New Idea:

You can work on improving X Specializations at any given time (X will be fixed or dependent on your Intelligence)

^ There will be room on the sheet for tracking this

Each spec needs 3 "dots" (or whatever they end up being called) to advance

You can spend some time (a few hours) to train for a single dot

When you use the parent skill in a way that's relevant to the spec. you can also gain a dot for the spec (exception: when the difficulty of the check is too low)

Maybe: When you gain a new dot, you need to roll 1dY over the current rank of the spec in order to keep it (Intelligence could affect this, giving the "faster learner" niche to high-int characters)Skill Specializations:

Each skill is relatively broad, but characters can also learn skill specializations, narrow areas in which they're particularly good at. In the Skill List (next chapter), you can find suggestions for specializations for each skill, but that's what they are - suggestions - players may make up their own specializations (that fit their characters), as long as they are of about the same scope as the ones presented in the book: "Uppercuts" for Melee Combat is too specific. "Sharp pointy things" is not specific enough.

In game terms, specializations function like additional skill ranks for tests for which they're relevant. For example, a character with 2 ranks in Outdoorsman and 2 ranks in the Foraging specialization would get 4 dice (not counting attributes and Perks) for tests made to find some edible plants in the middle of a forest.

A player cannot choose to ignore any specializations for purposes of making a test more difficult, and all relevant specializations a character has add dice to the test (though in general they shouldn't overlap).

A relevant specialization in a skill other than the one being tested can be FoRKed as it were a skill of its own (normal rules apply).

**Getting and Advancing Specializations:**

Characters may have any number of specializations. The only limitation is that you cannot have more ranks in a single specialization than in its parent Skill.

Getting or advancing a specialization requires a certain amount of “progress points”. How many of them are required is dependent on the character’s current rank in that specific specialization, as outlined in the table below.

|  |  |  |
| --- | --- | --- |
| Current Rank | Req. Progress Points | Minimum D. or C. Tests |
| 0 | 2 | 1 |
| 1 | 3 | 1 |
| 2 | 4 | 2 |
| 3 | 5 | 2 |
| 4 | 6 | 3 |
| 5 | 7 | 3 |
| 6 | 8 | 4 |
| 7 | 9 | 4 |
| 8 | 10 | 5 |
| 9 | 11 | 5 |
| 10 | 12 | 6 |
| 11 | 13 | 6 |
| 12 | - | - |

Characters most commonly gain Progress Points by training or practicing in their spare time. One Macro-Action can produce 1 Progress Point. Once a player has accumulated a sufficient amount of Progress Points, he can erase them all, along with a number of tests from the parent skill in question, in order to gain or advance the specialization. At least half (rounded down) of the erased tests must be either Difficult or Challenging.

***Example:*** *Roznek has 3 ranks in Melee Combat and 1 rank in the ‘Polearms’ specialization and wants to advance that specialization. To do that, he first needs 3 Progress Points (it’s always current rank + 2). After enough practice with his mentor, he is ready. He erases all the points along with 2 Routine Melee Combat tests gained in tavern brawls and 1 Difficult Melee Combat test gained by fending off some bandits, and he now has 2 ranks in the ‘Polearm’ specialization.*

Occasionally, the GM may allow a player who has just gained a Difficult or Challenging test for a Skill to also gain a Progress Point for a specialization tied to that particular skill. The test must have been gained in a way that’s directly related to the specialization being trained. Characters can’t gain the first Progress Point for any specialization this way.

You’ll notice that it’s easier to advance skills and specializations evenly than to advance the parent skill a few ranks first and then catch up on the specializations (because advancing specializations requires tests whose difficulties are based on the rank of the parent skill and not the specialization). That’s because usually, with age and experience, people tend to become set in their ways, and the more they know the harder it becomes for them to adapt to something new.