Skills

***Making Tests***

A ***Test*** is a d100 (D%) roll made to determine whether or not a character has succeeded or failed at a certain action, and to what degree. Characters will be called to make tests in a variety of scenarios, but it’s important to remember that tests are not required for every action. There’s no need to make a test to have your character take a few steps across a room. If, on the other hand, you find your character forced to walk across a tightrope suspended above a lake of molten lava in order to escape angry Dremora (or something equally dramatic), then you will probably want to know if your character manages to cross in time. It is recommended that the GM only require tests if one or more of the following conditions hold true:

* The activity is unusual for the character, and not something they attempt routinely.
* The character is lacking the time and/or tools necessary to complete the task.
* The circumstances and environment impose stress.
* There are meaningful consequences for failing the action.

You make tests by making a percentile roll and comparing the result to a ***Target Number (TN)***, typically a value between 1 and 99. If the roll is less than or equal to the target number, the character succeeds. If the roll is higher than the target number, they fail.

***Example:*** *A character is attempting a very difficult task at which they are relatively skilled. After accounting for modifiers (more on these later), they determine that their target number for the test is 37. They manage to roll a 32, below their target number, so they succeed!*

***Degrees of Success***

Sometimes knowing whether or not your character succeeded a test isn’t enough; in some cases you may also want to know how well they performed a particular action. Each successful test also produces a number that represents how well that character succeeded on the task they were attempting.

It is not necessary to calculate degrees of success on most tests, but certain tests (such as attack and defense rolls) require it, and it can also be useful if the GM wants a measure of roughly how strongly a character succeeded.

A character’s ***Degrees of Success (DoS)*** on a test is equal to the 10’s digit (the first number) of the result of their d100 roll. A character always achieves at least one degree of success if they pass a test, even if they roll a single digit result.

***Example:*** *A character succeeds on a test with a target number of 47, and they rolled a 32, so they achieved three degrees of success. If the same character were to pass that same test with any roll ranging from 40 to 47, then they would achieve four degrees of success instead.*

As characters improve their target numbers for common tasks by increasing their skills, then higher and higher degrees of success naturally become possible for them. A character with a Target Number over 100 adds the 10s digit of their Target Number to their DoS.

***Difficulty & Modifiers***

Not all tests are created equal! Modifiers are adjustments made to a test’s target number (not the roll itself ), that make the test easier or harder for a character to pass. Bonuses are modifiers that increase the target number and thus make success more likely, while Penalties are modifiers that decrease the target number and thus make success less likely. If a test would be subject to more than one modifier, simply add their values together to determine the net modifier for that test.

The Difficulty of a test is a modifier applied based on how much more difficult or easy the test becomes due to circumstance. One of the most important jobs of the GM is to determine the difficulty of tests. The test difficulty table below provides guidelines for recommended modifiers given particular levels of difficulty.

Once the difficulty has been decided, apply the modifier to the test’s target number and roll the test against the modified target number. GMs who desire more finesse should not be afraid to assign test difficulty in increments of +/- 5.

***Example:*** *A character attempts to break down a wooden door in a dungeon. The GM decides that this task would be relatively easy compared to breaking down a normal door, as the wood is aged and rotting, and so assigns a difficulty of Easy to this test. They also tell the player which Characteristic or Skill to use to determine the target number (more on this later). When making the test, the player would increase their normal target number by 20.*

***Test Difficulty Levels***

| ***Difficulty*** | ***Modifier*** |
| --- | --- |
| Effortless | +40 |
| Simple | +30 |
| Easy | +20 |
| Ordinary | +10 |
| Standard | -/+0 |
| Challenging | -10 |
| Difficult | -20 |
| Hard | -30 |
| Daunting | -40 |

Note that the GM should feel free to impose modifiers on tests beyond +/- 40 if it would be appropriate for the situation. This range is not meant to be limiting, it simply reflects the most common difficulty levels that will likely see use in an average campaign.

***Critical Successes & Failures***

Sometimes a character succeeds or fails a test in particularly spectacular ways. Such dramatic successes, or abysmal failures, are referred to as Critical Successes or Critical Failures.

