules for more details on crafting items.

##### Furniture

The character knows how to make house furniture.

##### Leather armour

The character knows how to make protective gear made of leather like aprons and armour. This does include simple plain clothing made of leather. Shields are considered weapons.

##### Leather weapon

The character knows how to craft weapons made of leather like cudgel, gloves, whips. Shields are also

considered as a weapon.

##### Shoemaking

The character knows how to craft shoes, sandals and boots.

##### Tack and harness

The character knows how to craft chair, bridle and reins for any animal he is familiar with. Familiarity means he has spent some time studying the animal or has befriended it or at least mounted it a few times. The character can try making a mount for an animal he doesn’t know given he has just seen it with a -3 SR. If he only has some drawings he has a -6 SR, if he only has a description is -9 SR.

A good chair provides its quality bonuses to all character actions while mounting the animal.

#### Mechanics (Intelligence)

The character knows how to design, assemble and disassemble devices made of multiple moving parts. The character has knowledge of levers, pulleys, springs, nuts, bolts, material resistance, mass, inertia, weight, potential and kinetic energy, in general, any physical knowledge that allows him to design such devices.

The device quality (or build DR) is describes how complex or hard it is to work with and is used for all the checks.

This skill doesn’t grant any knowledge on how to craft the different parts of the device. The character has to acquire the appropriate crafting skills like *Woodworking, Metalworking or Leatherworking* in order to manufacture or repair the parts of the device.

If the character has the *Drawing/Illustration* skill, he can draw his designs so he can order the pieces to craftsmen. The DR of the making the plans is equal to the DR of the device.

Read the Chapter 5: Money and equipment item crafting rules for more details on crating items.

##### Engine

The character knows how to design engines that take advantage of some readily available energy source to do work. The most common power sources are windmills or watermills. But the character can use cascades, steam, even electricity.

These engines will usually power big structures like mills, furnaces, huge fortress doors, etc.

##### Guns

The character knows how to design, assemble and disassemble guns. The DR is equal to the gun quality.

For this skill, “gun” is a generic term for any ranged weapon that can fire projectiles using different mechanical forces and has at least three basic mechanical parts: the stock (or grip), the action (loading, trigger and/or firing mechanism), and the barrel (the missile guide). This includes crossbows, pistols (gun), muskets (rifles), blunderbuss (shotguns), etc.

This skill covers weapons that fire physical missiles regardless of the power source used to speed the projectile (mechanical, chemical, magnetic, electrical, magical). This skill is not suited for energy or magical weapons like lightning, ray or light guns.

##### Locks

The character knows how to pick, assemble or disassemble locks. The DR is equal to the lock quality.

A set of lock picks are required to pick a lock while to disassemble a lock, an adequate set of tools like pliers, screwdrivers, wrench, etc. are required.

The size of the lock does not change the quality or the DR, but may provide a penalty to the skill check depending on the relative lock picks size. For example, normal lock picks are too large to fit a lock made by a pixie (the character might use some needles instead). And a lock made by a giant will break normal lock picks (but might unlock with a long screwdriver).

To verify the effect of the pick lock attempt, subtract the DR from the skill check result.

|  |  |
| --- | --- |
| Result - DR | Description |
| -10 or less | Lockpick breaks and is jammed. Can’t pick again. |
| -5 or less | Lockpick breaks, can try again |
| 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 a 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.

##### Siege engines

The character knows how to design and build war engines including rams, catapults, trebuchets. If the character has the *Mechanics/Guns* skill, he can build even cannons.

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 are 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, so it would take months to build one of those huge structures from scratch (DR \* 30 days).

Transporting dry (seasoned) wood greatly reduces the DR required (DR days). If all the pieces are premade and available then its mostly an assembly problem (DR in hours). For example, a Mangonel (the most popular catapult) would take around 180 days to build.

##### Traps

The character can create, arm or disarm traps. A trap will deal its quality (or DR) as damage to anyone that can avoid it.

##### Wagoneer

The character knows how to assemble or disassemble carriages, carts, chariots or wagons.

#### Mental (Intelligence)

The character has studied individual and mass behaviour and thought patterns. In consequence he understands how other characters will act and can anticipate their actions.

