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

## 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 time is appropriate.

## Skills and specializations

As the character progresses through their adventuring life, he will learn how to do things. The Skills and Specialisations rules provide a reference of the knowledge level of a character.

***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; a farmer will learn how to tend the land but also how to handle and treat his animals. And, it’s not uncommon for a warrior to open an inn and cook and serve and brew his own beer 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.

### Starting 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.

All characters also receive the *Melee combat* skill at level 2 with the *Punch* specialisation.

### 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 at the end of this chapter 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 3 CPs to learn 3 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 3 CPs and gain 3 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 level 14+4=18), with a *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 combat* 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

Specialisations cost 3 CPs each. The player may acquire one skill specialization for every 3 full skill levels acquired. So if the character has a skill level 9 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 12, 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*.

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 3 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 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 3.

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 3 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 3 skill levels per specialisation rule as an effect of forgetting skill levels.

The character gets the specialisation 3 CPs cost back. A skill must be left with at least one specialisation.

Characters are allowed to write down a manual before forgetting a specialisation so they may relearn it later.

The character may learn the specialisation 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 based on his skill rank (SR) and the defender presents a defence check based on his own SR.

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

A skill check is not necessary for simple everyday actions like walking in the park 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.

#### Using specialisations

In many cases, the GM may require a specific specialisation for the skill check. For example, he may require a *Chemistry/Cooking* skill check in order to make an omelette. In that case the *Chemistry* skill check is used to resolve the skill as usual, but the *Cooking* specialisation is required.

The player may also specify the specialisation he wants to use with a skill. For example, a player may declare he is doing a *Melee combat/Disarm* to force an opponent to drop his weapon.

#### 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 combat/Slash* 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 *Negotiation* 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 *Negotitation* 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 an encounter is described, the GM must set the general terrain type from the list above. Characters with skills specific to a terrain type will gain modifiers when in such terrain.

When a skill, specialisation or perk 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.

**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 defence 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.

#### 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 | Catastrophic | -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, but it also can be resolved with 2d8, or maybe a d12 + d4. Any is valid 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 check 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 default 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 SR 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 can also be used to speed 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 *Stagecraft/Fast talking* specialisation 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* specialisation 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.

Some skills may require a specific specialisation to be checked. If the character does not possess the specialisation, he may roll the skill check as untrained specialisation.

### Crafting skills (Optional)

All crafting rules, skills and specialisations that create or make use of recipes to craft items are considered optional.

This includes:

1. All material crafting skills like Leatherworking, Woodworking, Metalworking, Stoneworking.
2. Chemistry and Alchemy.
3. 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.

Musical skills are allowed to play a partiture but not to write one.

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

##### Recipes

Many crafting skills allow characters create things. A recipe lists the skills, ingredients and locations required to craft an item and is assigned a DR.

A recipe looks like:

#### ***Recipe name (DR)***

##### Skill/Specialisation

##### Main Ingredient: Ingredient

##### Bonus: Ingredient 1, Ingredient 2…

##### Location: Where to prepare it.

##### Produces: Successful / Failed

Effect: What happens when consumed.

**Recipe name:** The recipe name. Should give a fair idea of what will be crafted. May have very specific names.

**DR:** The DR for the recipe. The DR depends on the ingredients quality and the process complexity.

**Skill/Specialisation:** The required skill to make the recipe. If the character doesn’t have the required skill or specialisation, he may do an untrained check.

**Main ingredient:** The main ingredient required for the craft. It is not possible to prepare the recipe without the main ingredient.

**Bonus:** The bonus ingredients are not required to prepare the recipe, but the quality of the bonus ingredients is applied as a modifier to the craft check.

**Location:** The location is required to prepare the recipe, and quality of the location is applied as a modifier to the craft check.

**Produces:** How many items are produced in a single craft check. The first value is how many items produced if the check is successful. The second value is the number produced if the check is failed. Read *Success and Failed Craft* rules below.

**Effect:** What will happen if the object is used or consumed.

For example:

#### ***Roast meat (Meat quality + 2)***

##### Chemistry/cooking

##### Main Ingredient: Meat (1kg)

##### Bonus: Spices

##### Location: Oven

##### Produces: 4 / 4

Effect: Heals an amount of health points equal to the meat quality over 8 hours.

In the example above, the roast has a DR of Meat Quality + 2 which means the DR is equal to the quality of the meat and the recipe complexity is 2. The main ingredient of this recipe is meat of any kind but the recipe will benefit with spices.

To prepare this recipe an oven is required. Once finished it will produce enough portions for 4 normal people. If this meat is consumed it will heal an amount of health equal to the quality of the meat over a period of 8 hours.

##### Crafting

Crafting means using a recipe to create something.

For example, the player wants to cook a roasted beef. The beef quality is 5 so the recipe has a DR of 7. The recipe specifies meat is required plus optional spices and it should be cooked in an oven using a *Chemistry/Cooking* skill. The character gets some excellent spices (+3 SR modifier) but the oven is really dirty and rusty (-2 SR modifier). So the character adds a +1 modifier to his *Chemistry/Cooking* skill level (10) for a total skill rank of 11. The character rolls his skill check and gets an 8 which is enough to beat the recipe DR.

##### Failed Craft

Each recipe specifies how many items are produced if the check is failed. A value of 0 means that when a check fails, all used ingredients are lost.

If the failed produce value is greater than 0 it means something was crafted on a failed check, but its not what it was intended to be. For every 5 points (or fraction) under the recipe DR, the object receives a -1 quality and is noticeably wrong (charred, warped, stained, sounds bad). The item gets a negative qualifier (bad, poor, pathetic, catastrophic) to its name.

If the check fails for more than 20 points then the item is unusable and all materials are lost. Its considered an irrecoverable loss.

##### Recipe books

A recipe book is a collection of recipes. It is usually categorised depending on the required skill (cookbook, spellbook). These books are large and heavy and not practical to carry around.

Adventurers usually prefer a travelling recipe book which is a pocket sized, condensed, tightly written and annotated version of a recipe book. An adventurer recipe book doesn’t need to be categorised by subject and may contain whatever the owner feels is appropriate to remember. A travelling recipe book may contain up to 10 recipes. A character may carry up to 3 travelling recipe books.

The character may swap recipes into and out of his travelling recipe book. Swapping a recipe takes 1 day per recipe DR. For recipes with variable DR, the variable part equals 2.

##### Creating a new recipe

A character is free to propose new recipes to the GM for approval to add to his book. The character must declare all the attributes and the GM must assign a DR.

Once the DR is assigned, the character must craft the recipe once with a -5 SR. Failures are always considered catastrophic with all ingredients lost.

Once the first check succeeds the character has learned to prepare the recipe, the -5 SR modifier is removed and normal failure rules apply.

##### Learning a recipe

If the character finds a book with a recipe he doesn’t know, he may try to learn it. Learning a recipe follows the same rules as creating a new recipe but without the -5 SR modifier.

After the first successful check the recipe is learned and he may memorise or write it in a book.

##### Memorising a recipe

Memorising a recipe allows the character to prepare the recipe many times without referring to his recipe book as long as he has the adequate ingredients and tools.

The character may memorise a recipe from his recipe book anytime with just a quick read. The character may have as many recipes memorised as his Memory stat. Spells counts as recipes.

### Performance skills

Some skills like *Acting, Music* or *Sleight of hand*, allow the character to perform in front of an audience.

As any skill, a performance has a DR that depends on the complexity of the piece to perform. For example, *Music* can vary from songs a kid can sing to extremely complicated pieces that may require orchestras to play. *Sleight of hand* tricks are complex sequence of steps designed to fool an audience.

A performance requires the character to declare what he wants to perform and assign a DR *before* rolling his skill. It would be impossible to declare a DR for each song, theatre play or magic trick so the character and GM should agree that the DR represents how complex is the piece to be performed (i.e. disappearing the statue of a king in the middle of the central square in front of the whole city should qualify as a DR 40).

As usual, in order to do the performance, the character must match or exceed the declared DR with his skill check. Failing to do so may not mean a bad result but people may notice the imperfections and the entertainer reputation may be damaged. This is why a lot of preparation goes before executing the performance, with the player usually getting the best props, theatre, assistance, etc; before attempting the check in front of an audience in order to maximise his success chances.

### Skill and Specialisation list

The following list describes the skills commonly used during adventuring.

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, the character may select a particular species (i.e. humanoids, dragons). He knows about the body energy and the location of the pressure points that govern the energy flow for that particulat species. When the character is using piercing attacks, he may take a -4 SR modifier and +2 APs on his attack. If the attack is successful, his weapon damage multiplier increases by 1. So for example, if he takes the penalty twice, he gets a -8 SR, but his weapon damage multiplier increases to x3 (that is 1 + 2). Only the weapon damage is multiplied, the Strength damage bonus is not.

The character may acquire this skill again for other species.

##### 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.

This skill does not provide the knowledge of how to officiate a ceremony. To perform a ceremony, the *Social/Protocol* skill is required.

##### 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.

The character can fit in a cube less than 1m on each side by rolling against a DR 4. Each 2cm less adds a 1 DR. For example, fitting a cube of 50cm on each side has 29 DR.

The character may escape restraints. If a *Rope Use/Knots* specialisation was used to tie the character down, the *Rope Use* skill result is the DR to beat. If some shackles or a straitjacket is used, then the DR depending is equal to the restraint quality.

The character may also navigate through narrow passages of less than 40cm width by rolling against a DR 4. Every 1cm less adds a +1 DR. It is not possible to pass if the width is less than 15cm.

Also, if the character is being grappled or bear-hugged, he can do an *Acrobatics/Contortionist* check to break the hold. This counts as an attack and the opponent can parry with a *Melee* check.

##### 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.

If the skill result is a critical failure the character trips and falls to the ground in an embarrassing way and is prone.

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 and even jump melee attacks.

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

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

For example, a character with *Acrobatics* 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.

Distance jumping can also be used with any non-grabbing melee attack. Roll a distance jump and for every metre jumped, the character gains a +2 SR on his melee attack check.

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. If the character has the *Acrobatics/Jumping* specialisation, he may do 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* 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 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 recipe that requires the Chemistry/Cooking specialisation.

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 usually restore stamina and/or health points over some hours. Also, a character can’t heal damage by any means if he has not eaten enough in the last 24 hours.

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 recipe that requires the Chemistry/Medicine specialisation. Read the Healing skill for more information about healing. The medicine recipe specifies its effect.

The final product of a medical recipe 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.

#### ***Clothworking (Memory)***

*Only available if crafting rules are allowed.*

The character knows how to work cloth. He can build items that are based on cloth. The DR of the item is equal to the quality of the cloth being used.

The character may also mend, resize or repurpose garments made of cloth.

High quality garments are always sought by all social levels. Higher quality is handsomely paid.

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

Creating a new garment takes one day per skill check result point.

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

##### Armourcraft

The character knows how to craft cloth protective gear that require the *Clothworking/Armourcraft* specialisation like padded armour or aprons.

##### Dressmaking

The character knows how to craft female fashion attires that require the *Clothworking/Dressmaking* specialisation like ball dresses.

##### Shoemaking

The character knows how to craft items that require the *Clothworking/Shoemaking* specialisation like soft shoes or dance shoes. Some of this shoes are highly valued by people who wants to quiet their footsteps.

##### Tailor

The character knows how to craft male fashion attires that require the *Clothworking/Tailor* specialisation like suits.

#### ***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.

##### 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.

|  |  |
| --- | --- |
| 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 |
| Small pyramid | 40 |
| Wonder | 80 |
| Extra feature | +1 |

The character 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).

An architect can detect if something is wrong or out of place in a building by doing a Perception check. If successful he knows there may be double walls or secret passages, but not how to get inside.

It is possible to make an architectural “Wonder” my joining the effort of multiple architects. It requires a huge amount of experienced architects to coordinate the designs, and a huge amount of experienced masons (read Stoneworking/Mason) to build the structure.

##### 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 Drawing 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 (see 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). As more landmarks are added the DR of the map increases by 1 for each one. Making a map usually takes 1 day per DR.

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

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

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 Drawing 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* specialisation, he may add his *Academic* skill check result modifier as a *Painting* SR bonus when drawing a portrait of a humanoid.

Creating a new painting takes one week per skill check result point.

#### ***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.

##### Acupuncture

**The character must learn the *Academic/Anatomy* specialisation *twice* before acquiring this specialisation. This specialisation can’t be used if not learned.**

The character knows how to use the body pressure points to make the body energies flow faster improving the healing rate and eliminating toxins.

This skill effectively doubles the skill result modifier of the *Healing/Nursing* and *Healing/Toxicology* skills. No skill check is required.

##### 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* specialisation, 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, and the food and exercises required 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* 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. An antivenom automatically cancels all ongoing effects 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 storytelling. 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.

##### Armourcraft

The character knows how to craft items that require the *Leatherworking/Armourcraft* specialisation like leather aprons and armour. If the character has the *Clothworking/Tailor* or *Clothworking/Dressmaking* specialisations he can make clothing made of leather.