A character’s chance of rolling a critical success depends on their five Lucky and Unlucky numbers. A character has a number of Lucky Numbers equal to their Luck Bonus (a concept we will explore later), and a number of Unlucky Numbers equal to five minus their Luck bonus. These numbers are chosen randomly at character creation.

***Example:*** *a character with a Luck bonus of 3 might have 7, 63, and 89 as their Lucky Numbers with 16 and 44 as their Unlucky Numbers.*

If a character rolls one of their Lucky Numbers then the test is considered a critical success (regardless of the target number), and the character is awarded 1 extra Luck Point for that session( this can exceed the character’s max Luck Point value).

A critical success is a dramatic, stunning success. GMs should reward characters with circumstantially appropriate effects whenever they roll critical successes. Though in the case of particularly difficult (or nigh impossible) tests, a critical success might simply represent the fact that the character managed to succeed “normally” against all odds.

If the character rolls one of their Unlucky Numbers then the test is a critical failure (regardless of the target number), and the character loses 1 Luck Point for that session (if the character has no remaining Luck Points, they burn 1 Luck).

A critical failure is an abysmal, terrible failure. GMs should punish characters with circumstantially appropriate effects whenever they roll critical failures. Though in the case of particularly easy tests, a critical failure might simply represent the fact that the character managed to fail “normally” despite all of their advantages.

***Non Player Character Critcals***

Creatures and NPCs do not have Luck like any player character does, but still have the capacity to critically succeed or fail. All NPCs have a listed ***Expertise*** (Detailed below) that functions as their Lucky Numbers and all NPCs treat 98-100 as Unlucky Numbers.

***Skill Expertise***

Skill Expertise represents a level of higher mastery that one develops as they progress in their abilities in a given skill. Rolling a number equal to or less than your Expertise in a skill counts as having rolled a Lucky Number. If the Number rolled is a listed Unlucky Number then it is treated as a normal success then.

Your Expertise is equal to your Rank (1-6) in the specific skill by default and can be improved by taking the “(Skill) Expertise Talent”, granting a +2 bonus.

***Types of Tests***

You won’t always be testing your character in the same way every session. There are four different types of tests that a character can be called to make, each reflecting a different circumstance.

***Standard Tests***

Tests without any opposition are known as Standard Tests. They measure how well a character performs an action in a particular situation. Standard tests are handled as described on the previous page: a result less than or equal to the modified target number is a success, and a result above the target number is a failure. The GM can call for the character to calculate their degrees of success on the roll if it is required by the test, or if they just want to have that additional metric.

***Teamwork***

Two or more characters can work together on a single task. The character leading the effort is the one who makes the actual test, and as long as having someone to assist them would be productive then they gain a +X per person helping to a max of 3 people. The X is a +2 if the helper’s skill is of Novice Rank and a +5 if it of Apprentice or greater.

***Group Test***

Sometimes the GM may call for multiple characters to attempt to accomplish a task where each member of the group is expected to perform. In these cases the characters who are more skilled can help cover for their comrades. To make a group test, everyone in the group rolls the same test with the same modifiers. If at least half of the group succeeds, then the whole group does. Otherwise the group fails. This can be used to represent things like a group of characters attempting to navigate dangerous terrain, or avoid detection by enemies.

***Simple Tests***

In many circumstances there is no chance that a character will fail a particular action, but the GM wants a simple gauge of how well the character performs. In this case, a Simple Test may be employed. This is handled just like a standard test, but rather than determining success or failure, the result of the test determines whether the character succeeds strongly (passes the test) or succeeds weakly (fails the test).

***Opposed Tests***

Whenever a character’s action is directly opposed by that of another character, the GM can call for an Opposed Test. Both characters make a test against each other, with the result determining the winner. To make an opposed test, each character rolls a standard test as appropriate to the situation. If only one of the characters succeeds, that character wins. If both succeed, then the characters have tied. If both fail, then nobody wins. Note that both characters do not have to actually roll the same test: characters making different tests for different actions can still be acting in opposition to one another.

