Swordsphere Skills

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| **Skill Name** | **Type** | **Stats** | **Default** | **Notes** |
| Alchemy | Craft | PW | 0 | * Collect materials from defeated monsters and mining deposits * Create/identify potions |
| Armor Smith | Craft | MR | 0 | * Create and repair armor * Add minor traits and bonuses to armor * Collect materials from mining deposits |
| Athletics | General | MT | 8 | * Used to jump higher * Used in contests of prowess * ***License: Swim*** |
| Climb | General | RS | 4 | * Physical skill used to climb surfaces * Given the right talents, can be used to avoid fall damage from any height * ***License: Sheer Surfaces*** |
| Cook | Craft | PT | 0 | * Collect materials from animals and plants * Cook recipes to grant minor, long-term buffs |
| Diplomacy | General | CW | 4 | * Used to interact with NPCs * Can make NPCs friendlier * Can be used to persuade NPCs to aid your cause * Can be used to gain information from NPCs * ***License: Negotiator*** |
| Disguise | Thief | CS | 0 | * Used to make you look like a general type of NPC * Can be used to change your look and fool NPCs * ***License: Artifact Disguise*** * ***License: Faction/Guild disguise*** * ***License: Impersonate?*** |
| Dungeon Lore | Lore | SW | 0 | * Used to find information about the dungeons of the realm * ***License: Dungeon Guide (sub for survival in dungeons)*** |
| Enchanter | Advanced | CP | 0 | * Collect materials from creatures and mining deposits * Apply materials to crafted items to give them magic traits and buffs * ***License: Identify magic items (can sub for item lore)*** |
| Engineer | Craft | SW | 0 | * Collect materials from logging sites and mining deposits * Create buildings, structures and furniture that gives permanent traits/buffs to guilds * ***License: Fixer (can sub for armor/weapon smith to repair items)*** |
| Gate Lore | Advanced | CP | 0 | * Information about world gates * Decipher key words to access gates |
| Heal | Advanced | SW | 0 | * Basic heal that uses med kits to restore 1d4 hits * ***License: Doctor (grants extra heals in between rests)*** |
| Investigate | General | RW | 4 | * Used to search areas for clues and treasure * ***License: Interrogator (question NPCs without diplomacy)*** |
| Item Lore | Lore | PW | 0 | * Used to learn about and use the artifacts of the realm |
| Jeweler | Craft | RS | 0 | * Collect materials from mining deposits * Create jewelry with minor buffs |
| Language | Lore | RW | 4 | * Understand the unknown languages of the realm * ***License: Learn Language (specific)*** |
| Monster Lore | Lore | RW | 0 | * Used to learn information about the creatures of the realm |
| Navigate | Survival | SW | 4 | * Used to travel overland without incident * Used to find specific locations within a region |
| Sneak | Thief | RS | 4 | * Used to conceal oneself from search, or to move quietly and unseen |
| Spell Casting | Advanced | ?? | 0 | * Used to successfully cast spells * Bonus stats are determined by your class choice |
| Spell Lore | Advanced | PW | 0 | * Can be used to identify spells * Can be used to learn spells |
| Steal | Thief | RS | 0 | * Pick locks * Steal from shops, NPCs * ***License: Pickpocket (steal from PCs)*** |
| Survival | Survival | ST | 4 | * Used to camp in hostile terrain to allow you to rest and heal * Used to avoid natural hazards * Used to find animal/plant ingredients for cooking |
| Tactics | Advanced | 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 |
| Tailor | Craft | CS | 0 | * Collect materials from animals and plants * Create light armor and clothing * Add minor buffs to light armor and clothing |
| Track | Survival | RW | 0 | * Used to follow your quarry by the trail they leave behind * Determine who has passed through this region recently * Sense the presence of nearby characters |
| Trade | General | CW | 4 | * Used to assay normal items and trade goods * Used to get better deals when buying/selling items |
| Traps | Thief | SW | 0 | * Disarm traps * ***License: Trapper (can create and set traps)*** |
| Weapon Smith | Craft | RS | 0 | * Create and repair weapons * Add minor traits and bonuses to weapons * Collect materials from mining deposits |
| World Lore | Lore | RW | 4 | * Learn facts about the world geography and history * Gain clues for quests |