##### Furniture

The character knows how to craft items that require the *Leatherworking/Furniture* specialisation like house furniture.

##### Shoemaking

The character knows how to craft items that require the *Leatherworking/Shoemaking* specialisation like shoes, sandals, riding boots or soldier boots. If the character has the *Clothworking/Shoemaking* skill, he can do very soft and highly fashionable shoes.

##### Tack and harness

The character knows how to craft items that require the *Leatherworking/Tack and harness* specialisation like saddle, bridle, reins, stirrup, etc 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 saddle 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.

##### Weaponcraft

The character knows how to craft items that require the *Leatherworking/Weaponcraft* specialisation like leather cudgels, gloves, whips. Shields are considered weapon.

#### 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.

The character can use the *Drawing* skill, to make blueprints of his designs so he can order the pieces to craftsmen. The DR for drawing the blueprints 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* specialisation, he can build 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* modifiers effectively counters *Mental/Taunt* modifiers.

##### Logic

The character knows how to deconstruct and find inconsistencies in an argument. This specialisation is used as the defence skill in an argumentative battle. Read the Rhetoric specialisation for more information on argumentative battles.

The character may roll a check for any skill which is relevant to the subject being discussed and use the skill result modifier as a modifier for his *Mental* skill check.

##### 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 a *Mental* 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* 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 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 his *Mental* 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. Note that if a character is missing the *Rhetoric* or *Logic* specialisations he will have an untrained -5 SR modifier to his attacks or defence checks respectively.

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* skill level can never be higher than the *Language* skill level the character is using during the discussion.

##### 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 crazy. 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.

A character with the *Mental/Focus* specialisation, can roll a *Mental* skill check and use the skill result modifier to reduce the Taunt penalty.

#### Melee combat (Precision)

The character knows how to fight in personal combat. Each specialisation represents a new way the character may attack his opponents. Melee combat specialisations are divided in attacks, effects and tactical.

The character may combine one attack and multiple effects in a single attack as long as he pays for the cost and they make sense (or the GM allows it). For example, the character may do a Kick attack and combine it with a Swing a Trip effects in order to kick all his opponents around him and trip them to the ground. However, the character may not combine a Grab attack and Break blade effect.

Tactical melee combat specialisations provide new melee combat options. They are not checked.

Each level on the *Melee combat* skill adds 1 point to the character maximum health.

Each weapon allows some attack types the character has to learn to fully master the weapon. For example, a sword allows doing slashing, piercing and blunt attacks. A character with the *Melee combat/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.

##### Armour parry (Attack)

The character knows how to use the thickest parts of his armour to parry an incoming attack.

The character rolls an *Armour parry* instead of a normal parry action with a -4 SR modifier to the *Melee combat* skill check. If successful, the armour absorbs 3 times its normal damage absorption.

This action can be used to stop projectiles. For example, he may stop an arrow with his helmet.

##### Bash (Attack)

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

##### Bear hug (Attack)

The character knows how to grab his opponent in a powerful hug attack, embracing him by the waist or torso and lifting him from the ground. The character needs to have both hands unarmed and must have the strength to lift his opponent from the ground.

If the attack is successful, the opponent can’t walk or run and is considered to be in a disadvantaged position. If the difference between the attack and defence check results is 5 or greater the opponent arms are pinned and is unable to do any hand attacks.

Both hands are used for the hug. If the character does an attack, parry or dodge the hug is broken. The character may release the hug anytime.

As there is not enough space, the opponent receives a -5 SR modifier to any kick attacks, in addition to the modifiers for being in a disadvantaged position.

Once the bear hug is in place, both the character and opponent may do strength checks against each other as melee attacks. If the character under the hold wins 3 times in a row he breaks free, if he loses 3 times in a row he falls unconscious.

##### Body slam (Attack)

The character knows how to throw his whole body against an opponent so that his own mass and momentum deals damage. A body slam requires the character to run at least 2 meters to build momentum.

Opponents usually can’t parry a *Body slam*, the exception may be if the opponent has a Strength stat greater than the damage being dealt by the *Body slam* attack then the opponent parry effectively catches the character mid air in an automatic Bear hug.

The opponent may also use piercing weapons to “parry” the body slam attack (i.e. impale him with a sword or a spear), in which case the attacker suffers an attack from the defender with no chance to parry or dodge. Regardless of the effect of such piercing parry, the damage and effects from the body slam are still applied as the attacker body still has the momentum.

The 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 attacker on top of the defender and in an advantage position.

##### Bow (Attack)

The character knows how to use a bow in melee combat. The bow can be used as a pole weapon. Small bows are considered reach 2. Long bows are considered reach 3.

In addition, arrows can be used as piercing melee weapons.

##### Break blade (Effect)

The character knows how to use weapons with the *Break* modifier to break opponent long blades.

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 (Tactical)

The character can attack even while in a disadvantaged position with no penalties. As long as he has a free limb and the opponent is in front of him he can still do *Kick*, *Punch*, *Headbutt* or *Grab* attacks.

If the character has the *Acrobatics/Contortionist* specialisation, he can kick or punch at angles that would seem impossible allowing him to attack even while pinned with a Lock or a *Bear hug,* ignoring any additional penalties.

##### Club gun (Attack)

The character can use any gun as a club to do blunt attacks. Handguns are considered reach 0, medium and heavy guns are considered reach 2.

##### Combo (Tactical)

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 combo, picking it twice allows for three attacks in the combo and so on.

*Each* attack in the chain costs one action point less. So one attack with AP cost 5 followed by 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 attacks must have a single target. The opponent may still parry each attack individually.

It is recommended the character writes down his combos.

##### Counterparry (Effect)

The character can attack as part of a parry. The character has to pay the AP cost of the parry +2 APs.

If the parry is successful, the opponent attack is stopped as usual. Furthermore, if the difference between the character parry *Melee combat* and the opponent attack *Melee combat* result is equal or greater than 5, then the character deals the selected attack to the opponent.

The opponent may parry this attack as usual.

For example, the character wants to stop a *Melee combat/Punch* with a *Melee combat/Grab* attack. The opponent rolls a 10, the character rolls a 15. As the difference is 5 the character has parries and is now attempting to grab his opponent. The opponent tries to parry but rolls a 13 so the opponent parry fails and is grabbed.

##### Defensive stance (Tactical)

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

##### Disarm (Attack)

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. If the difference is 10 or greater, the character may decide to transfer the opponent weapon to his hand.

##### Entangle (Attack)

The character knows how to use weapons with the *Entangle* modifier like ropes or chains to do entangle attacks.

An *Entangle* attack works like a *Melee combat/Grab* attack that can be used to get a hold of the opponent limbs. If the entangle is successful, the character is considered to be in an advantage position.

The attacker may release the hold at anytime. The attacker may dodge action or parry any attack without losing the hold.

The same flexible weapon can be used to make multiple holds on the same or different opponents. Each time an entangle attack is successful, the maximum range of the weapon is reduced by 1. For example, if a rope with length 5 is successfully used to entangle an opponent the maximum range of the rope is reduced to 4. This also means that a rope of length 5 may be used to make 5 holds.

If the character knows the *Melee combat/Trip* specialisation, he may use it to cause the opponent to fall as part of entangle attack.

Entangle attacks can be part of a *Melee combat/Combo* move.

##### Fluorish (Attack)

The character knows how to do impressive manoeuvers with a weapon he has learned to use. This display is a mental attack to intimidate those with lower melee skills and does not provide any modifier in real attack or defence.

The character rolls a *Melee combat* attack with a +5 SR modifier. This attack uses APs as a normal attack but its intended to display the character skills only.

Every opponent looking at the character rolls a melee parry with their weapon of choice and add their Logic stat. This parry is mental and does not consumes APs.

Any opponent “hit” by this intimidation attack will immediately run from the attacker or lose as many APs as the *Melee combat/Fluorish* attack result.

Opponents that “parry” the flourish attack are not affected.

The flourish can be combined with any *Melee combat* specialisation effect for greater impression.

##### Grab (Attack)

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.

The hand used to do the *Grab* attack needs to be unarmed. If the grab is successful, the character is considered to be in an advantage position.

The attacker may release the hold at anytime. If the attacker does a dodge action or parries any attack using the hand that has the hold, then the hold is lost.

If the opponent is under a hold, a successful *Grab* attack from the opponent will invert the advantage position.

##### Hack (Attack)

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

##### Head butt (Attack)

The character knows how to attack with his head. A head butt is considered a blunt attack.

The character may attack with a head butt while under a *Melee combat/Bear hug* attack ignoring the additional modifiers (disadvantaged modifiers still apply).

If the character has the *Melee combat/Body slam* specialisation, he may do a head butt as part of the body slam, effectively doubling the damage of the attack. This is called a bull attack.

##### Kick (Attack)

The character knows how to do kick attacks. Kick attacks are more powerful than punch attacks dealing an amount of damage equal to the character Strength stat + 1.

Read *Chapter 6: Movement and combat* for more details on unarmed melee combat.

##### Knife hand (Attack) (Optional)

**The character must learn the *Academic/Anatomy* specialisation *twice* before acquiring this specialisation. This specialisation can’t be used if not learned. This skill can only be used on humanoids.**

The character knows how to attack an opponent vital points effectively shutting down his body. Knife hand attacks require the character to wear no hand protection of any kind, not even soft gloves.

A knife hand attack doesn’t deal damage by itself. and has a -4 SR.

The character has to announce if he wants to attack an opponent limb or torso. An opponent limb can be shut down with a single successful attack. The limb is clippled for 30 minutes.

The opponent body can be shutdown with 3 successful attacks to the torso. The opponent just drops to the floor unconscious for 30 minutes.

If the opponent is hit by four successful attacks, he loses half his hit points and is unconscious for 30 minutes.

If the opponent is hit by five successful attacks, he loses all his hit points.

If the character has the *Melee combat/Combo* specialisation, all the attacks can be delivered in a single sequence of attacks.

Any armour on the target points completely negates this specialisation.

##### Lightning strike (Effect)

The character can strike faster, but the attack is less precise. Any such attack cost -1 AP but has a -2 SR.

The character has to declare he wants to do a lightning strike before attacking. Lightning strikes can be used as part of combos.

##### Lock (Attack)

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

To do a *Melee combat/Lock* action, the character needs to have both hands unarmed. The grapple has to be started from an advantage position acquired by using a *Body Slam*, *Grab*, *Throw* or *Trip*. Once the lock is in position, the opponent can’t attack, parry or dodge.

Both hands are used for the lock. If the character does an attack, parry or dodge the lock is broken. The character may release the lock anytime.

*Optional:* Once the lock is in position, the character may do a strength attribute check against the opponent as an unarmed attack. If the attack succeeds the limb of the opponent (character choice) is crippled and the lock is broken.

##### Open hand (Attack)

The character knows how to do hand slap attacks that startle his opponents making them to lose precious seconds. Open hand attacks must be completely unarmed, not even protected by gloves.

An Open hand attack deals 1 point of damage plus the character Strength stat as AP damage. Effectively the attack does little damage but causes the opponent to delay any action due to the lost APs.

##### Pierce (Attack)

The character knows how to use weapons with the *Pierce* modifier (like rapiers or daggers) to do piercing attacks with the exception of weapons with the *Polearm* modifier.

##### Polearms (Attack)

The character knows how to use weapons with the *Polearm* modifier.

By itself, this specialisation allows the use of pole sticks to do blunt damage. A pole stick must not have any type of weapon attached (like axes or blades).

If the character knows the proper specialisation (like Hack, Bash or Slash), he may use weapons attached to poles. For example, a character with the *Hack* specialisation may learn the *Pole* specialisation so now he can use poleaxes.

##### Pommel strike (Attack)

The character knows how to attack using the weapon hilt. This is considered an unarmed attack with a +1 damage modifier. A pommel strike can be used when there is little manoeuvring space.

##### Power parry (Effect)

The character knows how to apply a counter force when he parries so that any attack is stopped. This is particularly effective against attacks which effects continue even when parried, including attacks with flexible weapons.

For example, a power-parried body slam causes the attacker to bounce off the defender, no longer causing the defender to fall. A power-parried Swing attack is stopped in the spot and it won’t continue affecting any other character.

In addition, if the character executes an unarmed parry (parry with -4 SR), the *Power parry* is considered an unarmed melee attack hitting the attacking opponent arm or leg with no chance for parry or dodge. The opponent may use any armour in the arm or leg to absorb damage.

##### Power strike (Effect)

The character knows how to make less precise attacks for higher damage. For each -2 SR on his attack he gains +2 damage.

##### Precise strike (Effect)

The character knows that taking a bit longer to do an attack makes it more precise. For each 1 AP he adds to his attack cost, he gains +2 SR.

The maximum Modifier which can be gained in this way is +4 SR.

