Skills

Fluff about why skills are important...

### Making Skill 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 an 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 one of three ***Target Numbers (TN)***, each one is of decreasing value and represents the ***Degree of Success (DoS)*** of the test. 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.

### Degrees of Difficulty and Degrees of Success

All tests have a ***Degree of Difficulty (DoD)*** that state how challenging the test is to succeed. This is handled by stating a required amount of ***Degrees of Success (DoS)*** to pass the test. The degrees of difficulty are valued as follows; ***Routine*** tests (DoD 1) has an unmodified TN. ***Challenging*** tests (DoD 2) is valued at half the TN. ***Arduous*** tests (DoD 3) is valued at one fifth the TN. All of these TNs are rounded down when they have a remainder.

There is another type of test that has no listed DoD, which is the ***Opposed Test***. These tests are rolled by two characters who are competing for the greater DoS to win over their opponent. In the case of a Tie, both characters rolled within the same DoS, the one who rolled lower wins. If they rolled exactly the same numbers, they then reroll.

Several actions and spells have three tiers of increasing effect, so rolling a higher DoS when performing these actions or casting these spells will result in a more potent outcome.

### External Influences on Tests

In certain situations the Gamemaster may decide that the outcome of a test is being influenced, positively or negatively by some external force, such as trying to climb a slippery surface versus climbing a surface with plentiful handholds. These situations are handled by Boosted and Penalized tests. ***Boosted*** tests are rolled twice, taking the better result and ***Penalized*** tests are rolled twice, taking the worse result. These modifiers can stack twice, rolling a total of three times, but never more than that.

### Teamwork

Characters can work together to complete certain tasks, it is up to the Gamemaster and the players to decide how each character could assist as there may be certain situations where only a few people could possibly in a meaningful way. In order for a character to attempt to assist, they must have a Rank in the attempted skill of Apprentice or greater. Having ***One Person*** helping Boosts the test, ***Two People*** double Boosts the test, having ***Four or More People*** reduces the DoD by 1, in some situations the amount of people may vary as determined by the Gamemaster’s ruling.

### Group Tests

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 DoD. 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).

### 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 ***Success Threshold (ST)*** decided by the GM, they pass the test. This can be used to simulate tasks like breaking down a door. These tests also have a ***Failure Threshold (FT)***, which typically should range from 2-5, that details how many attempts the character has, successful and failed tests count, to roll before the test is considered a total failure.

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.

### Personal Saves

Personal Saves are a type of test made using one of three ***Saves***, uniquely valued tests that represent certain natural capabilities of the character. Saves do not have ranks, but do still have the three TN tiers.

***Awareness (Prc)***: This save is used for when a character’s ability to spot, hear, or otherwise become aware of something or to quickly react to something.

***Fortitude (End)***: This save is used for when a character needs to resist poisons, disease, or certain effects that physically affect them.

***Resolve (Wp)***: This save is used to test a character’s ability to resist a mental effect, such as magic or fear.

### 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 |
| 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 Descriptions

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

## 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).

## 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).

## 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

## 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
* For an idea of the mechanic, look at my Animal Companionship homebrew of 3e.

## 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).

## 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).

## 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

## 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).

## 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

## 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).

## 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).

## 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).

## 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).

## 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.

## 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

## 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

## Smithing (End/Int)

UNDER CONSTRUCTION

* Details will be in the crafting chapter.

## 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

## 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.

## 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).