# 3. Skills & Skill Tests

While Attributes describe characters’ capacities in broad strokes and combine their innate dispositions, nature and abilities developed during their lives equally, Skills are more focused. They represent more specific areas of potential expertise and are things that the character has actively learned and trained to do.

This chapter will cover the Skills available in the game, how characters get them and advance them, and how to test them. Skill Tests are the central and arguably the most important mechanic in the game – whenever the outcome of characters’ actions are not certain, a Skill Test will be rolled. In fact, most dice rolls during play will be exactly for Skill Tests.

Basics of Skills:

The system has 28 skills divided into 7 groups; One group for each Attribute – so you have Might-based Skills, Cunning-based skills etc. The skills are deliberately broad enough to cover most\*, if not all situations expected to come up during play, while also being specific enough to not overlap too much (if at all).

\***Note:** If you have a character concept such that there’s really no Skill that fits with what the character does, you can work with the GM to introduce a new Skill into the game. More word on this later.

The table below lists the 28 default Skills sorted by their group. Their full and detailed descriptions can be found at the end of the chapter.

|  |
| --- |
| **Might:** |
| Athletics, Health, Melee, Unarmed |
| **Agility:** |
| Acrobatics, Escapology, Stealth, Throw |
| **Reaction:** |
| Marksman, Perception, Reflex, Ride/Drive |
| **Intelligence:** |
| Insight, Lore, Outdoorsman, Science |
| **Equilibrium:** |
| Artistic, Composure, Concentration, First Aid |
| **Cunning:** |
| Deception, Investigate, Skulduggery, Tinker |
| **Presence:** |
| Command, Consort, Sway, Willpower |

Governing Attributes:

Each skill has a Primary Attribute that governs it, and this always corresponds to the group to which the skill belongs.

For example, all four of Athletics, Fortitude, Melee and Unarmed have Might as their Primary Governing Attribute, or **PGA**.

Each Skill also has a Secondary Governing Attribute (**SGA**). This is specific to each Skill and can be found next to their descriptions (if none is noted, that means it’s the same as PGA).

Ranks:

The Rank is a measure of the extent of a character’s training and experience with a certain skill. It’s a simple number ranging from 0 to 6. Rank 0 means that the character has no prior experience nor any training in the field. Rank 6, on the other hand, represents complete mastery, though few will achieve this.

Game Flow:

Before explaining the intricacies of Skill Tests, it would be good to know roughly where their place in the game is. Grossly oversimplified, the typical flow of the game will be something like this:

* The GM describes the scene and the situation, then asks the players what they want to do.
* The players decide on various actions for their characters to do in the game world in the attempt to resolve situation.
* Sometimes these actions will be trivial, in which case they succeed automatically, and the game carries on normally.
* However, the most interesting situations are ones in which success isn’t certain. When that’s the case, players roll Skill Tests for their characters and the story moves forward in one direction or the other, depending on the success of the tests.
* Repeat.

Skill Tests come in two flavours: “regular” Tests, which we roll when the characters are facing off against inanimate obstacles, and Opposed Tests, which we roll when multiple characters and/or creatures are facing off against each other.

Basics of Skill Tests:

Fundamentally, the Skill Test mechanic comes down to the following: Roll a number of 12-sided dice, count successes on them, and compare the total number of generated successes to the DC\* - a number used to denote the difficulty of the task being attempted. To pass the test and make progress towards their goal, the testing character must generate enough successes to meet or surpass the DC value.

\***Note:** “DC” is abbreviated from Difficulty Class. This name is vestigial from some now quite old games, but it was kept because it rings nice and familiar.

The following text is dedicated to explaining exactly how many dice to roll, what constitutes a success, how to determine the DC, and what other mechanics exist within the game that can affect Skill Tests.

Skill Test Variables:

There are a few important values which will vary from test to test. Each test is defined in terms of those values, so it’s important to know what each one of them represents and how it affects the test. Those values are:

* Skill Exponent
* Keep Value
* Circumstance Modifier (CM)
* Effort Level

There’s also the DC, as mentioned before.

Skill Exponent:

This value represents the testing character’s overall potential with the Skill being tested. As his Skill Exponent grows, he’ll be able to pass Skill Tests with increasingly higher DC values, but he’ll also pass tests with lower DCs more consistently.