Opposed tests that result in a tie (both characters succeed) are typically broken by comparing degrees of success, with the character who has the greater success being the winner. Further ties can be broken by having the characters reroll. But sometimes the GM may rule that the test has simply resulted in a tie and the two characters remain locked against each other until one of them gives up or another opposed test is made.

If a character rolls a critical success during an opposed test, they automatically win the contest regardless of their opponent’s degrees of success (unless both rolled a critical success, in which case the tie goes to the PC).

***Extended Tests***

Sometimes the GM may rule that a single task may require more than one test to achieve. An extended test is simply a series of one or more tests made by a character where each successful test adds to the character’s total degrees of success. Once their total reaches a threshold decided by the GM, they pass the test. This can be used to simulate tasks like breaking down a door.

Most extended tests are also performed under some sort of time pressure. With infinite time it is assumed the character could eventually complete the task. But if the task has a time limit then “failure” is simply represented by not achieving success in the allotted time.

***Example:*** *An Imperial soldier is attempting to bash down a door to help their comrade on the other side, who is beset by foes. The GM rules that this requires an extended test, and that each turn the soldier can make a Strength test to attempt to damage the door. The GM has decided that 10 degrees of success are necessary to overcome the door. On their first turn the soldier succeeds with 5 degrees. On their second, they fail. On their first turn of the second round they succeed with 3 degrees. And on their second turn of the second round, they succeed with 4 degrees and finally smash the door down. Fortunately their ally is still alive, and at the start of the third round the soldier draws their sword and rushes into the room...*

***Attribute & Skill Tests***

Until now, we have simplified the concept of tests. Characters are largely defined by their attributes, which provide the base target number for almost all tests. Characters also have skills, which can affect different tests in certain circumstances. All tests (regardless of the test’s type) can be divided into two categories based on whether a attribute or a skill is used to determine the target number.

***Attribute Tests*** are tests made with a target number based on one of a character’s attribute scores and modified as appropriate for the difficulty of the test. These tests are used when a character is performing a task that does not require or benefit from specialized training and relies only on their natural abilities.

***Skill Tests*** are tests made with a target number based on one of a character’s characteristic scores and their relevant skill level. Like attribute tests, skill tests are also modified as appropriate for the difficulty of the test; unlike attribute tests, skill tests also take into account a character’s skill at whatever task they are attempting. Skill tests are used when a task requires some form of specialized training or skill to perform well.

Each skill has an associated set of governing attributes (listed in parenthesis next to the skill, typically) which are the attributes upon which that skill relies. Typically the player chooses which attribute to use, but the GM may require that they must use a particular one if they feel the circumstances dictate it.

Once the governing attribute has been determined, add the character’s skill bonus and any other applicable modifiers to the attribute score. This value is the ***Target Number (TN)*** for the skill test.

***Example:*** *A thief attempts to leap delicately between two rooftops. The GM rules this requires an Acrobatics test of Challenging difficulty (-10). The thief has the Acrobatics (Str, Ag) skill trained to the Journeyman rank (+20). The player chooses Agility as the base attribute for the test as it is higher than her Strength and better fits the task at hand. She applies a net +10 modifier to her Agility score of 43. She then rolls a 37, which is a success (with 3 degrees) against her target number of 53.*

***Limited Skill Tests***

In some circumstances the GM may rule that a character’s skill in one area is limited by their lack of skill in another. For example, a character fighting while balancing on a moving surface is limited by their ability to balance themself properly. In these cases the character may not take advantage of any of their ranks in the primary skill that would exceed their ranks in the limiting one.

***Example:*** *A smuggler is dueling with a pirate on the deck of a ship on the high seas. The ship is rocking heavily in the waves, and unfortunately for the smuggler they are not able to balance themself well enough to fight to their full potential in this environment. Their Weapon skill, normally a +30, is treated as being only a +10 because that is their Acrobatics skill bonus.*

***Skills***

Most tasks that a character can perform are measured by their skills. Skill ranks reflect the character’s experience, training, and overall ability to perform these actions. Each skill has a corresponding Skill Rank, which has an associated value from 1 to 6, which reflects how capable the character is at utilizing that skill. Each skill has one or more Governing Attribute: a set of attributes that reflect the many ways that a character can utilize a single skill.