##### Punch (Attack)

The character knows how to hit his opponent with a closed fist. This is most basic melee attack for any humanoid dealing an amount of damage equal to the character strength stat.

Read *Chapter 6: Movement and combat* for more details on unarmed melee combat.

##### Slash (Attack)

The character knows how to use weapons with the *Slash* modifier (like swords) to do slashing attacks with the exception of weapons with the *Polearm* modifier.

##### Sunder (Effect)

The character knows how to identify and hit an opponents’ weapon weak point. The character needs to use a blunt weapon to execute a *Sunder* attack.

A *Sunder* attack costs +2 AP. It works the same as a normal attack except that if the opponent parries the attack with a weapon (or shield), that weapon receives structural damage. Add the attack result modifier to the attacker Strength stat and reduce the opponent weapon material modifier. The difference is applied as a permanent negative SR modifier for that weapon.

For example, a character with Strength 4 rolls a *Sunder* attack of 12 using an iron mace (+0 material modifier). The opponent parries with his steel shield (+2 material modifier). The shield receives 2 points of structural damage so from then on the shield provides a -2 SR modifier.

If the attack is parried with an armour (Armour parry) then the armour damage absorption of the section used to parry is reduced by the structural damage.

If the attack is not parried, then the opponent receives normal damage *and* the opponent armour receives structural damage.

If the attack is dodged, then no damage is dealt. Leather or cloth armour can’t be sundered even if hit.

A damaged weapon or armour can be used to parry many *Sunder* attacks but the SR modifiers will accumulate. If the total SR modifers applied to a weapon or armour are greater than the weapon material quality, the weapon breaks.

##### Swing (Effect)

The character knows how to do a circular attack against all surrounding opponents. The character must not be on an advantage (or disadvantaged) position.

A *Swing* attack costs an extra +2 APs for the attack.

The character does a single *Melee combat* attack against all opponents in range. Opponents are free to parry or dodge as usual. Each time an opponent parries the attack or is hit, the maximum damage is reduced by 2. An opponent dodging the attack does not reduce the damage.

##### Throw (Attack)

The character knows how to use his opponent strength and momentum on his favour. A throw can be used as an attack or defence. Throws are considered unarmed attacks. The character can throw any opponent with a weight up to his power load stat.

If used as an attack, the character must have at least one hold on the opponent (read *Melee combat/Grab*). If the character has two holds, the *Throw* attack gets a +5 SR modifier.

If used as defence, the character rolls a *Throw* attack instead of a parry. If successful, the opponent is moved up to a number of meters equal to the opponent Strength stat (defender choice), in the same direction the opponent is facing and is prone.

##### Trip (Effect)

The character knows how to entangle the opponent legs so he falls to the ground. This attack only works on walking bipedal creatures.

An attack with *Melee combat/Trip* deals no damage, however the opponent can’t parry, only dodge. If the attack is successful, the opponent falls to the ground and is prone.

##### Two handed (Attack)

The character knows how to wield a single handed weapon using two hands, making each attack more precise and stronger. A *Two handed* attack provides a +2 SR and +4 damage to each attack.

As both hands are used to hold one weapon, the off hand can’t be used to hold another weapon or shield and can’t be used for parry. However, the character my still use the *Armour parry* skill to parry attacks.

The weapon used must have a handle that can comfortably accommodate two hands like a two handed sword, mace or axe.

#### Metalworking (Memory) (Optional)

*Only available if crafting rules are allowed.*

The character knows how craft items that require metalworking. He knows all the forge processes from keeping the fire on the precise temperature to heat each 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 usually known in towns as a whitesmith (cold metal, no forge) or a blacksmith (hot metal, forge).

Crafting items require a recipe that can be created using the *Mechanics* skill. Once a recipe is acquired many items of the same type can be crafted.

##### Armourcraft

The character knows how to craft metallic armour that require the *Metalworking/Armourcraft* specialisation including breast plates, greaves, bracers, helmets, boots and even full body plate suits.

##### Artificer

The character knows how to craft small mechanical items that require the *Metalworking/Artificer* specialisation like locks, clocks.

##### Blade weapons

The character knows how to craft items that require the *Metalworking/Blade weapons* specialisation like daggers, swords and axes using metals.

##### Founder

The character knows how to craft and repair items that require the *Metalworking/Founder* specialisation like big metal structures. This may go from statues, to siege weapons, battleship cannons, ship armour, even fully metallic ships if allowed.

The *Mechanics* skill may be used to design (or create a blueprint) of the parts to be forged.

##### Gunsmith

The character knows how to craft weapons that require the *Metalworking/Gunsmith* specialisation like handheld guns and crossbows.

##### Jeweller

The character knows how to craft jewels that require the *Metalworking/Jeweller* specialisation like rings, earrings, pendants, etc. While he doesn’t know how to work a gemstone, he knows how to fit them securely into the jewels.

##### Metallurgy (Advanced)

The character knows how create recipes that 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 200g of diamond dust (quality 50) and 800g of steel (quality 10). He mixes both to get: (200 \* 50 + 800 \* 10) / (200 + 800) = 18

So the character creates a Steel-Diamond alloy of quality 18 and a Modifier of +3.

A metallurgy recipe follows the same rules as any other recipe.

Only gemstones, metals and carbon can be combined. Nature materials (wood, leather, etc) can be transformed into carbon with 10 points less quality than the original material.

##### Weaponcraft

The character knows how to craft any metallic weapon other than blades that require the *Metalworking/Weaponcraft* specialisation including maces, (flexible) chains, arrow heads, throwing knifes, caltrops, etc.

#### Music (Precision)

Music is a performance skill. Read more on the Skills and Specialisations, Performance skills in this chapter.

The character has developed a good sense of tempo and an ear for sounds. He can learn a tune just by listening it a couple times and is able to read and write musical scores.

##### Compose

The character knows how to write a musical score (no lyrics) combining multiple musical instruments. A musical score is a performance recipe.

A composition is not just a popular song that lasts for a couple minutes, it may be a long and complex mix of instruments and notes that may require a high ability to play.

The following table gives an idea of how complex some music may be. Even then it is perfectly fine to have a solo play with a high DR that only very experienced musicians can play.

|  |  |
| --- | --- |
| Type | DR |
| Kids | 5 |
| Popular | 10 |
| School Band | 15 |
| Professional band | 20 |
| Symphonic piece | 30 |

A composition takes one week per DR point to finish. The character can only work in one composition at a time.

If the character has the *Language/Poetry* specialisation, he may add lyrics to the composition.

##### Musical instrument

The character knows how to use one particular musical instrument (flute, guitar, lute, piano, bagpipes, etc)

Note that a character with the Music skill may use any musical instrument as untrained.

##### Rhythm

The character knows all popular songs and dances of a country. A popular song is any song with a DR lower of equal to 10. Patrons in bars and taverns love listening to those songs and will give good tips for the right song.

##### Sing

The character knows how to hit the proper notes using his voice. The DR for singing is the same as the composition DR.

If the character has the *Stagecraft/Fast talking* specialisation, he can improvise and alter lyrics or notes in the spot.

##### Whistle

The character can whistle in such complex ways his whistle is considered a musical instrument.

In addition, he may imitate birds with such precision that someone actively listening someone listening must do a *Stealth/Detection* check to detect the whistler.

#### Negotiation (Willpower)

The character knows how to barter the price of goods and weapons and, in higher levels, work out treaties between nations.

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

##### Appraising

The character knows for to estimate the value of a situation or object. While this is a crucial skill when buying or selling goods, it is especially useful when the negotiation does not involve real money like when negotiating a hostage situation or peace between nations.

For every result point in the *Appraising* check, the character gets a 5% approximation in the price.

In simple game terms, the GM must provide a value that is “in the result range”, be it lower or greater than the original price.

For the math inclined, the appraise falls in the range:

**[price \* result \* 5 /100, price \* (2 - result \* 5 /100)]**

For example, the GM secretly judges the price of a sword is 50gp. The character rolls an *Appraising* check and gets a 12 so he is 60% accurate in the price. That is the GM may tell him any value from 30gp to 70gp so the GM decides to tell him the sword is worth 60gp.

##### Bribery

The character knows everyone’s cooperation can be bought for a price. He knows the current ongoing “bribe rates” and the goods most valued by each individual. He may even know corrupted individuals who will willingly cooperate for the right compensation.

The DR for the skill depends on the favour the character is asking and to who is he asking. This value can be increased by the target character loyalty to a cause, social position and power or lowered depending on how corrupt the character is. For example, asking a guard to “forget” to confiscate a sword might be a simple thing (DR 4). However, asking the same guard to betray his city and open the gates to an invading army will have a very high DR (maybe 20).

If the skill check succeeds, the character learns what his target wants for providing his services (money, power, favours, an item, etc). The target will help if the payment is good.

|  |  |
| --- | --- |
| Leverage | SR |
| 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 |

Note, while Bribery and Manipulations work in a similar way, bribing is done in beneficial terms, with no coercion and where both parties reach a beneficial outcome.

##### Diplomacy

The character knows how to read his opponents and find out what they are really interested in.

The character rolls a *Diplomacy* check to estimate what his opponents may be interested in. The higher the check the more accurate the estimation is. The GM should provide a name of something interesting for the opponents based on the result.

The Diplomacy skill check result modifier can be applied to any negotiation with this opponent as long as the interest item is part of the negotiations.

Knowledge is important in diplomacy and the GM may apply some check modifiers to the *Diplomacy* check depending on how well the character knows his opponents. If the character has never known, seen or talked to their opponents then he gets a -5 SR while if he has studied the opponent culture, people and interests he may gain a +5 SR.

It is suggested to roll Diplomacy as a blind check, meaning the player must roll the check but only the GM can see the result. This means if the result is a very low value, the GM may provide the player with the name of something that is offensive to the opponent beliefs effectively insulting the opponents.

##### Haggling

Haggling is an art where both sides take an initial position. Then small stakes are agreed and for each stake both sides roll skill checks with the winner keeping the stakes.

For example, Belgar wants to but a new axe. The seller asks 30gp for the axe while Belgar wants to pay 15gp (the initial position). Both decide to go for negotiation for 5gp (the stakes). Both roll their *Haggling* checks and Belgar loses. So now Belgar agrees to pay 20gp and the negotiation continues.

Each time a side loses, it receives a +2 bonus on the next stakes negotiation. In addition, there may be bonuses or penalties assigned by the GM to one of the sides. For example, keeping a number of hostages makes for high negotiation bonuses.

Any side may retire anytime if they feel they are losing unless there is some condition that prevents it.

##### Manipulation

The character knows how to coerce a target into doing his will. This can be done in two ways: one is by gaining the target character trust then planting ideas so the target thinks what he is doing is the best for himself; the other is by procuring some hidden or dark secret about his target (by buying information, gossiping, bribing, hiring spies or thieves to get into the target house and steal some papers, or maybe manipulating other people) and using it as leverage to blackmail his target into doing something.

The player can gain skill check bonuses based on the confidence the target has on the character. If he is family, lover or a close friend the character gains bonuses; but if the target hates the character, there is a penalty on the check.

The base DR for the skill is the three times the targets’ character Willpower (3\*Willpower). This value can be increased by the target character loyalty to a cause, a person, its social position and power.

|  |  |
| --- | --- |
| Leverage | SR |
| Target is a friend | +3 |
| Target is an old friend | +6 |
| Target is family/brother | +9 |
| Target is the father/mother | +12 |
| Minor secret | +2 |
| Medium secret | +4 |
| Large secret | +8 |
| Family secret | +16 |
| Life destroying secret | +32 |

The GM should assign an SR modifier depending on how important or darkest the secret is to the target and how much the target may lose if the secret is exposed.

If the attempt is successful, the target will do anything the character requires.

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.

#### Outdoor (Perception)

The character knows how to survive in the wilderness. He knows how to find shelter and food, how to navigate and follow tracks and how to recognise and handle animals. The *Academic/Naturist* skill result bonus can be added to any *Outdoor* check.

##### Animal Handling

The character understands the mood and feelings of different 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.

The base DR for this skill is the animal level. A successful check means the animal is not scared of the character and won’t run away. An excited or scared animal is harder to calm or befriend.

A befriended animal won’t attack the character and may even accept simple commands that won’t go against its own nature (i.e. a bear won’t abandon its cubs but will share some food).

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) or even allow to be mounted.

|  |  |
| --- | --- |
| Condition | SR Modifier |
| Befriend | -5 |
| Target is an Alpha | -3 |
| Character considered Alpha | -5 |
| Bird | -1 |
| Fish | -2 |
| Amphibian | -3 |
| Insect | -4 |
| Hostile | -2 |
| Hungry | -1 |
| Ravenous | -2 |
| Scared | -2 |
| 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.

A pack of animals can be handled. Add a -1 SR per animal in the pack (in addition to the -3 SR for the Alpha). Tasty morsel can be applied independently for each animal in the pack.

