**Adventuring Skills**

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| **Skill Name** | **Cost** | **Stats** | **Default** | **Notes** |
| Acting | 3 | CW | 4 | * Used to convincingly act like someone else or to hide your motives and true feelings * Used to disguise yourself to look like someone else * Can be used to thwart ***Converse, Interrogate*** * Can be used to convince someone you’ve been ***Persuaded*** |
| Administer | 3/2 | PW | 4 | * Used to administer a business, or a fiefdom * Can be used to increase the profits from a holding * Can be used to decrease the time it takes to improve a holding * Can be used to ascertain the abilities of potential hires * ***Specialization*** gives you detailed knowledge of the law |
| Alchemy | 10 | RW | R | * Can only be purchased via template, or special background at the GM’s discretion * Used to identify potions and alchemical substances * Used to create potions * Start with 4 recipes from the alchemy spell list |
| Ancient Lore | 3 | PW | 0 | * Knowledge of the Ancients and the ruins they left behind * May give knowledge of places that have ties to the Ancients * May give knowledge of certain beasts that are related to the Ancients |
| Animal Lore | 3 | SW | 0 | * Used to tame, train, treat animals * Also used to learn stats about beasts * ***Specializations*** used here represent an expert-level knowledge of a type of animal – no roll is required for informational tests and taming/training checks are +2 *(Ex. Wolves, or Spiders)* |
| Athlete | 3 | MT | 6 | * Used to run faster and jump higher than normal * Used in contests of physical prowess * If you buy athlete, you can use it to ***Swim*** * If gained by default, you cannot ***Swim*** * Opens access to acrobatic talent trees if given a bonus or tagged |
| Climb | 3 | RS | 4 | * Physical skill used to climb surfaces * Given the right talents, can be used to avoid fall damage from any height |
| Converse | 3 | CW | 4 | * Ability to gain information from conversation with other characters (usually NPCs) * Can be used to discern a character’s motives * Can be used to discern if a character is lying to you * Used to avoid social penalties for cultural differences * Used to quickly fit in/make friends in a new social environment |
| Craftsman | 3/2 | SW | 0 | * Used to create or repair simple items and devices * Used to repair wear and tear on weapons and armor * ***Specializations*** in this skill are *required* to create equipment, or do more elaborate work (i.e., armor smith, weapon smith, builder, jeweler) |
| Diplomat | 3/2 | CW | 0 | * Used to negotiate deals and treaties between organizations * Can be used to discern the motives of the other negotiating parties * Used to understand the ramifications of agreements * Used to get better terms out of the deal * Used to understand the intricacies of a court * Used to identify and interpret heraldry and other noble symbols * Used to understand the lines of succession and ranks of noble titles * Can be used to behave correctly in a noble court * ***Specializations*** used here represent expert-level knowledge of a specific subject and no roll is required to succeed, or checks are +2 at the GM’s discretion * ***Specialization*** gives you detailed knowledge of the law |
| Dodge | 0 | RS | 8\* | * Every character has the Dodge skill without buying it * You cannot put free checks into Dodge * Dodge can raise only by use * Used to dodge missile/spell attacks |
| Dungeon Lore | 3 | PW | 0 | * Knowledge of the dark places of the world * Used to learn of any special conditions a dungeon might have before entering * Used to learn rumors about a dungeon * Can be used to assist survival in dungeons |
| Herb Lore | 5 | PW | 0 | * Used to identify and find useful herbs in the wild * Used to cultivate herbs * Used to mix poultices that give small heals and buffs to teammates |
| History | 3/1 | PW | 0 | * Represents a general knowledge of the history of the campaign realm * Historians presented with an unfamiliar question can roll to see if they know the answer * ***Specializations*** used here represent expert-level knowledge of a specific subject and no roll is required to succeed, or at a +2 at the GM’s discretion |
| Interrogate | 3 | CP | 4 | * Used to ascertain the truth of information coerced out of prisoners * Used to gain truthful information from interrogations |
| Intimidate | 3 | CM | 4 | * Used to bully people into giving you what you want |
| Item Lore | 5 | PW | 0 | * Used to know the history and lore of unfamiliar artifacts * Used to gain information about, and unlock, the powers of artifacts * ***Specializations*** used here represent knowledge about specific types of artifacts and all checks are +2 *(Ex. Swords, or Holy Relics)* |
| Language | 2 | -- | -- | * Allows a character to read and write another language |
| Locks | 3 | RS | 0 | * Used to pick locks |
| Lore | 2 | RW | 0 | * Specific areas of lore not otherwise covered in the game |
| Medic | 3/5 | SW | 0 | * Used to heal damage and reduce or remove the effect of wounds * In combat, can stop bleeding and dying statuses * In 5 minutes, can heal 1d4 * ***Specialization*** gives you the abilities of a doctor, able to treat poisons and diseases and extends your healing ability |
| Navigate | 3/2 | SW | 4 | * Used to travel overland without incident * Used to find specific locations within a region * ***Specializations*** used here represent specific area knowledge -- checks are +2 |
| Perform | 3 | CW | 0 | * Used to play instruments, sing, tell stories or otherwise entertain |
| Persuade | 3/2 | CP | 4 | * Used to convince other characters to take a certain course of action * ***Specialization*** gives you +2 when giving a speech to a large group |
| Ride | 3 | MS | 0 | * Used to ride beasts overland, and also in combat |
| Rune Bearer | 10 | ?? | R | * Can only buy through a template, or a special background at the GM’s discretion * You start the game having bound a single rune and you have access to its 1st tier spells |
| Rune Lore | 3 | PW | 0 | * Used to identify spells you see cast * Knowledge of runes, their spells, their rune sites, binding rituals, etc. |
| Sailing | 3 | MS | 0 | * Used to perform duties on ships |
| Search | 0 | RW | 8\* | * Every character has the Search skill for free * Used to search for secrets, or hide them from prying eyes |
| Sleight of Hand | 3 | RS | 4 | * Used to pick pockets, perform minor “magic” tricks, palm small items, escape from bonds |
| Seduce | 3 | CP | 4 | * The use of flirtation, attraction, and the promise or exchange of sexual favors to get what you want |
| Sneak | 3 | RS | 4 | * Used to conceal oneself from search, or to move quietly and unseen |
| Streetwise | 3 | CW | 0 | * Used to know about the seedy elements in a city * Can be used to gain access to criminals, fence stolen goods, and avoid trouble in the bad part of town * Can be used to gain information about criminal activity |
| Survival | 3/2 | ST | 4 | * Used to camp in hostile terrain to allow you to rest and heal * Used to avoid natural hazards * Used to forage for food and water * ***Specializations*** used here represent favored terrain – checks are +2 |
| Tactics | 3 | RW | 0 | * Used at the beginning of combat to generate ***Tactical Points*** * TP are usable like inspiration, but last only for the duration of the battle |
| Theology | 3/3 | CP | 0 | * Used to know about the gods of the campaign * Used to understand the will of the gods – whether or not certain actions would please or anger them * ***Specialization*** can be purchased if you are an ordained priest * ***Specialization*** allows you to learn and use prayers and divine invocations, and to start the game knowing 2 of them |
| Trade | 3 | CW | 4 | * Used to assay normal items and trade goods * Used to get better deals when buying/selling items |
| Track | 3 | RW | 0 | * Used to follow your quarry by the trail they leave behind |
| Traps | 3 | SW | 0 | * Used to disarm and possibly set traps |