Each skill rank is divided by 10 skill points, referred to as your ***Skill Bonus***. It is this bonus that is added to your skill’s target number.

***Skill Ranks***

| ***Rank*** | ***Bonuses*** | ***Equivalence*** |
| --- | --- | --- |
| Novice (1) | 0-9 | Little to no knowledge |
| Apprentice (2) | 10-19 | Basic Proficiency |
| Journeyman (3) | 20-29 | Practical Proficiency |
| Adept (4) | 30-39 | Extensive Experience |
| Expert (5) | 40-49 | Professional Proficiency |
| Master (6) | 50 | Complete Mastery |

***List of Skills***

| ***Skill*** | ***Governing Attribute*** |
| --- | --- |
| Acrobatics | Strength or Agility |
| Alchemy | Intelligence |
| Athletics | Strength |
| Animal Handling | Intelligence |
| Awareness | Perception |
| Artistry | Intelligence or Personality |
| Alteration | Willpower |
| Block | Endurance or Strength |
| Conjuration | Willpower |
| Destruction | Willpower |
| Engineering | Intelligence |
| Evasion | Agility |
| Enchanting | Intelligence |
| Heavy Weapons | Strength |
| Illusion | Willpower |
| Lore | Intelligence |
| Light Weapons | Agility or Strength |
| Medicine | Intelligence |
| Mercantile | Intelligence |
| Marksman | Perception |
| Mysticism | Willpower |
| Provisioning | Intelligence or Perception |
| Riding | Agility or Endurance |
| Restoration | Willpower |
| Speechcraft | Personality |
| Sneak | Agility |
| Security | Intelligence |
| Smithing | Intelligence or Strength |
| Survival | Perception or Intelligence |
| Unarmed | Agility or Strength |

***Skill Perks***

Perks offer small modifiers and in some cases, new abilities and uses for the skill. Every time you gain a Rank in a skill beyond Novice, you gain 1 Perk for that skill. Each perk can only be taken once, unless stated in the perk’s description. Some perks will have a listed Skill Rank which indicates that you must have the skill at that rank or greater to take the perk. Spell Schools do not have perks.

***Skill Descriptions***

This section gives an overview of each skill, what it represents, its governing attributes (listed in parenthesis), some common applications, and the skills perks.

Acrobatics (Str/Agi)

Acrobatics covers the spectrum of physical activities involving explosive body movements and feats of flexibility and balance. Your GM may ask you to test Acrobatics when you try to accomplish tasks like the following...

* Leaping deftly between rooftops or over an enemy
* Escaping from bonds
* Squeezing into a small space
* Balancing on the edge of a cliff

For rules regarding jumping, see ***Size & Movement*** in Chapter (COMBAT).

***Acrobatics Perks***

* *Swift*

You gain a +1 to your Move Speed. This Perk stacks.

* *Leap*

When you successfully jump using Acrobatics, you may add +1 to the total distance. This Perk stacks.

* *Tumble*

You treat fall damage as being of 1 meter less than you actually fell. This Perk stacks.

* *Parkour (Journeyman +)*

You ignore difficult terrain. So long as you could move unburdened.

Alchemy (Int)

Alchemy is the arcane art of brewing potions and poisons by combining ingredients in order to exploit their magical effects. This skill can be used to create a variety of concoctions with dramatic effects ranging from potions of levitation or healing, to magical poisons. Your GM may ask you to test Alchemy when you try to accomplish tasks like the following...

* Brewing a potion or poison
* Identifying magical ingredients
* Identifying the effects of an unknown potion

The rules for utilizing Alchemy are found under ***Alchemy*** in Chapter (CRAFTING).

***Alchemy Perks***

* *Mutagen*

All Tinctures you consume last +1 Round. This perk stacks.

* *Poisoner (Apprentice +)*

Any potion you use adds an additional -10 penalty to tests made to resist it.