##### Focus

The character has learned how to get everything out of his mind and put all his attention on a single subject.

The character attunes his mind with the task at hand for one full round doing absolutely nothing else (not even defending). At the next round roll a focus check and add the skill result modifier to one skill for the rest of the encounter as long as the character keeps using that skill. If the character uses any other skill, the bonus is lost.

*Mental/Focus* effectively counters *Mental/Taunt* modifiers.

##### Logic

The character knows how to deconstruct and find inconsistencies in an argument (read *Mental/Rethoric*).

This specialisation is used as the defence skill in an argumentative battle. Read the Rhetoric skill for more information on argumentative battles.

The character may use the skill result modifier of any skill which is relevant to the subject being discussed as a modifier for this skill.

##### Observation

The character knows how to search for small details. Looks between people, notes passing hands, scraps of conversation, dark marks in the floor, a scratch in a desk, soil in the shoes, the size of shoes; things that might go unnoticed by people but not to the character.

The character needs to spend at least one minute doing nothing else than observing the scene before rolling his skill check. For each skill result modifier point, the GM should disclose one bit of information that is not normally available to the players. This information may or may not be useful for the adventure purposes but should be true.

For example, a character is in the middle of a ball and decides to roll his *Mental/Deduction* check. He gets a 16 so he can get up to 3 observations from the environment. The GM says two of the king medics have been talking all night in hushed tones about a rare sickness. He can also notice the eldest prince who is single and usually likes being left alone is now being followed by many single young women on from high houses. He also notices the prince is ignoring the high born ladies’ attentions and looking at a waitress instead who is looking him back.

The character is left to do any deduction from the information.

##### Rhetoric

The character knows how to build an argument. 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. This is a skill most useful for lawyers, diplomats and scientists.

The character can use the skill result modifier of his *Language/Reading-Writing* or *Language/Speaking* skills as a bonus for this skill.

The character can 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.

|  |  |
| --- | --- |
| Subject | SR Modifier |
| Talk about an unknown subject | -5 |
| Talk about a known subject | Relevant skill result modifier |

An opponent can use the *Mental/Logic* skill to engage in a discussion. This is considered a battle of ideas where the character Mana pool becomes his “willpower health”, his *Mental/Rhetoric* skill checks become the attack and the *Mental/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. If one side has more than one person, each remaining people adds 1 point to the willpower health of the speaker.

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 results is dealt as damage and deducted from the defender mana pool (i.e. if attack 15 and defense 13 then 2 points of damage are dealt). 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 may align with a previous opponent or remain silent. A debate may end without a clear winner due to time or other conditions, but the side who dealt more overall damage has the ideological superiority.

In a multi side debate, it is completely possible one side is never attacked. It is also possible two sides ally to attack a single opponent.

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 the way out of a problem.

The *Mental/Rhetoric* skill level can never be higher than the *Language/Speaking* skill level the character is using during the discussion.

##### Tactics

The character knows how to make plans, making the best use of his own resources (people, terrain, time) to defeat his opponents. This skill can be used during personal, group or field combat.

During personal combat, the character must spend 3 rounds just defending and observing his opponent. At the beginning of the fourth round he may roll his *Mental/Tactics* check then add the skill result modifier to all attack and defence checks against that opponent for the rest of the fight.

During group combat, the character must spend at least 3 rounds just defending while studying the encounter. At the beginning of the fourth round he may roll his *Mental/Tactics* checks and record the skill result modifier. From then on the character may command the actions of any character in the party. If the character owner (the player) obeys the actions, the character receives the skill result modifier to all his attacks and defence checks during that round.

During field combat (battles, war), the character needs to study his opponent with enough time prior to the battle. He may roll his *Mental/Tactics* check every ten minutes, then record the skill result modifier. The character can then send an order to any regiment under his command. If the command arrives and the regiment obeys, that groups receives the skill result modifier to all attack and defence checks for 10 minutes.

The character needs a reliable communication method to make his orders reach a regiment. If the character has 10 regiments, then he might need at least 10 messengers to go back and forth bringing messages and updates.