By default, we get the Skill Exponent by adding together the modifier of the Skill’s PGA and the Skill’s Rank. If the modifier of the Skill’s SGA is at least +2, also add that modifier lowered by 1.

So, for short:

PGA + Max{SGA – 1, 0} + Rank

The Skill Exponent can sometimes be modified through other mechanics, most notably Skill Synergies and Skill Specializations, both of which are described later in this chapter.

Keep Value:

The Keep Value is the base number of dice to roll for the test, and also the number of dice the player is allowed to keep after rolling (every dice that is not kept is discarded along with any successes that it may have).

By default, the Keep Value for every test is 3. Most often, players will want to use The Rule of the Ellipse (described later in this chapter) to bring it up to 4 or 5. Other than that, it will rarely change.

Circumstance Modifier:

This number represents current (often temporary) conditions that make the task at hand easier or more difficult. Determining it will be explained later, but for now keep in mind that it ranges from -3 to 3 and that the higher, the better. Most commonly, though, it will be at 0 (neutral).

Effort Level:

Effort is a mechanic that represents characters pushing themselves in order to bolster their chances of passing an important test, at the risk of becoming stressed out or exhausted if they do it too often.

Specifics of Effort will be explained later as well, in the “Complementary Mechanics” section, but for now note that Effort Level ranges from 0 (business as usual) to 5 (give it all you’ve got).

<Examples here>

Putting It All Together:

To perform a Skill Test, take the following steps:

* **Build dice pool:** Take a number d12s equal to the Keep Value for this test. If rolling with a non-zero Circumstance Modifier value, also take a number of additional dice equal to the difference between CM value and zero (no matter if positive or negative).
* **Roll & keep:** Roll the dice pool. The player can only keep dice up to his Keep Value for the test and discard the others. With a positive CM value, he discards the dice with lowest numbers, and with a negative CM value, he discards the dice with the highest numbers.
* **Resolve Effort:** For an Effort Level of at least 1, you may select any of the kept dice and turn it so that it shows a number higher by 1 than the previous (up to 12, of course). You may do this up to as many times as your Effort Level, and the same die can be selected multiple times.
* **Count successes:** For each die that was kept, consult the Master Skill Test Table to the right to determine whether it counts as 0, 1, 2 or 3 successes.
* **Determine outcome:** If the total number of successes meets or exceeds the DC, the test is successful, and the testing character makes progress towards finishing his intent (or achieves it completely). Otherwise, the test fails. In either case, narrate the consequences of the test and then carry on with the game.

<Examples here>

Master Skill Test Table:

The table below coveys two very important pieces of information:

* First, it tells us the thresholds for generating 1, 2 or 3 successes from a single die during a Skill Test (columns marked 1S, 2S and 3S, respectively). As you can see, the thresholds are dependent on the tester’s Skill Exponent, and they go down as the Skill Exponent goes up.
* Second, it tells us the minimum DC that’s required for a test to be considered Difficult or Challenging for a tester with a certain Skill Exponent. If it meets neither requirement, it counts as a Routine test. This is important for Skill advancement, as will be described later in this chapter.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Exp.** | **Min. roll for Success** | | | **Minimal DC** | |
| **1S** | **2S** | **3S** | **Diff.** | **Chal.** |
| 0 | - | - | - | - | - |
| 1 | 12 | - | - | 1\* | 2 |
| 2 | 11 | - | - | 2 | 3 |
| 3 | 10 | - | - | 3 | 4 |
| 4 | 10 | 12 | - | 3 | 5 |
| 5 | 9 | 12 | - | 4 | 5 |
| 6 | 8 | 12 | - | 4 | 6 |
| 7 | 8 | 11 | - | 5 | 6 |
| 8 | 7 | 11 | - | 5 | 7 |
| 9 | 7 | 10 | - | 6 | 7 |
| 10 | 7 | 10 | 12 | 6 | 8 |
| 11 | 6 | 10 | 12 | 7 | 8 |
| 12 | 5 | 10 | 12 | 7 | 9 |
| 13 | 5 | 9 | 12 | 8 | 9 |
| 14 | 5 | 9 | 11 | 8 | 10 |
| 15 | 4 | 9 | 11 | 9 | 10 |
| 16 | 4 | 8 | 11 | 9 | 11 |
| 17 | 4 | 7 | 11 | 10 | 11 |
| 18 | 4 | 7 | 10 | 10 | 12 |
| 19 | 3 | 7 | 10 | 11 | 12 |
| 20 | 3 | 7 | 9 | 11 | 13 |
| 21 | 3 | 6 | 9 | 12 | 13 |
| 22 | 3 | 6 | 8 | 12 | 14 |
| 23 | 3 | 5 | 8 | 13 | 14 |
| 24 | 3 | 5 | 7 | 13 | 15 |