* *Grenadier*

All bombs you use have a +1 to its AoE.

* *Chemist*

All potions you make gain a +1 to its Potency.

Athletics (Str)

Athletics represents a character’s ability to perform physically taxing activities, often under stress or with little to no preparation. Your GM may ask you to test Athletics when you try to accomplish tasks like the following...

* Jumping a particularly long distance through brute strength
* Walking a long distance without stopping
* Lifting a heavy object
* Climbing up the side of a cliff

***Athletics Perks***

* *Brawn*

Increases your Carry Rating by +2. This Perk stacks.

* *Vitality*

Increases your Max Health by +3. This Perk stacks.

* *Vigor*

You gain +1 Max Stamina. Can be taken twice.

* *Conditioning*

Reduces the penalty from encumbrance by 1.

* *Might*

You gain +1 DoS on tests made to perform a feat of strength. This Perk stacks.

Animal Handling (Int)

UNDER CONSTRUCTION

* Animal Companionship will be added in the “Living in Tamriel” chapter...once that is done, I can make the Skill and Perks
* For an idea of the mechanic, look at my Animal Companionship homebrew of 3e.

Awareness (Prc)

Awareness represents a character’s general awareness of their surroundings and their ability to notice things that others might dismiss. Your GM may ask you to test Observe when you try to accomplish tasks like the following...

* Spot an ambush before it happens
* Identify when someone is acting strangely
* Locate a hidden switch or trap in a room
* Notice a strange creature in the distance

***Awareness Perks***

* *Alert*

You gain +1 to your Initiative. This Perk can be taken twice.

* *Keen Vision*

You gain +1 DoS on tests made to spot things. This Perk stacks.

* *Acute Hearing*

You gain +1 DoS on tests made to hear things. This Perk stacks.

* *Night Watch*

You no longer suffer penalties while in conditions of Dim Light.

* *Light Sleeper*

You always count as being awake for the purposes of making Awareness tests and determining surprise, even if asleep.

Artistry (Prs/Int)

UNDER CONSTRUCTION

* Details will be in the crafting chapter.

Alteration (Wp)

This skill influences the use of spells from the school of Alteration. As a school, Alteration focuses on altering the physical and magical properties of things. Your GM may ask you to test Alteration when you try to accomplish tasks like the following...

* Cast an Alteration spell
* Identify the effects of Alteration magic

For detailed rules regarding the use of this skill, see Chapter (MAGIC).

Block (End/Str)

This skill represents your ability to utilize a Shield or Weapon to deflect incoming attacks. Your GM may ask you to test Block when you try to accomplish tasks like the following...

* Taking the Block Action in combat

For detailed rules regarding the use of this skill, see Chapter (COMBAT).

***Block Perks***

* *Shieldbearer*

You may choose to Bash with a Shield as your Advantage Action.

* *Bulwark (Journeyman +)*

While equipped with a Shield, foes within your melee range cannot take opportunity attacks against your allies.

* *Phalanx*

You add +1 to the DR of your allies who are adjacent to you, who are also wielding a shield. This Perk stacks, but you can only gain the bonus AR from one ally at a time.

* *Brace*

You may spend 1-2 Stamina to increase your Shields AR by +2/+4 as part of your Block Action. This Perk can be taken multiple times, each time increasing the Bonus AR by +1.

Conjuration (Wp)

This skill influences the use of spells from the school of Conjuration. As a school, Conjuration focuses on calling upon and interacting with various otherworldly entities. Your GM may ask you to test Conjuration when you try to accomplish tasks like the following...

* Cast an Conjuration spell
* Identify the effects of Conjuration magic

For detailed rules regarding the use of this skill, see Chapter (MAGIC).

Destruction (Wp)

This skill influences the use of spells from the school of Destruction. As a school, Destruction focuses on harming targeted objects and beings through the use of various kinds of elemental and magical attacks. Your GM may ask you to test Destruction when you try to accomplish tasks like the following...

* Cast an Destruction spell
* Identify the effects of Destruction magic

For detailed rules regarding the use of this skill, see Chapter (MAGIC).