Only one tactician roll is allowed per battle. If more than one person in command knows *Mental/Tactics* then one must be picked as a commander and up to two as second in command. A second in command can roll his *Mental/Tactics* and add his skill result modifier to his commander check at the beginning of the battle only.

|  |  |
| --- | --- |
| Condition | SR 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 modifier to the SR. Troops need to rest one full day for each day spent exerting to recover.

For group or field combat, if the character has *Academic/Geography* he may add the skill result modifier to the tactics check.

During personal and group combat, the character may decide to wait 3 more rounds defending in order to reroll the dice. The new skill result modifier is used for the rest of the combat.

##### Taunt

The character has a very sharp tongue. He knows how to use his language skills to tease and taunt an opponent to the point of driving him nuts. Once in that enraged state the opponent will try and attack the character forgetting any common sense.

The character has to spend one round insulting his opponents doing nothing else. His opponents must be able to listen with no distractions (i.e. someone else attacking them). The skill can affect an unlimited number of people as long as all are listening.

The affected opponents will want to hurt the character. The character becomes their main objective until something more pressing appears (i.e. avoid an attack, commander orders, etc). The skill result modifier becomes a negative modifier to all opponent actions as long as the character is their main objective. If the opponents are distracted with something else the modifier is no longer applied.

The character may taunt the same group of people again.

If there are multiple taunts on the same targets, the highest wins.

An affected character can roll a *Mental/Focus* check and use the skill result modifier to reduce the Taunt penalty.

#### Melee (Strength/Precision)

The character knows how to fight in close personal combat. The player may choose to use his Strength or Precision stat to compute his *Melee Combat* SR. Each level on the *Melee weapon* skill adds 1 point to the character maximum health.

Each weapon allows some attack types the character has to master to fully master the weapon. For example, a sword allows doing slashing, piercing and blunt attacks. A character with the *Melee/Slash* specialisation knows how to use the sword for slashing, but is not really comfortable doing blunt or pierce attacks.

Each attack type can be used in different situations so the character must learn his preferred specialisations and pick a weapon that adapts to his fighting style.

Refer to Chapter 5: Money and equipment weapon tables for a list of weapons and attacks types available for each one.

##### Bash

The character knows how to use weapons with the *Bash* modifier (i.e. maces) to do bashing attacks.

##### Body slam

The character knows how to throw his whole body against an opponent. A body slam requires the character to run at least 2 meters without stopping to build momentum.

The “weapon damage” of a body slam is equal to the character size (usually 2) multiplied by the number of metres run (maximum 5). In addition to the damage, both the character and the opponent are pushed back 1 metre and are prone with the character on top of the opponent in an advantage position.

Also, the opposing character can use piercing weapons to parry the attack, in which case the character suffers an attack damage from the opponent, however the damage and effects from the body slam are still applied. If the character has a medium shield he can protect himself from any parry damage while doing the body slam.

##### Break blade

The character knows how to use weapons with the *Break* modifier to break opponent long blades. Knifes can’t be broken.

To break a blade, the character needs to parry an attack with his weapon. If the difference between the opponent attack and the character parry results is equal or greater than the opponent blade quality modifier, the opponent blade breaks.

A broken blade can still be used as a knife.

##### Close fighting

The character can attack even while in a disadvantaged position. As long as he has a free limb and the opponent is in front of him he can do Kick, Punch, Headbutt or Grab attacks. A successful attack that deals damage will terminate the disadvantaged position. A successful Grab will invert the advantage position.

If the character has the *Acrobatics/Contortionist* specialisation, he can kick or punch at angles that would seem impossible. For example, he can kick the face of someone who is bear-hugging him from behind.

Also, if he is being grappled or bear-hugged, he can do an *Acrobatics/Contortionist* check to get free from the hold, the opponent can do a *Grappling* or *Bear Hug* check as a DR to avoid him from escaping.

##### Combo

The character knows how to chain attacks in a continuous sequence. This specialisation can be selected multiple times, each time one more attack can be added to the chain, so picking it once allows two attacks in a chain, picking it twice allows for three attacks in the chain and so on.

*Each* attack in the chain costs one action point less. So one attack with AP cost 5 and another with AP cost 6 can be chained in an attack with AP cost 9.