##### Camouflage

The character knows how to disguise himself using bits and pieces of plants, soil or rocks in order to blend with the terrain. He may make himself undetectable as long as he is immobile or moving really slow.

The character needs at least 20 minutes to prepare his camouflage; any minute less is used as a negative SR modifier. In addition, for every 5 minutes he uses preparing his camouflage over the 20-minute minimum he receives a +1 SR modifier with a maximum of +5 SR.

This specialisation works as the *Stealth/Hide* specialisation except that it can be done during daylight and in the open. The character may be hiding in a plain in front of an opponent and not be noticed at all. However, it can’t be used in city environments.

The *Outdoor/Camouflage* skill result is used as the DR an opponent using *Stealth/Detection* must beat in order to detect the character.

|  |  |
| --- | --- |
| Condition | SR Modifier |
| Moving | -5 / metre moved per second |
| Per 5 mins over 20 mins | +1 |
| Per min under 20 mins | -1 |

##### Fishing

The character knows how to fish even if he has no obvious tools (fishing rods, line, sinker, etc). He knows how to prepare a fishing trap or a crude fishing spear from branches or other natural materials. The character can setup any number of traps per day as long as he has enough materials.

The DR for this skill is equal to the DR of the creature being fished. For normal common fish (to eat) just use a standard DR of 4 and the skill result modifier are the number of fishes caught.

|  |  |
| --- | --- |
| Condition | SR Modifier |
| No fishing apparel | -5 |
| No bait | -2 |

##### Hunting

Your character knows the best places where to find potential prey and how to set traps to capture it. He knows how to set traps and even make them from branches or other natural materials. The character can setup any number of traps per day as long as he has enough materials.

The DR for this skill is equal to the DR of the creature being hunted. For normal pray (rabbits, birds) just use a standard DR of 4 and the skill result modifier are the number of animals caught.

##### Knots

The character knows how to use knows for diffe

##### Navigation

The character knows how to use landmarks, the sun, stars, moss in trees or any other 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.

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

For each point under the orientation DR 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.

The character may use some tools to improve his SR:

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

##### Riding

The character knows how to ride a creature. This skill can be learned for different mounts. There is no restriction on the mount type except that it has been previously trained, 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 | SR Modifier |
| Befriended | +1 |
| Docile | +3 |
| Flying | -3 |
| High spirited | -2 |
| Mount attack | -2 |
| No harness | -2 |
| Risk mount life | -3 |
| Rough terrain | -Depends on the terrain |
| Run | -3 |
| Sprint | -5 |
| Battle | -3 |
| Untrained | -2 |
| Unusual body (i.e. insect) | -2 |
| Unwilling | -5 |

Multiple modifiers can be applied at the same time. 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.

##### Survival

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 crude clothing and equipment out of natural fibres, branches or animal hides.

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 but enough to survive. The menu will probably be spiders, ants, worms, roots, lichen, bark, weeds and maybe some murky water but 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 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 |

##### Tracking

The character knows how to read the terrain in order to determine what happened in a place. A broken branch, a small depression where a foot crushed some blades of grass, a rock where dust have been brushed off, every mark is like an open book to the tracker.

The DR 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 -2 accumulative penalty.

The GM may require a tracking check as frequently as he considers necessary.

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

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 modifier is used as a penalty against the tracker. A target covering his tracks can’t move faster than jogging.

#### Ranged combat (Precision)

The character knows how to calculate distance and trajectory allowing him to throw or fire weapons at remote targets with precision. Each specialisation represents a new way the character may attack his opponents. Ranged combat specialisations are divided in attacks, effects and tactical.

The character may combine one attack and multiple effects in a single attack as long as he pays for the cost and they make sense (or the GM allows it).

Tactical ranged combat specialisations provide new combat options. They are not checked.

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

Ranged combat is an essential skill for spell casters.

##### Bow (Attack)

The character knows how to use weapons with the *Bow* modifier (like short or long bows) to fire arrow missiles.

##### Flexible (Attack)

The character knows how to use weapons with the *Flexible* modifier like chains, lasso or whips, to do *Flexible* attacks. A flexible attack is considered a ranged attack so the check receives a -1 SR modifier for each attack range.

A flexible weapon has the advantage that, if the attacker attacks with a -4 SR, the weapon can bend and hit around obstacles even if the opponent successfully blocks with a weapon (or shield) or even if its hiding behind some cover. A flexible attack may effectively negate cover.

If the character knows the *Melee combat/Disarm* specialisation, he may do a disarm attack with a flexible weapon.

Flexible attacks can be part of a *Melee combat/Combo* move.

##### Hand gun (Attack)

The character knows how to use ranged weapons with the *Hand* modifier (like small crossbows or pistols).

##### Heavy gun (Attack)

The character knows how to use ranged weapons with the *Heavy* modifier. These are usually larger versions of the long guns and require both hands to use effectively.

##### Heavy throwing weapons (Attack)

The character knows how to use weapons with the *Heavy throwing* modifier. In addition, he may throw any hand weapon not designed to be thrown like axes or swords (the attack check uses the *Ranged combat* SR).

##### Long gun (Attack)

The character knows how to use ranged weapons with the *Long* modifier (like crossbows, blunderbuss, muskets or rifles). Long guns require both hands to use effectively.

##### Long throwing weapons (Attack)

The character knows how to use weapons with the *Long throwing* modifier like throwing spears or javelins.

In addition, he may throw any polearm weapon not designed to be thrown (the attack check uses the *Ranged combat* SR).

##### Long shot (Effect)

The character knows how to make a missile travel further. He gains one more distance range when using any ranged attack. There is no SR or AP modifier for using this effect, however range modifiers will accrue.

##### Multiple targets (Effect)

The character knows how to fire multiple arrows at the same time. For each additional target to the first one, the attack receives a -2 SR and +2 AP modifiers for all the targets. A single attack roll is done but the targets may roll a parry or dodge independently.

All targets must be within a 45-degree cone and should be declared before the attack.

All the targets may all be on the same character allowing for multiple attacks on the same opponent at the same time.

This skill can be used with weapons with the *Bow* and *Small throwing* specialisations only.

##### Point blank (Effect)

The character can make fast but still accurate attacks when an opponent is in close range.

Any ranged attack on an opponent in close range gets +2 SR.

This specialisation can be picked twice.

##### Power shot (Effect)

The character knows how to make less precise attacks for higher damage. For each -2 SR on his attack he gains +2 damage.

This skill can be used with weapons with the *Bow* and *Throwing* modifiers only.

##### Precise targeting (Effect)

The character knows that taking a bit longer to do an attack makes it more precise. For each 1 AP he adds to his attack cost, he gains +2 SR. The maximum Modifier which can be gained in this way is +4 SR.

##### Quick aim (Tactical)

The character knows how to attack faster but with less accuracy. Each ranged attack costs -1 AP but has a -2 SR.

##### Quick recharge (Tactical)

The character knows how to quickly refill his gun ammunition, be it on a feeder (magazine) or directly on the gun.

The character needs 2 AP less to fully recharge the weapon or feeder. This perk can be picked multiple times but the recharge AP cost can’t be less than 2.

##### Quick reload (Tactical)

The character knows how to quickly change a gun feeder (magazine).

The character uses 1AP less to change the weapon feeder (default 5 APs). The character may pick this perk multiple times but the reload AP cost can’t be less than 1.

##### Ricochet (Effect)

The character knows how to make a missile rebound on another object before hitting a target allowing the character to hit an opponent from unexpected angles.

The attacker must declare the final destination to hit before the attack. If the target is not visible and the character is guessing a position, the attack will hit the desired spot but the target may not be there anymore.

The point where the missile rebounds must be made of metal or stone.

The attack receives a -4 SR and +2 AP modifier. In addition, any damage dealt by the attack is reduced by 4 points.

If the attack succeeds, the missile will hit the desired position like it was fired from the rebounding object. Any cover on the target must be considered from the rebounding position and not from the attacker position.

Ricochet can’t be combined with the *Multiple targets* effect.

##### Small throwing weapons (Attack)

The character knows how to use weapons with the *Small throwing* modifier like darts or throwing knifes.

In addition, the character may throw any rock with a weight of less than 250gr

#### Sleight of hand (Precision)

When this skill is acquired, the character MUST select the *Concealment* specialisation. He may select other specialisations as he goes up in levels.

The character knows how to distract his target while his hands move fast and deftly doing something else like picking a pocket or hiding an object. Targets must be at least of neutral disposition or unaware of the character to be affected by Sleight of hand.

*Sleight of hand* tricks are designed to work in small objects that fit on the character hand. Some of the specialisations can be used with larger objects but carry some penalties.

It is possible to combine specialisations to make more complex tricks but each check should be rolled separately. For example, a *Card trick* that uses *Pick pockets* the *Produce* to make a chosen card (i.e. ace of spades) appear in the target character pocket in a different suit (i.e. ace of hearths), then use *Transpose* to change it to its final suit (i.e. spades).

Another example, if a target character is holding a dagger, the character may use *Pick pockets* to get the dagger then for a *Transpose* to change the dagger for a stick.

The character may use his *Stagecraft* skill result modifier as an SR modifier for the *Sleight of hand* checks.

Sleight of hand skills are also favoured by thieves.

##### Card tricks

The character knows how to make the cards dance to his will. The character can do all the classic “choose your card” games and variants.

If the character has the *Ranged Combat/Small throwing weapons* the character can use the cards as throwing knifes with an SR of -2 due to the lesser weight.

In addition, the character may add his *Sleight of Hand* skill result modifier to any game he is playing that involves using cards as a “luck” modifier.

##### Concealment

The character knows how to hide small objects under his clothes without bulges or points that may give away he is hiding something. This objects are considered his concealed stash and he may use other specialisations to make objects appear or disappear from his stash.

This specialisation can be taken up to five times, each time the character is allowed to conceal up to 200 grams of objects (accumulative) on each limb, body or head without being noticed.

This concealment is not supernatural in any way. While the hidden objects are not noticeable on plain sight, if the character is frisked (i.e by guards) then the objects will be found. However, under normal conditions, the character may carry knifes, swords, arrows, etc under his clothes without being noticed.

##### Escapist

The character knows how to break free from knots or straight jackets. The DR for this skill is the DR of the restraining device or knot.

The character may sacrifice health to get SR bonuses, for each point of health sacrificed he gains a +1 SR. This damage can be described as dislocating joints, stretching or contracting muscles, cutting or scratching himself to use blood as lubricant, etc.

##### Juggling

The character knows how to continuously toss and catch a group of objects so that most of those objects are kept flying on the air at any time. The objects should be small like stones, balls, cones, rings, etc.

The DR is 5 plus 2 per object to keep in the air. So in order to keep 3 objects in the air the difficulty is 11.

The check has to be rolled every 5 seconds.

If the character has the *Ranged combat/Small throwing weapons*, the character may use small weapons like knifes as the juggling objects. Also he may throw all the objects currently in the air as multiple very fast but imprecise attacks. Each of those attacks has a cost of 1 AP, a -4 SR, and they can’t be combined with any effect that reduces the AP cost.

##### Pick pockets

The character knows how to relieve a target character of their worldly possessions without him even noticing.

The DR for this skill is usually 4 but has modifiers depending on how secure is the object.

|  |  |
| --- | --- |
| Condition | SR Modifier |
| Wrist watch | -1 |
| Object in front pocket | -2 |
| Object in back pocket | 0 |
| Tied to his side (purse) | 0 (special) |
| Belt | -4 |
| Tight in his hand | -10 |
| Target unaware | 0 |
| Target aware | -3 |
| Target hostile | -10 |
| Put object back | -2 |

Regardless of the check being successful or not, the target is allowed a *Mental/Observation* skill check to detect the pick attempt with the DR equal to the *Pick pockets* skill result.

For objects tied to the target body, the DR is equal to the character *Outdoor/Knots* skill result while tying the knot.

This skill can also be used to put objects in another person possession without him noticing.

##### Produce

The character knows how to make things appear into his hand. The objects should be in their concealed stash.

Objects to be produced are usually considered as size 0. If the character adds a -1 SR per size category, he may make larger objects to appear (people, cars, etc). This, however, requires a stage and specialised props and can’t be done on the street.

Any character may roll his *Mental/Observation* skill with a DR equal to the character *Sleight of hand* result to detect the trick.

If the character also has the Vanish specialisation, he also knows how to quickly and seamlessly switch objects like changing a card for another, a black mouse into a white mouse. This effect may also be used to restore an object that was cut, burned, or otherwise destroyed to its original form. This requires having a copy of the object in his stash.

##### Transpose

The character knows how to make things change position and appear in a different place (in another table, behind a window, in the pocket of another character, etc).

The base DR for this skill is 4 but the character must be able to reach the starting and end points and they should be no more than 1 metres of distance. For each additional metre the check receives a -2 SR. Larger objects can be transposed at a -2 SR modifier per size category increase.

##### Vanish

The character knows how to hide small objects under his clothes without the audience noticing he is getting them. For example, he might get some silverware from a table and hide it in his shirt while he is distracting his host with a charming conversation.