Engineering (Int)

UNDER CONSTRUCTION

* Details will be in the crafting chapter.

Evasion (Agi)

Evasion measures a character’s ability to escape from observed, impending danger through the use of fluid movement and quick reaction times. This skill is most often used to defend against attacks in combat, or to avoid other physical dangers. Your GM may ask you to test Evasion when you try to accomplish tasks like the following...

* Duck beneath an incoming spell
* Dodge a sword swing
* Avoid falling debris
* Stay out of reach of multiple attackers

For detailed rules regarding the use of this skill, see Chapter (COMBAT).

***Evasion Perks***

* *Danger Close (Adept +)*

On successful Evasion tests to avoid AoE damage, you take one quarter damage instead of Half.

* *Escapist*

When you successfully evade you may move +1 extra meter. This Perk stacks.

* *Dynamic Strike*

You may Counterattack as an Advantage action for Evading.

Enchanting (Int)

Enchanting is the arcane art of creating enchanted items by binding the energy contained within soul gems to another physical object. Your GM may ask you to test Enchant when you try to accomplish tasks like the following...

* Create an enchanted item
* Identify the effects of an enchantment
* Learn how to use a mysterious enchanted item
* Recharge an enchanted item

***Enchanting Perks***

* *Arcanist*

Add +1 to the Max Charge of any item attuned to you. This Perk Stacks.

* *Regalia (Journeyman +)*

Add +1 to your Max Attunement.

* *Channeling*

Add +1 to any Charge you regain through Soul Gems or Ambient Charging. This Perk Stacks.

Heavy Weapons (Str)

This skill represents your ability to utilize Heavy Weapons in combat. Your GM may ask you to test Heavy Weapons when you try to accomplish tasks like the following...

* Use a Heavy Weapon to perform an attack

For detailed rules regarding the use of this skill, see Chapter (COMBAT).

***Heavy Weapons Perks***

* *(Weapon) Mastery*

Adds +1 to your damage with a specific heavy weapon type. This Perk can be taken multiple times, each increasing the bonus damage by +1 or applying to another weapon type.

Illusion (Wp)

This skill influences the use of spells from the school of Illusion. As a school, Illusion focuses on manipulation and deception to affect the minds of targets and the light around them. Your GM may ask you to test Illusion when you try to accomplish tasks like the following...

* Cast an Illusion spell
* Identify the effects of Illusion magic

For detailed rules regarding the use of this skill, see Chapter (MAGIC).

Lore (Int)

Lore represents a character’s ability to recall information of all types. This includes any knowledge that they would possess due to their education or experience and is meant to represent a character’s general knowledge. Your GM may ask you to test Lore when you try to accomplish tasks like the following...

* Remember specific details about something you learned
* Identify a creature that you have only read about
* Reconcile new information with what you already know
* Find similarities between two ancient legends

***Lore Perks***

* *Studious*

You gain +1 DoS on tests made to research something while you have access to the proper material. This Perk stacks.

* *(Field of Study)*

You select a specific topic to have in-depth knowledge on. You gain a +1o TN on tests made to recall or to know a piece of information connected to your chosen field. You can take this Perk multiple times, either of the same topic increasing the bonus by +10, or to select another topic of study.

* *Linguist*

You gain 2 points to be spent on Languages. You can save these points for later use.

Light Weapons (Agi/Str)

This skill represents your ability to utilize Light Weapons in combat. Your GM may ask you to test Light Weapons when you try to accomplish tasks like the following...

* Use a Light Weapon to perform an attack

For detailed rules regarding the use of this skill, see Chapter (COMBAT).

***Light Weapons Perks***

* *(Weapon) Mastery*

Adds +1 to your damage with a specific light weapon type. This Perk can be taken multiple times, each increasing the bonus damage by +1 or applying to another weapon type.

Medicine (Int)

Medicine is used to mend wounds, treat diseases, and help recover lost health over rests. Your GM may ask you to test Medicine when you try to accomplish tasks like the following...