The whole attack sequence is considered a single move. All the APs are paid at the same time, so initiative is passed only when all the combo is finished.

All the combo must have a single target.

The opponent may still parry each attack individually.

The character may use

It is recommended the character writes down his combos.

##### Defensive stance

The character knows how to fight on a fully defensive mode. The character can declare he wants to enter defensive mode and from then on any parry or dodge action costs 1 AP less.

The character can only declare he enters defensive mode once per round only. He can break the defensive stand and start attacking anytime.

##### Disarm

The character knows how to force an opponent to drop his weapon. The character has to do an attack (a disarm attack) that deals no damage. The opponent is allowed an automatic parry against the attempt at no AP cost. If the difference between the character disarm attack and the opponent parry results is 5 or greater, the opponent drops his weapon.

##### Grab

The character knows how to get into an an advantage position by grabbing the opponent by his clothing, hair, arms, legs, head; anything that can provide a hold.

To do a grab, the character needs to be unarmed, with the hands free or at most with light gloves or riding gloves.

The character can start a grab in two ways. The first one is by doing a melee attack. If the attack is successful, the opponent is grabbed. The opponent may do a dodge to avoid being grabbed.

The second way is to announce he wants to grab as part of a parry. If the parry is successful, he grabs the opponent arm or leg.

If the grab is successful, the character is considered to be in an advantage position.

A grabbed character must do a grab attack to get free.

##### Grappling

The character knows how to lock the joints of another character in suck way that he is immobilised or unwilling to move due to the pain.

To do a grappling action, the character needs to be unarmed, at most with light gloves or riding gloves.

The grappling has to be started from an advantage position by using a Body Slam, Grab, Throw or Trip.

The character need to do a

Once the lock is in position, the character may do a strength check against the opponent. If

If the character

##### Hack

The character knows how to use weapons with the *Hack* modifier (i.e. axes) to do hacking attacks.

##### Lightning strike

The character can strike faster, but the attack is less precise. The character has to declare he wants to do a lightning strike before attacking.

Lightning strikes can be used as part of combos.

##### Long

Use long weapons.

##### Pierce

Use piercing weapons.

##### Pommel strike

Attack with the weapon hilt.

##### Power strike

Strike slower and less precise for higher damage.

##### Precise strike

Strike slower but more precise.

##### Slash

Use slashing weapons.

##### Swing

Attack all surrounding opponents.

##### Two handed

Can fight with a weapon on each hand.

##### Vital strike

Strike points to kill. Piercing only.

#### ***Stagecraft (Willpower)***

Also known as Acting, allows the character to use his face gestures, body language and voice tone to pose as a different person or to affect an observer judgement. He knows the perfect moment to make an entry or an exit to cause the most dramatic impression. He knows how to draw a smile or a tear from their audience.

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

##### Feign injury

The character knows how to act as in a disadvantaged state (i.e. hurt, drunk, blind) so that opponents lower their guards.

*Feign injury* does not have a skill check but can be combined with any attack. *Feign injury* increases the AP of the attack by 1.

Feign injury can only be used when the character is in the target view (not from the sides or behind) and only once per opponent.

Optional: *Feign injury* may be used more than once per opponent but each subsequent attempt receives a -5 SR modifier.

##### Disguise

The character knows how to use makeup, props (beards, wigs) or clothing in order to alter his appearance or for impersonation. He can improvise some parts of the disguise like making a beard using hair of a horse mane or a soldier uniform using an old jacket and some bright buttons.

The more specific the disguise, the more details the character has to consider so the DR increases. For example, in order to pose as a generic soldier (a trivial impersonation) then some boots and a jacket may be enough (DR 6). To disguise as a soldier of a specific army (a common impersonation) then the character should match colour and design (DR 8). To pass as a soldier of a specific regiment (a detailed impersonation) then some specific decorations and weapons are required (DR 10). To enter the regiment barracks and pass unnoticed (complete impersonation) then the disguise must be almost as good as a real uniform (DR 12). To disguise as a major then some changes like a haircut and dye, makeup, fake moustache, will be required (DR 14). Finally, to disguise as the general of the regiment (unique impersonation) then some changes like a haircut and dye, makeup, fake moustache, a cushion tummy or the like will be required (DR 16).