Items that can be quickly vanished include most street magic props (coins, balls, small animals, cards), silverware, watches, wallets, bags of coins, jewellery.

This skill is most useful paired with the *Sleight of hand/Concealment* specialisation as it allows storing more items at the same time.

Objects to be vanished are considered as size 0. If the character adds a -1 SR per size category, he may make larger objects to vanish (people, cars, statues, etc). This, however, requires a stage and specialised props and can’t be done on the street.

Any paying attention may roll his *Mental/Observation* skill with a DR equal to the character *Sleight of hand* result to detect the vanish.

#### Social (Willpower)

The character knows about social structures, ranks and knows how to identify families by genealogy and family crests. He knows how to treat each social class and how to behave in different occasion. He is also a master of small talk and knows how to charm people with his charismatic remarks.

The base DR for this skill is 4 but it may carry modifiers depending on how secretive a particular organisation is.

Even if the character is visiting a foreign country, he has a knack for quickly noticing who is who and how to treat them. He gets a -5 SR for the first day but this modifier is reduced by 1 every day he becomes in contact with the culture.

This skill is useful for diplomats and merchants.

##### Etiquette

The character knows how to behave in a social meeting (balls, parties, promotions, funerals), how to address a person by title or rank gestures, proper salutations, the best words or phrases to say at the proper time and how to handle himself eating or drinking. He may add his *Etiquette* skill result modifier whenever he talks or negotiates with a high rank individual on that organisation.

##### Flirting

The character knows how to charm a target character with your verbal skills. This is most powerful when combined with the Language skill.

The DR in this case would be how hard is for the target person to reciprocate the gestures. Some characters may be more open than others and will respond to different stimuli (richness, clothing, good looks). The DR and SR should reflect this.

The character is free to use any attribute instead of *Memory* for this skill depending on his target character.

##### Gossip

The character knows how to collect gossip about people’s secret doings. The character may get this gossip from different places like pubs, house servants, beggars and thieves guilds (if he can find them) but everybody knows the juiciest gossip can be found at the market.

Gossip are a secondary benefit of people interaction. It will come after a business transaction, or maybe will be a beggar’s way to give back something or from the bartender after you pay a fat tab. The character just needs to declare he wants to get some gossip and the GM should provide some random fact.

As gossip, half of what is learned may be truth, half may be false. The character Social/Gossip check is added to the 50% of truth of the gossip so for example a character getting a skill check result of 20 means what he learned has a 70% chance of being true.

Even if it not completely true, some gossip may be worth following making it an invaluable tool for investigators. A high skill result may give a “solid” gossip.

The GM may assign some SR modifiers depending on how focused is the information he is looking for:

|  |  |
| --- | --- |
| Condition | SR Modifier |
| General gossip | 0 |
| Gossip on a group or association | -4 |
| Gossip on a house | -8 |
| Gossip on a member of a family | -12 |
| Gossip on what a person is doing at night | -16 |
| Gossip on what a person is doing at an hour | -20 |

Some skills result modifiers may be added to the *Social/Gossip* check. For example, *Social/Lineage* may be combined when looking for information on a family member. Or *Negotiation/Haggling* can be used if getting the information as part of a trading deal.

##### Heraldry

The character can recognize a house, army, squadron, guild, or any other respectable social organisation by the colours or symbols of their banners, emblems, adornments, jewellery, tattoos, face painting, graffiti, etc.

If the character has *Mental/Observation* he might even possible to identify obscure crests from secret organisations. This carries a -5 to -10 SR depending on how secretive that society is.

Recognising a symbol doesn’t give any insight about the internal organisation of that group, how to contact or communicate with them, it just allows identifying its presence.

##### Lineage

The character knows about relationships, parent, child, siblings of a family. He knows who is who in the family, the most prominent and important members, personal fortune, mental family illness, etc.

This information is useful in order to navigate in the social ladder. It also helps uncovering little secrets that may be used by the *Negotiation/Manipulation* skill. For each skill result modifier, the character may ask the GM for a small family detail. The GM may provide a DR to see if a particular secret can be uncovered.

##### Protocol

The character knows the adequate steps required for every ceremony, the moments to stand up, down, bow, specific phrases to repeat, gestures to make, etc.

This skill is required for some priests in order to officiate a religious ceremony or for some official matters where some steps are required to gain the favour of an organisation. They may be required to start a negotiation. The DR for a specific ceremony depends on the GM.

There is always at least one protocol specialist in every court or high level house.

#### ***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.

The character can add his *Stagecraft* skill result modifier as a modifier to any *Melee combat* attack. 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.

*Feign injury* increases the AP of the attack by 1.

##### 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.

|  |  |
| --- | --- |
| 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, an opponent gets a negative modifier equal to the character Acting skill result modifier in his next action against the character.

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 SR 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.

A listener may roll a *Stealth/Detection* or a Perception check to disbelief the mimicry with a DR equal to the Stagecraft check result.

##### 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.

#### Stealth(Perception)

The character knows how to move around without being detected. He knows how to hide using the environment, and how to use shadows to sneak behind his opponents. He moves like the whisper of a shadow.

The character also knows how to identify the best observation spots, guarded zones, hidden doors (along with triggering mechanisms) and secret stashes.

The DR of any *Stealth* attempt depends on *Detect* stat of any character (or guard) in the area. Different characters have different *Detect* stats and may be engaged in different situations so the DR may vary. A single *Stealth* check is done and any character in the area that can detect the character will do so.

This DR can be modified depending on the situation of the target:

|  |  |
| --- | --- |
| Condition | DR |
| Sleeping | -2 |
| Deafness | -1 to -10 |
| Helmet | -2 |
| Aware of the character | +4 |
| Alert | +2 |
| Distracted | -1 to -4 |

A target character (or characters) can be distracted in different ways. Some examples would be by doing some small talk using *Social/Flirting*, doing some street magic with *Sleight of hand*, doing some scandal using *Stagecraft/Fast talking*, or maybe starting a dissertation using *Language/Speaking*. Characters are free to invent their distractions. The Detect DR is decreased by the skill result modifier of whatever skill is used for the distraction.

If the target character is alert, then the DR increases. Characters are not usually in an alerted state. Alert only occurs if the target is in a situation that requires all his attention like during a battle. A character can declare he is in alert state anytime but this state only lasts for a number of minutes equal to his Willpower attribute.

Characters needs to actively inform the GM they are alert but not more than three times per in-game hour. Alert state can’t be used while sleeping.

If the target is aware of the character presence, then the DR increases substantially.

##### Find secret

The character has developed an eye for finding secret doors, hidden compartments in furniture, double bottoms in a chest, moving pictures, etc.

The DR for this skill is the quality (or build DR) of the target device. The detection attempt takes around 10 seconds per device tested or per 3 metre section of wall.

A successful check means the character knows something is there, however it does not provide the knowledge on how to reveal or unlock it.

The opening process may be simple (i.e. move a picture frame hanging from the wall) or may be quite complicated (find a button that activates a hidden door). The character may roll a check with a -10 SR modifier against the device quality (or build DR) to find out how to open it but this attempt takes 5 minutes.

The character may roll a *Metalworking/Artificer* against the device quality (or build DR) to locate the opening mechanism. This takes just one minute and does not incur the -10 SR modifier.

The device may have additional locks that can be unlocked rolling a *Mechanics/Locks* check.

##### Hide

The character knows how to use his environment to hide. He knows how to use shadows and how to make best use of his outfit to blend with his environment. He may make himself undetectable as long as he is immobile or moving really slow.

Low light conditions will help the hiding attempt, providing a modifier opposite to the current light condition SR. For example, a Very low light condition provides a +2 SR to the Hide attempt.

If the character has the *Acrobatics/Contortionist* specialisation, he may even fit in unexpected places like holding in the ceiling between two roof supports, inside cabinets, behind curtains (and not showing any bulge), under low beds, etc.

The character may be hiding in a plain in front of an opponent and not be noticed at all.

|  |  |
| --- | --- |
| Condition | SR |
| Light conditions | Opposite to light SR |
| Clothing | -5 to +5 |
| Hiding in plain sight | -2 |
| Crowd | +2 |
| Walking | 0 |
| Jogging | -2 |
| Running | -4 |
| Sprinting | -6 |

Someone working at night will prefer wearing dark clothes that provide a better camouflage while someone walking in public will prefer clothing that blends with the environment. If the clothing the character is using is definitely out of place (i.e. a bright red outfit while everyone else is wearing yellow or very elegant and expensive clothes when everyone around him is using commoner clothing) then he gets negative modifiers. The GM should decide how much the character blends in (or out) and provide adequate modifiers.

##### Move silently

The character knows how to move without making any noise. He knows how to step and balance his body in order to minimise the sound of any footstep on stone or avoid the creaking sounds of wood under his weight.

The *Acrobatics/Move Silently* check is affected by some conditions:

|  |  |
| --- | --- |
| Condition | SR |
| Very quiet | -3 |
| Quiet | 0 |
| Normal | +2 |
| Noisy | +5 |
| Metal heel shoes | -3 |
| Wood heel shoes | -2 |
| Hard leather heel shoes | -1 |
| Soft leather/cloth shoes | 0 |
| Full metal plate armour | -4 |
| Metal armour (ring, plates) | -3 |
| Wood armour | -2 |
| Hard leather armour | -1 |
| Soft leather/cloth armour | 0 |
| Metal weapons | -1 |
| Extra gear (backpack) | -2 |
| Dry leaves on the floor | -10 |
| Moving slowly (Walk half speed) | 0 |
| Walking | -2 |
| Jogging | -4 |
| Running | -6 |
| Sprinting | -8 |

Some special armour and shoes sold only to members of the guild or assassins guilds are specially designed to muffle sounds thus reducing the armour modifiers.

##### Security

The character knows how to setup or identify security personnel in a dwelling, fortress or encampment. This allows him to predict where guards might be placed, identify patrols and the time for change of guards. He also knows sounds or messages used by guards to alert or communicate information, and the time it will take guards to reach to a target location.

In order to roll a check, some knowledge of the building or area is required, may be from previous exploration or in the form of a map or plan from a spy.

|  |  |
| --- | --- |
| Condition | SR |
| No knowledge | 0 |
| Seen quickly | +1 |
| Plans | +2 |
| Detailed blueprints | +3 |
| Worked there | +4 |
| Lived there | +5 |

For every point of skill result modifier, the GM should disclose one fact on the security of the place.

#### Stoneworking (Memory) (Optional)

*Only available if crafting rules are allowed.*

The character knows how to work with stone. He knows how to cut and shape stone and how to mix and bake clay to make bricks and even pottery.

Crafting stone items require recipes. Making an object with stone depends on the quality of the stone.

##### Blade weapons

The character knows how to craft items that require the *Stoneworking/Blade weapons* specialisation like daggers, swords and axes using stone.

##### Fixer mason

The character knows how to create fixtures, tiles and external cladding for a building. He knows how to cut small colourful stones then join them in intricate patterns depicting artistic scenes. He knows how to polish stone to make it stand out and how to combine materials to provide a better look and feel.

This is an extremely specialised type of mason highly sought by nobility and upper classes to take care of their homes.

##### Mason

The character knows how to build structures out of bricks and stones. He knows how to mix clay with other materials (straw, sand, etc) to make the most appropriate bricks for the climate. He knows how to perfectly cut stone so it fits and how to prepare mortar or other methods to solidly join bricks and stone together. He knows how to evaluate the ground and make the appropriate foundations for a building.

The DR for this skill depends on the building complexity. See the Drawing/Architecture specialisation for a list of DRs on different structures.

Building a structure takes one month for each DR point. A number of people equal to DR \* DR are required, most of them with some degree of masonry knowledge. If not enough people is available increase the time appropriately.

##### Pottery

The character knows how to mix, shape and bake clay to produce ceramic items like pots (cooking or chamber), dishes, cups, storage containers. The character can make earthenware, stoneware and porcelain.

This specialisation requires the character to have appropriate tools (the oven) and high quality pigments.

The character can make 1 cubic metre of finalised goods per check. The check result represents the quality of the produced goods. As usual, normal everyday items have a DR of 4. It takes one hour per result point to finalise a single batch (i.e a result of 20 means 20 hours are required to finalise one batch of goods fitting on a 1 cubic metre box).

If the character has the *Stoneworking/Sculpture* specialisation, he can make porcelain or terracotta statues. The clients may require a minimum DR for each sculpture.

##### Sculpture

The character knows how to carve stone to make a representation of a person or object.

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.

The the quality of the stone and tools the tool modifiers are added to the SR. The skill check result is the sculpture quality. Creating a sculpture takes one week per skill check result point.

Apart from any agreed remuneration, a sculpture 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* specialisation, he may add his *Academic* skill check result modifier to the SR when sculpting a humanoid figure.