**Note:** Any Skill Exponent over 24 counts as 24.

Running Skill Tests, Part I:

This section includes information that’s mostly tips for the GM, though, of course, it will only help the players to know how things are working in the background. Part I covers determining DC values and Circumstance modifiers. Part II, found later in this chapter, offers some more general information for setting up Skill Test stakes, outcomes, and consequences.

Determining DC Values:

As stated before, the DC (Difficulty Class) represents the overall difficulty of the task being attempted in a Skill Test. In game terms, it is the number of successes needed so that the test is passed. Sometimes, the rules will explicitly state the DC of a task. However, often, it will be up to the GM to assess the situation and estimate the appropriate DC.

The following list offers guidelines for coming up with appropriate DC values for the situation.

* **DC 0 - Trivial:** A task so simple, that rolling a Skill Test for it would be meaningless.

Walk across a room uninterrupted.

* **DC 1 - Easy:** A task that is simple enough as to be within reach of someone with no talent nor training.

Notice something large in plain sight.

* **DC 3 - Moderate:** A gifted individual, or one with some training, can accomplish this task (often reliably).

Find recent animal tracks in the woods.

* **DC 5 - Hard:** A task that may be too much for your average Joe, but simple to an expert.

Pick a basic lock.

* **DC 7 - Formidable:** A task that requires good effort from a trained individual.

Example…

* **DC 9 - Brutal:** A task that is challenging even to a talented expert. Best attempted by someone specialized in the field.

Example…

* **DC 11 – Legendary:** Success at this level is almost certainly a combination of talent, mastery and advantageous circumstances. It is the stuff of legends.

Example…

* **DC 13 – Miraculous:** Accomplishing such a task would be a miracle even for masters of the trade.

Example…

* **DC ∞ - Impossible:** It simply cannot be done.

Jump to the moon.

Although the list above skips every other DC value, if the GM feels like a task is somewhere between two categories, he may use the mean value of their DCs.

parry an attack from a seasoned fighter, infiltrate into a noble's residence

pickpocket a trickster god

Skill Familiarity:

You'll notice that most skills are only vaguely defined - Melee, Outdoorsman, Lore and Artistic could mean a lot of things - this keeps the skill system simple but also creates an opening for the characters' backstories to come into play.

A character who has spent his entire life in a desert might have a high Outdoorsman rank, but still may not be able to survive in a jungle. A wrestler with a high Melee Skill still probably isn't proficient in the use of halberds. Having lots of ranks in Artistic does not mean that your character is great at painting, sculpting, singing, dancing, game design etc. all at once.

To represent this in-game, the GM should adjust the DC of all Skill Tests based on the backstories, according to the list below.

* The Task/Topic is directly related to character's former experiences; He should be familiar with it:

**No DC adjustment.**

* The Task/Topic is similar to character's former experiences; There's a good chance he has dealt with it (if indirectly) in the past: **Increase DC by 1.**
* The Task/Topic is loosely related to something else the character is familiar with; With some luck he could make it work: **Increase DC by 2.**
* The Task/Topic is unrelated to anything the character has done before. Chances are he doesn't know anything about it:

**Increase DC by 4.**

Determining Circumstance Modifiers:

We use Circumstance Modifiers to represent the effects that various advantageous or detrimental conditions can have on Skill Tests. You can think of them as temporary bonuses or penalties that arise from the specifics of the current situation.

Let’s take a leap across a small chasm as an example, and that the GM has determined that it’s a DC 4 task. If the character has enough room for a running jump, that’s an advantageous thing and that confers a +1 CM bonus to his test. If it was raining and the ground is slippery, or his leg is hurt, he gets a -1 CM penalty for each of those negative conditions.