* Treat a Wound
* Determine the cause of death of a corpse
* Diagnose a disease or infection

For detailed rules regarding the use of this skill, see the Health & Damage section in Chapter (COMBAT).

***Medicine Perks***

* *Surgeon*

You gain +1 DoS on Medicine tests made to treat wounds.

* *Healer’s Hands*

When you test Medicine to heal injuries over a rest, you add +2 to the HP pool you get to distribute. This Perk stacks.

* *Field Medic*

You can spend a Full Action (2 AP) to temporarily bind a wound. You can negate the passive effects from the Broken and Maimed conditions for 1 Hour, or until you perform a rest. Performing this prevents you and the patient from taking any other actions or reactions until the start of your next turn. This provokes attacks of opportunity. This ability consumes 1 use of your Medical Kit.

Mercantile (Int/Prs)

Mercantile reflects a character’s ability to engage in business related activities and covers anything involving the practical application of economics. Your GM may ask you to test Commerce when you try to accomplish tasks like the following...

* Locating an item for sale
* Running a business
* Appraising an item

The rules for using the Mercantile skill to buy and sell items are handled in Pricing & Acquisition in Chapter (ECONOMY).

***Mercantile Perks***

* *Final Offer (Adept +)*

You may reroll a failed test made to haggle once per transaction.

* *Trader*

You may treat the base price of an item as being 5% higher or lower when you roll to haggle on a final price. This Perk stacks, each time increasing the percentage by +5%.

Marksman (Prc)

This skill represents your ability to utilize Marksman Weapons in combat. Your GM may ask you to test Marksman when you try to accomplish tasks like the following...

* Use a Marksman Weapon to perform an attack

For detailed rules regarding the use of this skill, see Chapter (COMBAT).

***Marksman Perks***

* *(Weapon) Mastery*

Adds +1 to your damage with a specific Marksman weapon type. This Perk can be taken multiple times, each increasing the bonus damage by +1 or applying to another weapon type.

Mysticism (Wp)

This skill influences the use of spells from the school of Mysticism. As a school, Mysticism is a rather obscure discipline focused on manipulating magicka itself to produce a number of exotic effects. Your GM may ask you to test Mysticism when you try to accomplish tasks like the following...

* Cast a Mysticism spell
* Identify the effects of Mysticism magic

For detailed rules regarding the use of this skill, see Chapter (MAGIC).

Provisioning (Prc/Int)

UNDER CONSTRUCTION

* Details will be in the crafting chapter.

Riding (Agi/End)

The Riding skill is a measure of your character’s ability to control various mounts. The difficulty is associated with the demands being placed upon the creature, and its level of familiarity to the rider. Your GM may ask you to test Riding when you try to accomplish tasks like the following...

* Push a mount to ride faster.
* Leap over an obstacle on a mount.
* Attempt to ride a strange beast.

***Riding Perks***

* *Cavalry*

You can use your Mounts Strength Bonus instead of your own for damage with melee attacks made while Mounted.

* *Jockey*

You increase your mount's speed by +2. This Perk stacks.

* *Controlling*

You gain +1 DoS on tests made to calm or control your mount. This Perk stacks.

Restoration (Wp)

This skill influences the use of spells from the school of Restoration. Restoration is focused on healing and restoring targets, and harming the undead. Your GM may ask you to test Restoration when you try to accomplish tasks like the following...

* Cast a Restoration spell
* Identify the effects of Restoration magic

For detailed rules regarding the use of this skill, see Chapter (MAGIC).

Speechcraft (Prs)

Speechcraft is a measure of the character’s knack for influencing people through strength of personality or threat of intimidation. Speechcraft tests are most often opposed by Willpower tests if the target wishes to resist. Your GM may ask you to test Speechcraft when you try to accomplish tasks like the following...

* Impressing others with tales of one’s accomplishments
* Intimidate someone into doing what you want
* Making a new friend, or seducing a person of interest
* Convincing others to agree with you
* Singing a song
* Commanding others in battle

***Speechcraft Perks***

All Perks Stack

* *Inspirational*

You gain +1 DoS on tests made to inspire someone or rally a group to action.