##### Weaponcraft

The character knows how to craft stone weapon that require the *Stoneworking/Weaponcraft* specialisation. This usually includes maces, bolas, arrow heads, throwing knifes, caltrops, etc.

#### Streetwise (Loyalty)

The character knows how things work in the city. He knows where to go to find things, who to ask to get information and who to talk to get favours and who pulls the strings in the underworld.

Even if the character is visiting a foreign country, he has a knack for quickly noticing who is who and how to treat them. He gets a -5 SR for the first day in a city but this modifier is reduced by 1 every day he becomes in contact with the culture.

This is an important skill for anyone whose field of work is in the street.

##### Bribery

The character knows everyone’s cooperation can be bought for a price.

This specialisation works exactly as *Negotiation/Bribery* but in a lower scale. Its about asking and giving small favours here and there. Sometimes money or small goods (tobacco, alcohol, food) are involved. The maximum DR for *Streetwise/Bribery* is 10. For “serious” bribery, the *Negotiation/Bribery* specialisation is more adequate.

##### Guild

The character can recognize the presence of a guild by the colours or symbols of their emblems, adornments, jewellery, tattoos, face painting, graffiti, weapon marks, etc.

While the symbols might be visible at plain sight, its meaning may be lost for the normal population. For example, the character may see a blue flower next to a red flower in the left corner of a window with yellow drapes and know it’s a ingredients shop for the healers guild. The DR to identify the symbol represents how secret the guild is.

If the character rolls with a -5 SR modifier, he also knows where the guilds are located around the city and how to reach them, however this doesn’t mean the character is accepted or welcome in those guilds.

##### Information

The character knows how to find information. He knows the snitches, bartenders, waiters, beggars, guards and anyone who will give good information provided they are compensated for their efforts.

For each point in the *Streetwise/Information* skill check result modifier the character gets one fact on a subject he is looking for. For example, if the character gets a modifier of 2, the informant may say: “I heard the guy you are looking for went to the Fat boar tavern last night (fact 1) and met with a member of the assassins guild (fact 2)”.

While a higher result means more facts may be disclosed, the informant may require a higher compensation to disclose them.

The skill involves walking from one place to another and mingle around looking for people in his information ring so each attempt takes one hour. However, if many attempts are done on the same question, it is highly possible the same facts are acquired again and again.

This skill is used mainly in a way that is friendly or at least in good to neutral terms. The character has taken his time to develop some friendship with people on his ring and is seen by other members of his ring as a trusted individual. However, the facts obtained by using *Streetwise/Information* may lead to some uncooperative individuals where the *Streetwise/Interrogation* or *Streetwise/Bribe* might be useful.

##### Interrogation

The character knows how to question a target character to so that he discloses his secrets. By going through the story and repeating the same questions again and again, the character waits for his target to slip so he might find inconsistencies in any story. Other tricks are to taunt the character to reveal something or partner with someone else and use a “good cop - bad cop” routine.

The character may offer help and protection to gain his target trust, in this case what is being offered should be substantial (keep him out of jail, erase his criminal history, protect his family). This is the “good cop” side of the interrogation process.

He may use light punishment like shouting, threatening, some physical contact (slaps, push) or sleep deprivation (keeping the target awake by constantly asking more things) in order to scare or tire him and make him slip. This is the “bad cop” side of the interrogation process.

Doing a good cop/bad cop routing requires 2 interrogators.

Proof helps exposing the truth. Sometimes they can be tangential facts, sometimes they can be spot on. It all depends on how much the investigator can get using other Streetwise or Social skills.

The DR of the interrogation attempt is 3 times the target character Willpower. If the attempt is successful, the target will answer any question. The interrogation attempt takes 1 hour per target character Willpower.

|  |  |
| --- | --- |
| Condition | SR |
| Good/Bad Cop | +2 |
| Proof | +Varies |
| Torture | +Damage |

Finally, the character may use torture. This involves strong physical actions that will hurt the target and are most guaranteed to work, but doing so requires some disregard of human life, lack of empathy and displaying psychopath and evil tendencies. If the character goes this route he permanently gains one point in his Death attribute.

Torturing involves dealing damage to the target character. For each point of damage dealt to the target, the investigator gains a +1 SR. A maximum of 10 points of damage can be dealt with each torture attempt. The target may die as an effect of torture.

Each attempt of interrogation by torture takes 1 minute per target character Willpower.

While torture is an efficient way to extract information, it depends on the GM and the players to allow this tainted character to continue adventuring with them. Some characters devoted to religions of healing, wellbeing and rights protection may plainly refuse to work with the character. Others may take him as a necessary evil.

##### Network

The character knows where to find things. Essentially anything that can be traded, or even things that shouldn’t be traded.

The DR for the skill is the quality of whatever the character is looking for. The check may receive a -1 to -10 SR depending on how illegal or immoral the object is. It is surprising what you can find in a city even on things that are socially and morally unacceptable.

##### Slang

The character knows local language expressions used in the street. To people listening to him the character feels like a local. This skill works as long as the character knows the base language used for the slang.

A normal DR of 4 allows him to understand and use common street expressions. The character may need to roll against a higher DR to understand more elaborate guild conversations. The character may even understand dialects of a language he knows.

#### Tactics (Intelligence)

The character knows how to make the best use of his resources (people, money, terrain, time) to defeat his opponents.

If more than one person would like to command a battle, then the leadership should be decided before the battle. Having more than one commander issuing orders at the same time results in a -5 SR for all checks.

A character not leading become a second in command and can roll his *Tactics* skill and add his skill result modifier to his commander checks.

For skills that require observing the opponent, the character must specify what specialisation will he use before studying the opponent.

##### Battle command

The character knows how to manage and deploy small groups of people. This skill is useful for small skirmishes or guerrilla warfare, ideal for a party.

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 *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.

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.

If the character has the *Academic/Geography* specialisation, he may add the skill result modifier to the tactics check.

##### Battle mind

The character has an uncanny knowledge of where each character and opponent is at any time in a battle. Whenever he needs to make a check where an opponent is not visible or where he should guess where he might be located (i.e. *Ranged combat/Ricochet*), he may roll a *Tactics* check and add the skill result modifier to any check he needs to do.

##### Field command

The character knows how to manage and deploy armies and make the best use of the terrain. The character must study his opponent with enough time at least one day before the battle.

He may roll his *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.

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

If the character has the *Academic/Geography* specialisation, he may add the skill result modifier to the tactics check.

Tactics level is usually related to the character rank in an army.

##### Guerrilla command

The character knows how to deploy his forces in a terrain to ambush his opponents. The character needs at least 5 minutes to analyse the terrain before making a check.

If the check is successful and the tactician forces deploy as he commands, all his allies receive the skill result modifier as SR modifier to all their attacks for the duration of the combat.

A character with *Mental/Observation* may automatically identify an area where an ambush may be set by an opponent. In that case he may roll an opposed check against the opponent tactician. If his roll is greater than the *Tactics/Guerrilla command* check the ambush is discovered.

##### Melee tactics

The character knows how to make the best use of his own resources (life, stamina, time) to defeat his opponents. This skill is most useful in melee or ranged combat.

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

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.

##### Weak spot

The character can find weak spots in an opponent armour.

The character must spend 2 rounds just defending and observing his opponent. At the beginning of the fourth round he may roll his *Tactics/Weak spot* check against the armour quality.

If the check is successful, for the remainder of the battle an attack exceeds the target defence by 5 points or more, any armour damage absorption is ignored.

#### ***Woodworking (Memory)(Optional)***

*Only available if crafting rules are allowed.*

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).

##### Armourcraft

The character knows how to make protective gear that requires the *Woodworking/A*rmourcraft specialisation including breast, leg and arm protection made of wood.

##### Boatcraft

The character knows how to build boats, rafts, canoes, or any wood based ship that requires the Woodworking/Boarcraft specialisation to build.

The DR depends on the complexity of the boat. There are many ship configurations as of number of masts, oars, cargo size, crew size, maneauverability and more. Use this table as a quick guide:

|  |  |
| --- | --- |
| Condition | DR |
| Raft (2 crew) | 4 |
| Canoe (4 crew) | 6 |
| Small boat (6 crew, oars) | 8 |
| Medium boat (10 crew, oars) | 10 |
| Large boat (14 crew, oars) | 12 |
| Drakkar (20 crew, one mast plus oars) | 14 |
| Galley (30 crew, one mast plus oars) | 16 |
| Cog (28 crew, 1 mast) | 18 |
| Caravel (40 crew, 2 to 3 mast) | 20 |
| Carrack (80 crew, 3 mast) | 22 |
| Nao (100 crew, 3 mast) | 24 |
| Merchant (30 cannons, 150 crew, 4 mast) | 26 |
| Galleon (74 cannons, 250 crew, 4 mast) | 28 |

The time to build a boat is about DR\*DR days. A number of people equal to the boat DR is required. Increase the time proportionally based on the number of people available.

##### Bowyer

The character knows how to make weapons that require the Woodworking/Bowyer specialisation like bows and arrows.

If the character has the Metalworking/Artificer specialisation, the character can make crossbows.

Note the arrows created with the Woodworking/Bowyer specialisation don’t have any specialised head. The Metalworking or Stoneworking Weaponcraft specialisations are required to make specialised arrowheads or to make crossbow bolts.

##### Carving

The character knows how to carve wood to make a representation of a person or object.

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

The quality of the wood and the tool modifiers are added to the SR. The skill check result is the sculpture quality. Creating a sculpture takes one day per skill check result point per size category with a minimum of 7 days.

Apart from any agreed remuneration, a sculpture 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* specialisation, he may add his *Academic* skill check result modifier to the SR when sculpting a humanoid figure.

##### Furniture

The character knows how to make household items like tables, chairs, cabinets, bookshelves, etc.

The quality of the wood and the tool modifiers are added to the SR. The skill check result is the furniture quality. Creating some furniture takes one day per skill check result point per size category with a minimum of 7 days.

Apart from any agreed remuneration, furniture 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.

##### Weaponcraft

The character knows how to craft wooden weapons that require the *Woodworking/Weaponcraft* specialisation. This usually includes staffs, maces and some pole weapons, but with the proper wood it is possible to create daggers, axes, arrowheads, etc.

## Perks and powers

Perks and powers are special things the character can do. They are not abilities found in common people.

***Perks*** allows the character to improve attributes, stats and perform actions that are just on the upper limits human potential. Perks are not taught but rather self discovered as the character gains experience.

***Powers*** are powerful perks outside human abilities. This is not something characters can learn from a book or a master. Some may be specific to a race; some may be granted as appreciation gifts from powerful characters or entities bestowed upon completion of some important quest; or they may be results of rare random cosmic events (like the GM being generous).

Some adventures may ban *Powers* altogether or limit them to just some extremely powerful creatures.

### Developing perks

Each level, the character gains one perk point. This perk point may be used immediately or saved to be used later.

The character may acquire a perk at any time as long as he has the appropriate perk points available. He may get them in the middle of a fight if he wishes so.

A character may only get one perk once per level. If the character did not acquire a perk during a level, he can’t buy two perks in the next level, but he may acquire a perk with a higher cost.

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

### Developing powers

Powers are available only if the GM allows them. They are not gained, but awarded.

### Perks

Perks are special abilities that the character learns during his adventures. Perks provide benefits to attributes, stats or skills, allowing the character to sustain and deal more damage, heal faster, increase his magic points and more.

Some perks have requirements. It is not possible to acquire such perks unless all conditions are met.

#### ***Action hero (1)***

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.

#### ***Animal voice (1)***

The character can mimic animal sounds with uncanny accuracy. He is virtually undisguisable and only a Outdoors skill check against a DR of 15 can identify the sounds as human made.

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

Requires: *Metalworking/Metallurgy*

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

#### ***Adaptive Missiles (1)***

Requires: *Weapon mastery* on bows, crossbows or guns.

Once per day, the character may decide one missile to have any special ability he needs at the moment. The character doesn’t need to prepare or buy the special missile. It just appears.

The character just needs to declare the ability. For example, he may say: “I want this arrow to be incendiary” and that’s it. The arrow will be lit and ready to fire.

If the character is firing multiple missiles at the same time, only one has the special ability.

The head is considered the same quality as the missile.

This perk can be picked a number of times equal to his Air element score. Each time the character gains one additional special head per day.

#### ***Armour mobility (1)***

The character is comfortable using armour. This effectively reduces the negative modifiers from using armour by one point.

This perk can be picked a number of times equal to the character Air element score. This perk does not provide positive modifiers, is only reduces the armour negative modifiers. In other words if the negative modifiers provided by the armour are less than the points reduces by this perk, the armour provides a 0 modifier but not a positive modifier.

#### ***Armour protection (1)***

The character knows how to use armour more effectively. The defence modifier provided by any armour he uses is increased by 1.

#### ***Backstabbing (2)***

The character can deal a devastating attack to an opponent that is unaware of the character presence. The opponent is unaware of the character has not detected the character using his Detect stat.