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

**Combine with:** *Acting/Impersonation*.

|  |  |
| --- | --- |
| Objective | SR Modifier |
| Darkness | +1 per darkness level |
| Quick scrutiny | -2 |
| Long scrutiny | -4 |
| Detailed scrutiny | -6 |

##### Drama

The character knows how to use his body language to convey emotions. He can make people happy or sad, nervous or relaxed, intrigued or confident.

In game terms, he can an opponent gets a modifier equal to the character Acting skill result *modifier* in his next action against the character. This skill can be used multiple times against the same opponent but will suffer a -5 penalty on each subsequent attempt.

For example, a judge has to declare the character guilty of thievery. However, the character rolls his drama skill crying for mercy and gets a result of 25 which means a +5 modifier. This means the judge has a +5 DR modifier to pass judgement so he is moved by the pleas of mercy and lets the character go free.

Drama can also be used to draw an opponent’s attention to the character.

##### Fast talking

The character knows how to invent a credible story quickly and always has the right comment or answer at the tip of his tongue. People will accept his commands, suggestions and answers as logical even when they are not.

If questioned, the character has the right explanation at the tip of his tongue and his answers make sense at the moment but won’t pass detailed scrutiny.

The target can roll a *Mental* skill check to resist the command. The *Mental* skill result becomes the DR to beat.

For example, the character tries to get into a private area of the city by saying: “I’m the Duke of Barovia coming on an official visit. 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(s) of this skill might be weary and try to ask questions and 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 the Duke says and ask questions later.

However, 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! She is dying! I will bring your horse back immediately”. However, if the target resisted the command then there will be a cumulative +5 DR Modifier against following attempts.

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 “Jump or the explosion will kill us!!!”

**Combine with:** *Any Acting specialisation*.

##### Impersonation

The character knows how to copy another person body language and voice tone and talking patterns to make a quite effective impersonation.

|  |  |
| --- | --- |
| Objective | DR Modifier |
| Opposite sex | +5 |
| Familiarity to character | +0 to +5 |
| Familiarity to target | +5 to -5 |
| Improvised | +5 |
| Days to prepare | +5 -1/day |

The character must know the character being impersonated. It must be a public and known person. The closest and known the person is to the character, the easier it is to copy the mannerisms.

The impersonation also depends on the familiarity of the audience to the impersonated person. A commoner that has seen a prince only on a public festivity will be easily fooled, however the prince parents or brothers will be very hard to fool.

Also, the character needs time to prepare the impersonation. An improvised attempt will have a +5 DR. Each day spent preparing will reduce this difficulty by 1 down to 0.

Impersonating a person from the opposite sex is way more complex providing a +5 to the DR.

##### Mimicry

The character knows how to copy sounds (animal or natural) and even voices. The character can simulate any sound or add special effects to the sound.

While the simulation is quite credible, the volume may be limited so some spells can be useful to improve this. Also the the *Ventriloquism* specialisation can increase the versatility allowing to project, for example, steps of marching soldiers, or a cat fight in a close distance.

The listener may roll a *Stealth/Detection* (or Perception) check to disbelief the mimicry. The *Stealth/Detection* result becomes the DR to beat.

**Combine with:** *Acting/Impersonation*.

##### Ventriloquism

The character knows how to project his voice over a distance. This can be useful to draw the attention of any observer for a few seconds, enough to make a quick move or to confuse any followers.

This specialisation does not have a check of its own, but each meter adds a +1 DR to any check that depends on the voice projection.

For example, if the character would like to use *Mimicry* to simulate two drunken sailors fighting 10 metres away, the DR for the Mimicry skill increases by +10.

Another example, if the character is being followed, he could quickly hide in a dark spot while simulating his steps like walking away. The followers would think they are still behind his tracks and follow the fake steps while passing straight next to him.

#### ***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.

#### ***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.

#### ***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.*

#### ***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.*

#### ***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 defence 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.

Shields are considered a type of melee weapon.

If the character would like to throw a melee weapon, he can combine this skill with the *Ranged unarmed* skill for extra bonuses.