* *Coerce*

You gain +1 DoS on tests made to intimidate or coerce someone towards a particular action.

* *Diplomat*

You gain +1 DoS on tests made to resolve disputes peacefully and to convince someone of your beliefs.

* *Deception*

You gain +1 DoS on tests made to lie or conceal one's true intentions.

* *Romantic*

You gain +1 DoS on tests of a flirtatious nature. Remember, one passed roll does not a lover make.

* *Insight*

You gain +1 DoS on tests made to see through lies or to tell when someone is hiding something.

* *Vocalist*

You gain +1 DoS on tests related to Singing.

Sneak (Agi)

Sneak is a measure of a character’s ability to remain unnoticed in a variety of settings and environments through the employment of specific techniques. This test can be opposed by an Awareness test when appropriate. Your GM may ask you to test Sneak when you try to accomplish tasks like the following...

* Shadowing someone through a marketplace
* Sneaking up on an enemy camp
* Camouflaging yourself in the undergrowth
* Sneaking past a sleeping monster
* Palming a small object unnoticed
* Picking someone’s pocket

***Sneak Perks***

* *Light Fingers*

You gain +1 DoS on tests made to take or place something unnoticed. This Perk stacks.

* *Cutpurse*

You gain a +1 DoS on tests to pickpocket small items from a target. This Perk stacks.

* *Stealthy*

You gain +1 DoS on Sneak tests made to move silently and to conceal yourself. This Perk stacks.

Security (Int)

The Security skill is a measure of the character’s ability to use artifice, guile, and manual dexterity to circumvent normal limits and restrictions. Your GM may ask you to test Security when you try to accomplish tasks like the following...

* Picking a lock on a door
* Disarming a trap

***Security Perks***

* *Locksmith*

You gain +1 DoS on tests made to pick locks or disarm traps. This Perk stacks.

* *Tinkerer*

The time it takes to pick a lock or disarm a trap is halved.

* *Trapfinder*

You may test Security on a Trap that you are aware of to determine key details about its mechanisms. Such as how much weight would be needed to offset or trigger it and to follow it to where its core mechanism is for proper disarming, having access to this part gives you a +10 to disarm it.

Smithing (End/Int)

UNDER CONSTRUCTION

* Details will be in the crafting chapter.

Survival (Int/Prc)

The Survival skill is a measure of a character’s ability to subsist away from civilization. The difficulty is associated with the local environmental constraints. Your GM may ask you to test Survival when you try to accomplish tasks like the following...

* Gathering food and water from the environment
* Tracking a person or animal through the woods
* Identifying dangerous plants
* Applying first aid to a character in order to stabilize them.

***Survival Perks***

* *Tracker*

You gain +1 DoS on tests made to identify and follow Tracks. This Perk stacks.

* *Wayfinder*

You gain +1 DoS on tests made to orientate yourself, read maps, find shortcuts, and find the best route through harsh terrain. This Perk stacks.

* *Forester*

You gain +1 DoS on tests made to set up a Camp, find a good campsite, start a fire, and construct shelter. This Perk stacks.

* *Hunter*

You gain +1 DoS on tests made to skin, butcher, and process a carcass. This Perk stacks.

Unarmed (Agi/Str)

The Unarmed skill shows your ability to utilize your body as a weapon, using punches, kicks, and wrestling to deal with threats. Your GM may ask you to test Unarmed when you try to accomplish tasks like the following...

* Attempting to attack with a natural weapon.
* Attempting to perform or resist a grapple.

For detailed rules regarding the use of this skill, see Chapter (COMBAT).

***Unarmed Perks***

* *Unarmed Prowess*

You get a +1 to your Unarmed damage. This Perk Stacks.

* *One, Two (Journeyman +)*

Your Unarmed attacks may now be treated as Dual Wielding, so long as you have two free hands.

* *Unarmed Defender*

You can parry melee attacks with your natural weapons.

* *Catch Projectile*

You may Parry ranged attacks with your natural weapons, doing so imposes a -10 penalty for thrown weapons and a -20 for fired ones. If successful, you catch the projectile in a free hand.