When doing a Skill Test, all relevant Circumstance Modifiers are summed up (or “stacked”), up to 3, or down to -3. **Note:** The effects of CM are already described in a previous section.

Sometimes, the rules of the game will explicitly state that the testing character gets a CM bonus or penalty in specific conditions. However, very often, situations will arise during play that give a testing character clear advantage or disadvantage for the task at hand, but which are not covered by the rules. The rules cannot (and should not aim to) cover all the possibilities. In those cases, it’s up to the GM to determine whether a CM bonus or penalty is in order.

The rolling player is always free to point out an advantageous circumstance and request a CM bonus from the GM, though the GM has the final say on this.

**GM Tip:** If you’re not sure whether a DC adjustment or CM adjustment is more appropriate for the current situation, look at it like this: The DC is inherent to the task, while Circumstance Modifiers are given for various external factors, which are often temporary.

### Advantage & Disadvantage:

Maybe you’ve encountered the concept of “Advantages” and “Disadvantages” in other role-playing games. Circumstance Modifiers are this game’s analogy of those two, with Advantage translating to a +1 CM bonus, and Disadvantage translating to a -1 CM penalty.

Types of Skill Tests:

In the game, there are several different kinds of tests. They’re all very similar and mostly follow the rules outlined up until this point.

Standard Tests:

These are your “regular” tests described by the rules on the previous pages: A character tests his abilities against a static DC value representing some (usually) inanimate obstacle.

Opposed Tests:

Opposed tests are used when two characters are actively doing something against one another.

When one character is clearly the initiator of the action, he rolls first, followed by the other character’s roll. For example, attacking and defending in combat work this way.

Otherwise, they both roll at the same time. A good example would be an arm wrestling match.

In either case, the character who generated more successes wins the contest. In the case of a tie, one of 3 things happens:

* If only 1 of the competing characters has a Trait or Perk which allows them to break the tie in their favour, then they win.
* If the situation is such that a tie could make sense thematically, then the tie stands.
* Otherwise, the tie is broken with a fair d6 roll.

Not always will the opposed characters be rolling the same skill. In the above example with the arm wrestling, yes, both will be rolling Athletics. But in others, such as Sneaking past some guards, it will be Stealth vs Perception, for example.

Size Adjustment For Opposed Tests:

+1 Bonus Success to benefactor per size diff

Can be halved

Graduated Tests:

Graduated tests are those in which there isn’t a single DC to beat, but they rather work on a basis that at if the testing character gets at least 1 success, he manages to do whatever he was going to, but getting more successes means he does it with a larger magnitude.

<STUB>

Knowledge Tests:

Knowledge tests are a special kind of Graduated tests used to check a character’s knowledge about a specific subject.

The special thing about Knowledge tests is the following: Any of the governing Attributes for the skill being tested that is not either Cunning or Intelligence is replaced by Intelligence for purposes of Knowledge tests, regardless of the skill’s actual profile.

Of course, most Knowledge tests will be made with the Lore and Science skills, which already use Intelligence as their PGA and SGA. This rule comes into effect in all other cases, for example:

* A fighter rolling Melee to appraise the quality of a sword they just found.
* A driver rolling Drive to assess the chances of his car making the jump across the chasm.
* A thief rolling Skullduggery to recall information about a certain type of lock.

Supplementary Mechanics:

The Rule of the Ellipse (RotE):

What has two points of focus? An ellipse. And also, hopefully, your character.

This rule can be invoked whenever a character is attempting any Skill Test. It allows them to:

* **Increase their Keep Value by 1** for this specific test, at a cost of 1 Focus point.

Or, alternatively (and preferably):

* **Increase their Keep Value by 2** for this specific test, at a cost of 2 Focus points.

This rule is always available to all characters and creatures, and requires no Attribute, Trait or Perk requirements (so long as they have enough Focus points to spend).

The Rule of the Ellipse is a monumental boost for any Skill Test, and if a character can’t use it, it usually means that he’s in a troublesome situation – Tired, Stressed and Wounded – and sometimes all three.

In this section we’ll go over some mechanics that supplement and enhance the fundamental Skill Test mechanic. That’s not to say that these rules are optional – in fact, you’ll find the game quite unplayable without them.

Automatic Successes:

When the rules say that a character gets a certain number of Automatic Successes for some Skill Test, those successes are added to any successes generated by rolling for the test. They are not rolled for, hence the name.

