General Skills

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Skill Name** | **Type** | **Stats** | **Default** | **Notes** |
| Athletics | General | MT | 8 | * Used to jump higher * Used in contests of prowess * ***License: Swim – 250 G*** |
| 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 – 250 G*** |
| 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 (Sub diplo for trade, gain bonuses from agreements with NPCs, or players) – 1000 G*** |
| Investigate | General | RW | 4 | * Used to search areas for clues and treasure * ***License: Interrogator (question NPCs without diplomacy) – 500 G*** |
| Trade | General | CW | 4 | * Used to assay normal items and trade goods * Used to get better deals when buying/selling items |

Lore Skills

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Skill Name** | **Type** | **Stats** | **Default** | **Notes** |
| Dungeon Lore | Lore | SW | 0 | * Used to find information about the dungeons of the realm * ***License: Dungeon Guide (sub for survival in dungeons) – 500 G*** |
| Item Lore | Lore | PW | 0 | * Used to learn about and use the artifacts of the realm |
| Language | Lore | CW | 4 | * Understand the unknown languages of the realm * ***License: Learn Language (specific) – 250 G / Language*** |
| Monster Lore | Lore | TW | 0 | * Used to learn information about the creatures of the realm |
| World Lore | Lore | RW | 4 | * Learn facts about the world geography and history * Gain clues for quests |

Magic Skills

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Skill Name** | **Type** | **Stats** | **Default** | **Notes** |
| Enchanter | Magic | PS | 0 | * Collect materials from creatures and mining deposits * Restore and manipulate color motes |
| Gate Lore | Magic | CP | 0 | * Information about world gates * Decipher key words to access gates |
| Spell Casting | Magic | ?? | 0 | * Used to successfully cast spells * Bonus stats are determined by your class choice or, if you didn’t gain spell casting through your class choice, based on the spell type   + Type I – CP   + Type II – PW   + Type III – CW   + Type IV – SW   + Type V – PR   + Type VI – CP   + Type VII – SP   + Type VIII – PW |
| Spell Lore | Magic | PW | 0 | * Can be used to identify spells * Can be used to learn spells |

Thief Skills

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Skill Name** | **Type** | **Stats** | **Default** | **Notes** |
| 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 – 1000 G*** * ***License: Faction/Guild disguise – 1000 G*** * ***License: Impersonate? – 10000 G*** |
| Sneak | Thief | RS | 4 | * Used to conceal oneself from search, or to move quietly and unseen |
| Steal | Thief | RS | 0 | * Pick locks * Steal from shops, NPCs * ***License: Pickpocket (steal from PCs) – 1000 G*** |
| Traps | Thief | SW | 0 | * Disarm traps * ***License: Trapper (can create and set traps) – 500 G*** |

Survival Skills

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Skill Name** | **Type** | **Stats** | **Default** | **Notes** |
| Heal | Survival | SW | 0 | * Basic heal that uses med kits to restore 1d4 hits * ***License: Doctor (grants extra heals in between rests) – 500 G*** |
| Navigate | Survival | SW | 4 | * Used to travel overland without incident * Used to find specific locations within a region |
| 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 | Survival | 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 |
| 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 |

Crafting Skills

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **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 * ***License: Fixer (can sub for armor/weapon smith to repair items) – 500 G*** |
| Construction | 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) – 500 G*** |
| Cook | Craft | PT | 0 | * Collect materials from animals and plants * Cook recipes to grant minor, long-term buffs |
| Jeweler | Craft | RS | 0 | * Collect materials from mining deposits * Create jewelry with minor buffs |
| Performer | Craft | CS | 0 | * Perform for money * Give buffs |
| Scribe | Craft | PS | 0 | * Collect wood * Write books and scrolls * ***License: Forgery (can create temporary fake credentials for various purposes) – 10000 G*** |
| Tailor | Craft | CS | 0 | * Collect materials from animals and plants * Create light armor and clothing * Add minor buffs to light armor and clothing |
| Weapon Smith | Craft | MS | 0 | * Create and repair metal weapons * Add minor traits and bonuses to weapons * Collect materials from mining deposits * ***License: Fixer (can sub for armor/weapon smith to repair items) – 500 G*** |
| Woodworker | Craft | ST | 0 | * Collect wood * Create Bows, staffs and furniture |

Combat Skills

|  |  |  |  |
| --- | --- | --- | --- |
| **Skill Name** | **Stats** | **Default** | **Notes** |
| Bow | RS | 4 | Bows – features piercing, improved range and defensive options for archers |
| Brawling | MT | 8 | Unarmed, clubs and improvised weapons – features fast attacks and bonus damage with unarmed strikes |
| Dirty Fighting | RW | 0 | Knives, improvised weapons – features dirty tricks such as head butt, dirt in the eyes, groin kicks |
| Dual Wield | RS | 0 | Any two light/medium one-handed weapons – features fast attacks, mobility and whirlwind style moves |
| Dueling | RS | 4 | Single weapon – features some mobility and status attacks to wound and cripple your foe |
| Great Weapon | MS | 4 | Bulky two-handed weapons – features powerful damaging attacks, cleave |
| One-Hand & Shield | ST | 4 | Sword and board – features tanking and defensive options as well as shield attacks |
| Spear & Shield | ST | 4 | Spear and shield – features defensive moves, impaling attacks and taunts, and spear throwing |
| Spell | PR | 8/0 | Missile spells – features improved range, combat spell casting and spell enhancements  Note: Your default for this skill is 8 if you know ANY spell that fires a projectile, and 0 if you do not |
| Staff | PS | 4 | Mage staffs – features defensive moves, spell enhancements |
| Thrown | MR | 4 | Thrown weapons – features fast attacks, ??? |