The backstabbing attack works as a normal attack but the target can’t execute a defence action (i.e. parry or dodge). In addition, the attack automatically deals twice the damage.

The character might need to use his *Stealth* skill to stay undetected before he strikes.

This perk can be acquired up to 5 times, each time the damage multiplier increases by 1 (i.e. x2, then x3, then x4 and so on up to x6).

#### ***Body building (1)***

The character sets aside some time of the day to exercise and keep his body tuned. The Strength attribute of the character temporarily increases by 1.

The character must devote at least 1 hour each day for raw power physical exercise.

#### ***Cat fall (1)***

The character knows how to land with grace. He may ignore half the damage from any fall.

#### ***Catch missiles (1)***

Requires: *Lightning reflexes*

The character knows how to catch missiles in the air. The DR depends on the missile speed (check the missile speed table).

#### ***Charm (1)***

The character may add his Willpower attribute score as an SR modifier when rolling any Music, Hospitality, Negotiation or Social skill.

#### ***Channel Death (2)***

The character opens to Death magic. He gains access to *Death* spells. He now can start researching and learning *Death* spells. The character receives a -2 SR modifier to *Life* element spells (or related).

#### ***Channel Earth (2)***

The character opens to Earth magic. He gains access to *Earth* spells. He now can start researching and learning *Earth* spells. The character receives a -2 SR modifier penalty to *Air* based spells (or related).

#### ***Channel Fire (Fire, 2)***

The character opens to *Fire* magic. He gains access to *Fire* spells. He now can start researching and learning *Fire* spells. The character receives a -2 SR modifier to *Water* based spells (or related).

#### ***Channel 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 SR modifier to *Death* based spells (or related).

#### ***Channel 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 SR modifier to *Fire* based spells (or related).

#### ***Channel Wind (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 SR modifier to *Earth* based spells (or related).

#### ***Cheat death (1)***

The character can cheat death once. He gains one free pass against one death event. The event happens and the character is damaged, but he won’t die. For example, if an arrow hits the character head, for some inexplicable reason the arrow will pass cleanly through his skull and no severe damage will be done. Or a piercing sword will miss his heart for a couple millimetres.

Whatever the reason, the character will fall and be unconscious. For all purposes he will look dead and will be ignored by anyone. The character will wake up at some random time and place determined by the GM with 1 point of health, weak but able to move. The reason that caused the death will be no longer present but he may not be in the best position. The GM is free to explain how he survived in any way he prefers.

The character may use this pass to save the life of a minion or fanatic. Read the Minion perk for more information on minions.

#### ***Creature of the night (1)***

The character gains a +1 SR modifier in all skills while the sun is down. The character prefers going to sleep in the early hours of the morning (i.e. 3 a.m.) and usually sleeps late.

While the character only needs 5 hours of sleep to feel fully rested, if the character sleeps less than 4 hours, he gains a -1 SR modifier for the rest of the day.

#### ***Dramatic entrance (1)***

The character knows how to make an entrance or exit. For untrained eyes he appears from nowhere or disappears in a second of distraction.

The character can use multiple techniques like throwing a smoke bomb or causing a distraction and in the seconds their opponents look away he may slip in or out.

This action is not magic. The character is free to do one action of up to 10 APs without anybody noticing. The 10 APs are not free and he should have those points available for action. In those seconds he may roll a check to climb or jump from a roof, run to a corner, activate a lever that will open and close a secret door, and in general anything related to entering or leaving the encounter without being noticed.

This action can’t be used for attacking, however if the character has enough APs per round, he conceivably could enter scene, attack, then leave the scene.

#### ***Eagle eyes (1)***

The character can see farther. His vision range increases by 20%. He gains a +1 SR in *Ranged Combat* attacks when the opponents are more than 60 metres away.

#### ***Echolocation (1)***

The character can “see” using sounds. This works like a bat sonar where the character emits some ticking sounds and then, by listening how those sounds rebound on his environment, he can identify the objects or characters around him.

Objects need to be at least 10 cm wide for the character to identify them. Also, they have to be at most 10 metres away.

The character needs to close his eyes while using this perk. If he opens his eyes any benefits are cancelled. The area may have some noise, so a conversation or even a melee battle won’t affect the echolocation, but very loud noises like a church bell ringing, cannons firing or the roar of a dragon will prevent echolocation from being used.

When this perk is used, the character is no longer affected by low light or blindness SR modifiers.

As the character uses sound to identify people, opponents can’t make use of low light conditions SR modifiers for their *Stealth/Hide* skill checks and the *Stealth/Move silently* checks receive a -5 SR.

#### ***Familiar terrain (1)***

When this perk is selected, pick one of the 16 terrain types. When the character is in the selected terrain type, he may add a +4 SR to any *Melee combat, Ranged Combat, Outdoor, Tactics* or, in general, any skill check where the terrain is an important condition.

This perk can be selected multiple times, each time a different terrain type should be selected.

If the selected terrain type is City, the modifiers are applied to *Streetwise* skill instead of the *Outdoors* skill.

#### ***Fashion (1)***

The character knows about fashion and style. He is always aware of the latest trends and knows how to dress to impress. He may add his Death/Willpower attribute to any skill where personal look and good presentation are important.

This modifier can also can be used for the *Clothworking* skill. People will pay dearly to get their hands on anything created by the character.

#### ***Gain power (5)***

Requires: GM approval.

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 (1)***

The character skin can absorb physical damage (weapon, fire or acid) as if he had an armour. This perk increases the character physical damage soaking capacity by one point. This is cumulative with any armour the character may be using.

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

#### ***Hold breath (1)***

The character can hold his breath for longer periods allowing for one additional round per Health attribute score point without need for breathing. The character can acquire this skill as many times as his Life element score.

#### ***Home terrain (1)***

Requires: Familiar terrain.

The character knows a very particular terrain as the back of his hand. This terrain is a specific 20x20km area or geographical feature (a specific city, mountain, lake, swamp, etc).

While in such a terrain, the character can move at twice speed when walking, jogging or running. In addition, the character never gets lost or disoriented while in this terrain.

#### ***Improved alertness (1)***

The character gets a +2 Detect stat modifier when he is in alert state. Opponents trying to use any stealth skill like hiding or moving silently while the character is in alert state needs to beat the increased Detection stat as the base DR.

#### ***Improved health (1)***

The character adds 10 health points to his total health. This perk can be picked as many times as the characters’ Life element score.

#### ***Improved mana (1)***

The character adds 10 mana points to his total mana pool. This perk can be picked as many times as the characters’ Death element score.

#### Improvised weapons (1)

The character can use essentially anything as a blunt, piercing or slashing weapon. In his hands, any object has the *Blunt, Piercing, Slashing*, or *Small throwing* weapon modifiers.

This crude weapon provides no SR modifiers but will deal damage as a similar weapon of the same size, character choice.

Even if the object has no edges, the character will know how to break it in order to make edges. The action of breaking an object takes no time.

Example, the character may pick a pen or some knitting needles or a crochet hook, scissors and use it as a dagger. Or he may pick an iron and use it as a club while he uses the ironing board as a shield.

Example, the character may pick a bottle, hit an opponent like it was a club and declare he is breaking the bottle, then he may attack his next opponent with a slashing attack.

Example, the character may hit one opponent with a chair, declare he is breaking it, then use one broken chair leg on each hand as improvised clubs that can also be used to do piercing attacks using the splintered wood.

The character may also use the

#### ***Increase attribute (3)***

The character may raise one of his element scores by one. This raises the dependent attributes and stats.

This perk can be selected multiple times.

#### ***Infinite missiles (1)***

Requires: Weapon Mastery

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

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

#### ***Lightning reflexes (1)***

The character may 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 reserved APs.

For example, the player prepares two actions by saying: “If the wizard casts or someone tries to escape I will shoot them with my bow”, then reserves 6 APs for the actions. If both actions happen, he has APs to react and perform one action so he may attack the wizard or the fleeing opponent, but he won’t have enough APs for both.

Alternatively, the player may reserve 12 APs instead and may shot both targets if both conditions happen.

#### ***Lightning strike (1)***

The character can do Kick and Punch attacks with lightning speed. The AP cost for throwing a punch or kick is reduced by 1. The character may learn this perk multiple times and he may combine them with other melee effects, but the cost of a melee attack cannot be reduced to less than 1 APs.

#### ***Martial artist (2)***

The character may learn a *Melee combat* specialisation every two *Melee combat* skill levels instead of every 3 skill levels.

#### ***Martial mastery (3)***

Requires: Martial artist

The character may learn a *Melee combat* specialisation every *Melee combat* skill level.

#### ***Material mastery (1)***

Requires: Material specialisation

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

When the character crafts an item that uses the selected specific material as the main ingredient, the quality or effect of the final product increases by 1 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.

You can pick this perk up to 3 times.

#### ***Material specialization (1)***

Pick one material type (i.e. metal, stone, gemstone, leather, etc). When rolling a crafting skill that uses the specified material as the main ingredient, the character receives a +4 SR modifier.

#### ***Minion (1)***

The character gains one level 1 minion. The minion may have his own character sheet controlled by the character and will always gain half the XP the character gains even if not involved in the adventure or the encounters.

The minion can follow orders and command and will use any skill he possesses to complete his tasks. Minions are loyal but not blindingly loyal, if he is asked to do anything against his moral he will refuse and leave.

If the character has a high enough Devotion attribute (6 or more) he may promote minions to the status of fanatics. Fanatics are like minions but will do anything his master commands no questions asked even giving his life away. Also, they will do anything in their power to keep the character safe even jumping in the path of an arrow or a spell. The instinct of protecting his master is so strong that fanatics may ignore orders to keep away from danger. Fanatics tend to die.

If a minion or fanatic leaves or dies the character needs to acquire another minion using another perk point. The character may have a maximum number of minions under his command depending on his Minions stat.

The minion doesn’t need to be human. The minion can be any animal the character desires. An animal minion has to be at least 3 levels lower than the master when he is acquired. The minion can be used as a mount if large enough.

#### ***Multidexterity (1)***

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 the coordination of one of his other (secondary) limbs to the same level of the primary limb.

The character may pick this skill once per limb other than the primary one. Every time the character picks this perk he must declare which limb he is improving (hand or foot).

Multidexterity improves fine motor skills allowing to use high precision and small tools with high coordination. This grants a +1 SR modifier per trained limb in any skill which may benefit from using additional hands to deftly manipulate precision tools like (but not limited to) Mechanics/Locks, Metalworking/Jeweller, Metalworking/Artificer, Sleight of hand, Music/Musical instrument, etc.

Alternatively, he might use each limb for a different task as long as they both are using the same skill. Actions with a secondary limb normally carry a -2 SR to the skill check. A limb trained with *Multidexterity* is no longer affected by this penalty. For example, a character with Multidexterity on his left hand may play multiple musical instruments at once, or fight with one weapon on each hand.

#### ***Race specialization (1)***

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

The character automatically detects if he is close to such creature lair, this is automatics and there is no need to roll a check. He also knows if a creature of such species is less than 10 metres away. The character can also detect camouflage or mimicry attempts of the creature.

In addition, he gains a +2 SR to any skill check where the target race is involved.

#### ***Permanent alertness (2)***

The character can maintain his alertness state at all times, even when sleeping, making the character harder to sneak. If sleeping, the character will wake up immediately and ready for combat.

#### ***Poison resistant (1)***

The character gains 1 point of resistance against all poisons. Poison are considered one level lower when computing effects.

#### ***Swimming (1)***

The character gains the Swim power. Humanoids can learn this perk twice.

Note: After acquiring this perk twice, the character may improve his swimming ability by learning the Swim power (if the GM allows it).

#### ***Venom resistant (1)***

The character gains 1 point of resistance against all venoms. Venoms are considered one level lower when computing effects.

#### ***Wealthy (1)***

You may only pick this skill during character creation.

The character comes from a family with resources. He receives 500gp to buy equipment during character creation, he may spend that money immediately in anything he wants (consider he has access to a fully stocked store) or save it for later.

The character may also request (sending a letter) for a limited amount of resources for a value of no more than 100gp from time to time. The GM can deny the access to those resources.

#### ***Weapon mastery (2)***

Requires: Weapon specialisation.

Choose one particular weapon of any weapon type the character has specialised on. (i.e. sword/broadsword, bow/long bow, axe/long axe). The character gains a -1 AP when using that weapon to attack.

#### ***Weapon specialisation (1)***

Choose one particular weapon type (i.e. swords, maces, hammers, axes, bows). The character gains a +2 SR in when using that weapon type.

#### ***Whip mastery (2)***

The character can use the whip as an extension of his hand for grabbing and releasing things within the weapon reach. For example, he may turn off some candles, activate levers, press buttons, grab some tree branch allowing the character to climb the tree, get the helmet out of the head of a guard, etc.

A whip attack is required against any action DR imposed by the GM.

### Powers

A power is an ability completely out of human limits. The character can’t gain powers from studying, training or experience. Powers are very special gifts gained as racial traits or as rewards from powerful entities.