Since they are guaranteed, Automatic Successes are a very powerful boost to the testing character. Because of that, the GM should not give them to in-game characters unless a game rule specifically says so, or the GM is really confident that they know what they’re doing.

Focus:

Focus is a stat that describes one’s ability to utilize and combine their skills and abilities with the goal of overcoming an obstacle. It represents both craftiness and the ability to work under pressure, or while stressed or wounded.

By default, a character’s Focus score is equal to their EQU + 3. As you will see in the chapter on Hardship, it can be temporarily reduced when the character is Stressed out, Fatigued, Wounded and similar.

In game terms, Focus is important because most special rules and abilities that allow characters to roll extra dice for Skill Tests, or gain some additional effects on success, cost Focus.

It's important to note that Focus is never “spent”; it only imposes a limit on the number of helpful effects that a character can utilize for a single Skill Test.

For example, let’s say that a character has a Focus score of 5, and that he’s currently not suffering any penalties to that value. He then attempts a Skill Test and spends 3 Focus points: 2 on the Rule of the Ellipse and 1 on Effort. That doesn’t mean that he now has only 2 Focus points left – the next time he attempts any Skill Test, he will have 5 Focus points to work with again (unless his total Focus score changes in the meantime).

Effort:

Effort is another mechanic for which the players can spend Focus (and often additional resources) in order to bolster their chances of succeeding on a Skill Test they deem important.

Before rolling the dice for a Skill Test, the player announces his Effort Level. This is a number that can go up to 3. This limit is raised to 4 if the testing character has the primary governing attribute of the Skill used at 10 or 11 (looking at the **base** value), and to 5 if he has it at 12.

It costs 1 point of Effort to announce an Effort Level greater than 0.

After rolling all the dice, the player may raise any of them by 1 point a number of times equal to his announced Effort Level. This was described in more detail in the “Basics of Skill Tests” section.

After the Skill Test is done, no matter if passed or failed, the player rolls a number of d12 equal to his Effort Level for this test. For each number that comes up that is higher than the character’s PGA (**base** value) of the used Skill, the character gains 1 point of Stress (explained in the chapter on Hardship). We call this an “Effort Test”.

A natural roll of 1 never gives a Stress point, and a natural roll of 11 or 12 always gives a Stress point.

### Enervation:

The Enervation stat describes effects that make the character easier to stress and tire out. During Effort Tests, add the character’s Enervation score to each d12 rolled before comparing it to the base Attribute value for determining whether it gives a Stress point or not.

Enervation is most commonly gained from wearing armour or carrying a lot of equipment. It can never be negative.

Skill Synergies:

Sometimes it may happen that, although a single Skill is clearly the best fit for the current situation, you can find connections to other Skills as well.

For example, you’re looking for clues in the house of a missing man. That’s obviously Investigate. But, if your character has a keen eye, proposing the use of Perception would make sense. The Synergy mechanic looks to cover those cases.

Before rolling any dice for a Skill Test, a player may seek to add more dice based on Skill Synergies. He must clearly and concisely explain why another Skill is relevant and how he’s using it. If the GM agrees that the proposition is sound, the player gets 1 Extra Die to roll for the test (2 if the Skill used for Synergy effect is at Rank 7 or higher). If possible, the GM should include Synergies when describing the results of the Skill Test.

Synergizing with a Skill costs 1 Focus point, no matter if 1 or 2 dice are added to the roll. Players can Synergize with multiple Skills if they have the Focus to spend.

There are no hard rules as to which Skills can be Synergized with in which situation. It’s up to the players to get creative, and up to the GM to arbitrate it.

Aid:

<Placeholder>

Running Skill Tests, Part II:

This section provides various tips for setting up Skill Tests and adjudicating their results. It’s meant mostly for GMs, though it won’t hurt if the players read it as well.

Stating Intent (what?)

Stating Method (how?)

Always Test Skills, Never Attributes

Two Directions

Failure Complicates the Matter

Let it Ride

Scopes of Skill Tests (small & big!) WTF is this

Advancing Skills & Levelling Up:

<Placeholder>

Skill Specializations:

<Placeholder>

Skill List:

<Placeholder>

Introducing New Skills:

<Placeholder>