**Combine with:** *Melee* u*narmed, Ranged unarmed.*

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

#### ***Melee unarmed (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.

The character can use any hand or footwear like gloves, gauntlets, or metal knuckles and still be considered unarmed, while gaining the bonus protection and extra damage for the item material.

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

#### ***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 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 knows how to use a ranged weapon. The character must pick a ranged weapon type (bow, crossbow, slings, guns, etc); he 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.

**Combine with:** *Ranged unarmed.*

#### ***Ranged unarmed (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 making this skill a must-have for spellcasters.

The character knows how to throw an object to the target with his hand. The object may be anything with a weight of less than 250gr like a rock or a throwing knife. Throwing anything larger like a dagger or an axe, should use its own *Melee Weapon* skill but can be combined with this skill.

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

#### ***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.*

#### ***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.

#### ***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.

#### ***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.

#### ***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).

### Using two weapons

There is nothing as impressive as a warrior fighting with a weapon on each hand. However, to achieve this feat some training is required on the off hand.

Any attack made with an untrained hand receives a -5 skill penalty.

### Improvised weapons

A random object like a branch or a musical instrument, may be used as an improvised weapon. A character may comfortably use any object with a weight equal or less than his weapon stat.

Improvised weapons are clumsy costing 8AP per attack. An improvised weapon will deal 2 points of damage per kg of weight.

A player may use heavier objects as weapons up to his medium load stat. The object is not wielded but thrown or pushed so it won't be available to repeat the attack the next round. It will still deal 2 point of damage per kg. The object will affect all creatures in an area relative to its size (i.e. throwing a table will hurt people in an area).

### Wrestling

Wrestling is an unarmed combat but instead of attempting to damage the opponent the attacker uses a series of arm or leg locks to pin down the target limbs. No weapon Modifier can be applied to the grappling attempt, only the attacker *Melee Unarmed* skill rank is used.

For each additional limb the attacker has trained with any of the *Gross or Fine Motor skills* perk, he receives a +1 Modifier to the grapple attack or +2 for a fully trained limb.

The GM may provide additional bonuses if the target has some kind of hold points like long untied hair or beard.

The target may try to parry or dodge the grapple attempt as usual. He also receives the same bonuses from additional trained limbs.

After the attack, the “damage” is computed. Soak is allowed because armor makes harder for the attacker get a tight hold, however no material or modifier bonuses are considered.

**Damage = Attack result – Defense result**

**Soak = Base armor soak (no material bonuses)**

The final “damage” after soaking does not affect the target health. Instead it represents the lock effectiveness and is the total penalty the target has on any action he attempts after the grapple. Attack, parry and dodge included.

Each round, the effectiveness of the grapple is reduced by 1. The attacker may attempt to improve the hold making additional grapple attempts. The target must defend with the penalties from the current grapple. The the resulting “damage” is the new value is used even if it is worse than the original value.

The attacker may deal damage on a held target by making grapple attempts. The target must defend with the penalties from the current grapple. If the attack is successful the damage is applied to the health of the target. Armor material is still not considered.

The target may try and break the hold doing a grapple attack but he must attack with the penalties of the current grapple.

The grapple is a heavy action so it can be maintained for minutes. Being grappled also is a heavy action.

### Trip

Trip is an attack which forces the opponent to fall prone to the ground. To do a trip the character needs to do a grapple attempt against the target. If successful he might declare he will let the target fall to the ground.

## 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

Perks work in a similar way to skills and specialisations, however:

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

Perks have a high cost and the character must save the appropriate skill points to acquire them.

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.

#### ***Action hero (Air, 2)***

The character can do more things each round. Each rank on *Action Hero* provides +1 APs every combat round. The character can learn this perk a number of times equal to his Air attribute.

#### ***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)***

#### ***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 modifieres 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)***

Declare one additional ready action per round. The character may reserve APs for the new ready action or make both ready actions to share the same APs.

For example, the player may say “If the wizard casts or someone tries to escape I will shoot them”. Then he reserves 6 APs for the actions. So he may react and attack the wizard if he casts, but won’t have enough APs ready if someone tries to escape. Alternatively, the player may reserve 12 APs and be ready to shot if both conditions happen.

#### ***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.

#### ***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.

#### ***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 modifieres 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.