In a high power level campaign (godly or super powered beings) where powers are allowed, the character should be able to pick his powers from this list like they were an extended perk list. The character still receives one point per level to buy perks, but this value can be increased depending on the GM.

Powers can be picked multiple times and they increase their effect with each level up.

#### Spell-like powers

The character may pick a spell as a power. Gaining a spell as a power works exactly like learning the spell. Every time he picks a spell, the corresponding element skill level increases by 1. A spell like power consumes mana at the same rate of the spell.

The difference between a spell gained by training and a spell-like power is that the spell-like power is:

* It consumes no memorisation slots.
* It does not require the character to recite any magical words or do any ritual or gestures so it will always consume the same time as a melee unarmed attack or a ranged unarmed attack.
* Depending on the story, it may require special activation words to activate the power (i.e. flames on!). This words does not consume AP however, if the character is unable to speak the command words, the power can’t be activated.
* It can’t be forgotten.
* If the character drops unconscious the power stops.

If the same spell is picked again a second time as a power, it gains one of the following properties (pick one):

* It is always active without the need to concentrate invoke them or use mana to maintain them. They remain active even if the character is unconscious. It can’t be deactivated.
* It is activated or deactivated at will, no APs consumed. If the character drops unconscious the power stops.

#### Blink (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 element that will displace when he materialises like water or air. If he appears in an area which contains some hard material he will fuse with the material and die.

The character can appear at any location within the power range, even mid-air. He can choose to carry the same velocity and momentum or completely suppress any movement.

Cancelling the momentum means he cancels any speed he had. Keeping the momentum means he will continue moving at any speed he had. The character can alter the movement direction at will.

For example, the character may jump from a tall roof then just before hitting ground he may blink and appear in front of an opponent, changing the vertical momentum into a horizontal one then execute a *Melee combat/Body slam* attack with all the added momentum.

For example, the character may be sprinting in one direction, blink and continue running in the opposite direction without having to stop or losing speed.

The character may also start a melee attack at one location then blink next to an opponent. The target gets a -5 SR modifier on any defence action due to the surprise.

The character may carry anything he would carry in a light load 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 power to handle the added weight thus limiting the distance he may blink. The character can carry one or more persons with him provided they are willing and their weight is inside the character load capacity.

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 as it is 3 load levels higher than light load.

#### Element Resistance (2)

The character is resistant to all magical ***effects*** caused by spells or powers of one element of choice. Only the effect portion of the spell is considered. Not the range, area or duration.

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

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 (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 (1)

Your character learns faster than normal. On every level he gains he receives one additional character point per Fast Learner level.

#### 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, specialisation, perk, power or spell. He may pick a variety of skills 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 fantasy character archetypes.

### Warrior paths

Warriors 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.

#### Barbarian

Barbarians are warriors that come from regions most people call “uncivilized”. Barbarians call “civilized” people fools for living in those filthy places called cities.

Barbarians prefer using their raw strength in physical melee combat.

**Preferred attributes:** Fire, Life.

**Preferred skills:** Melee combat, Ranged combat, Outdoor, Athletics.

**Preferred perks:** Body building, Weapon mastery, Weapon specialisation, Improved health, Increase attribute (Fire, Life, Earth).

#### Gladiator

Gladiators are the artists of the gladiatorial arena. They specialize in flashy manoeuvres in order to entertain his audience. 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 learn as many weapons as possible but rarely master one single weapon.

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

**Preferred skills:** Melee combat (Blunt, Slash, Fluorish), Acting, Performance, Acrobatics.

**Preferred perks:** Weapon specialization, Bodybuilding, Cheat death.

#### Ranger

Rangers are warriors of the wilderness. They are highly attuned to a particular terrain and will benefit while fighting on that ground. Rangers are protectors of nature and usually specialise in one or more species that may damage his terrain.

Rangers know how to handle animals and may take some spell casting skills that help him commune with nature.

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

**Preferred skills:** Melee combat, Ranged combat, Academic (Naturism, Herbalism), Outdoor.

**Preferred perks:** Weapon specialization, Animal voice, Race specialization, Familiar terrain, Home terrain, Channel Life.

#### Swashbuckler

Swashbucklers is the champion of romance and gallantry. He will embark on the most dangerous missions and face the most overwhelming foes; but his final objective is to get the girl (or boy… love does not discriminate).

Swashbucklers specialize in light swords as they can be used for flashy manoeuvres to impress the ladies. However, they know the best weapon to defeat their opponents and to conquer the ladies heart are charm, quick wits, fancy words and of course, fashion.

Finally, swashbuckers always need someone to take care of menial tasks like keeping his horse or ironing his shirts, so a minion is indispensable.

**Preferred attributes:** Air, Death.

**Preferred skills:** Melee (Fluorish, Slash), Social, Language, Stagecraft, Acrobatics.

**Preferred perks:** Charming, Weapon specialization, Weapon Mastery (rapier, stiletto), Fashion, Minion.

#### 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 combat, Tactics, Mental, Academics (Geography, History).

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

#### 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.

**Preferred skills:** Melee combat, Ranged combat, Tactics.

**Preferred perks:** Martial artist, Weapon mastery, Weapon specialization, Hard skin, Improved Health.

### 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 city streets by performing music, lightening innocent bystander purses or entering houses to steal some valuables. The rogue main concern is to survive even when their actions may be morally questionable.

#### 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.

And sometimes, if business is bad, picking a pocket or two helps.

**Preferred attributes:** Death, Air.

**Preferred skills:** Music, Sleight of hand, Stagecraft, Acrobatics, Ranged combat (Small throwing weapons), Etiquette.

**Preferred perks:** Charm, Channel air, Multidexterity.

#### 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 operate behind, under and hidden from the law, but they are sometimes hired by governments to work as spies.

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

**Preferred skills:** Stagecraft, Language, Drawing (Calligraphy), Mechanics (Locks), Ranged combat, Cheat death.

**Preferred perks:** Charming, Increase attribute(Air).

#### Hitman

Hitmen are characters sought when someone has some work of “unethical” nature like a kidnapping, a beating or even assassination. Reasons are unnecessary, questions are never asked, the only information required is the target and the payment arrangement.

Hitmen are masters of hit and run. They are known in different cultures by many romantic names like assassins or ninjas.

Like thieves, hitmen prefer short blades and quiet flexible armour. Stealth is a critical skill.

**Preferred attributes:** Air, Life.

**Preferred skills:** Mechanics (Locks), Stealth, Melee combat, Ranged combat, Acrobatics, Chemistry (Poisons).

**Preferred perks:** Cat fall, Familiar terrain (City), Permanent alertness, Armour mobility, Dramatic entrance, Improvised weapons.

#### Thief

Thieves are masters on how to relieve their “*customers*” of the “*excess weight*” in their purses.

Thieves learn how to pick a pocket, open locked doors, move like a whisper, hide in shadows, and, of course, they know the people who will pay them well for the ill acquired goods.

As it is a dangerous business, thieves learn to use short blades as they won’t hinder their movements, won’t rattle and are easy to hide. Thieves also prefer using quiet, light and flexible armour that won’t restrict free movement.

**Preferred attributes:** Air, Life.

**Preferred skills:** Mechanics (Locks), Sleight of hand, Stealth, Streetwise, Melee, Acrobatics, Negotiation (Appraising).

**Preferred perks:** Animal voice, Cat fall, Familiar terrain (City), Permanent alertness, Armour mobility.

### Arcane paths

Spellcasters are masters of controlling magical forces. Some of them are naturals, but most of them spend a lot of their time researching arcane spells in ancient tomes hidden in dusty libraries.

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

#### Enchanter/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:** Social, Negotiation (Manipulation), Language, Stagecraft, Water spells.

**Preferred perks:** Charm, Improved mana, Channel water.

#### 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 specialize in languages so they can pick up tales, legends and spells from fellow illusionists.

Tales and legends are sought by illusionists as a creature inspiration source.

**Preferred attributes:** Death, Air.

**Preferred skills:** Disguise, Sleight of hand, Language, Air spells, Academic (Lore).

**Preferred perks:** Improved mana, Channel air, Channel water.

#### Necromancer

Necromancers are probably the most misunderstood and feared of all wizard classes. Commoners look them as madmen playing with unnatural things.

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.

However, 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:** Healing, Academic (Anatomy, Naturism, Herbalism), Drawing (Illustration), Death spells, Life spells, Chemistry (Medicine), Alchemy (Potions, Ointments).

**Preferred perks:** Channel death, Channel life, Increase attribute (Death), Increase attribute (Death), Improved mana, Illustrator.

#### Wizard

The wizard from high 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:** Language, Drawing (Illustrator), Academic (History, Geography), Mental (Rhetoric, Logic, Focus, Observation), Social (Lineage, Etiquette, Protocol), Mechanics.

**Preferred perks:** Channel (any), Minion (animal), Fanatic.

### Mystic Paths

Divine entities guide the destinies of men using characters as game pieces in their larger-than-life schemes. This section describes some paths to be considered if a player decides to play as a follower of one of those higher entities.

For simplicity, the term *divinity* is used for any supernatural 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 understanding.

Characters taking a mystic path will be required to accept the requirements imposed by their divinity and demonstrate undying loyalty and unquestioning sacrifice. In a way, priests are minions or maybe even fanatics of their divinities.

Mystics are required to follow all the precepts of their divinities and priesthood and spread their teachings and wisdom. 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 free perks or even a power. For example, access to certain spells without having to research them, accessing some perks or skills, increased power for certain spells, additional mana points, SR bonuses while attacking some creature. All depends on the god (and the GM) generosity. A suggestion is the character gains an extra perk point every 2 levels but can only be used in spells or powers that benefit their divinity.

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.

While 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 requirements and 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.

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).

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

#### 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 carry an item, a *holy symbol*, near them which is used as a focus to channel their deity’s power. This item is usually a symbol of the deity and is 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 cheerful tunes at the pubs when everybody comes back from work, romantic songs during weddings, 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. In order to go up in their priesthood ranks they must learn how to craft their own instruments with their own hands.

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 a Luthes’ priest 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 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 deity, how will the priest of Luthe act?

**Preferred attributes:** Any.

**Preferred skills:** Prefer skills that are favourable to serve the deity.

**Preferred perks:** Channel (depends on the deity).

**Bonus:** Depends on the deity but usually one every 2 levels. Suggestions are:

* Channel perk (depending on the deity).
* Learn new spell (depends on the deity).
* Spell like power (related to the deity).
* Other perk or power.

#### 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.

The character may summon the entity and ask for favours anytime. The invocation ritual is a GM decision and may be as simple as wave of a wand and a couple words, to a ceremony with robed cultists chanting mystical words in an altar. The entity’s mood may be improved if the ceremony is more dramatic, after all, the entity may be very proud and feel important.

Once the entity is summoned, the character may ask his favour. The entity 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. Prices may vary, sometimes they may be free if it is something that benefits the entity, sometimes it might be very expensive. The price may be anything and not necessarily involves money.

If the PC decides not to pay the price then the transaction is not concluded and the favour is not granted, but the entity might feel annoyed by the time lost.

Minor things like teaching the cultist a new skill or spell when he reaches a level (so he doesn’t need to look for a master) may be considered by the entity as normal and part of the everyday commune between the character and the entity, 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 30 or higher.

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.

If the cultist insults or cheats the entity or fails to pay the price, it will cause the entity to seek revenge. The entity will actively plot to take the character down and will take its time because it knows if it can’t get revenge while the cultist is alive, it will get its 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. The relation between the entity and the character is what builds the character.

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 wo is demanding too many things and giving him access to just minor spells, 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 request 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.

To keep the angel imprisoned, Aiuniar needs to redraw all the symbols which bind the angel every day using human blood. He hires hitmen to get him fresh blood with no question asked, and that may bring attention from local authorities.

**Preferred attributes:** Depends on entity.

**Preferred skills:** Depends on the missions required by the entity.

**Preferred perks:** Channel death, other depending on the missions required by the entity.

**Bonus:** Ask the entity any favour. The character will get the favour as long as he pays the price.

#### 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.

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, there is one master druid per terrain type (except city type) in the world. The master druids gather in 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 filthiest and most malignant places on the planet. Indeed, they consider all things created by technology as tainted so they will never use metallic weapons or armour. Druids dress with elements they find in their assigned terrains (hides, plants) so encounters with half-naked druids aren’t 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:** Academic (Geography, Herbalism, Nature), Chemistry (Poison, Medicine), Alchemy (Potion), Melee combat.

**Preferred perks:** Race specialization, Familiar terrain, Home terrain, Channel depending on their preferred terrain.

**Bonus perks:** Minion creature every 2 levels (follow minion perk rules). Any size up to creatures usually large enough to be a mount. Creature must live in his home terrain.

**Powers:**

Instead of a minion the character may gain one of:

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 can communicate with any creature in his terrain.

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.