

Attribute	Type	Skill Name	Description
MIGHT	Weapon	Great Weapon	Mastery of heavy impact weapons like greatswords and mauls.
MIGHT	Weapon	The Ballista	Mastery of high-draw-weight ranged weapons like warbows and ballistae.
MIGHT	Social	Intimidation	Using physical presence and threats of violence to force compliance.
MIGHT	Utility	Athletics	Action: Swimming, climbing, breaking objects. Lore: War tactics and sieges.
ENDURANCE	Armor	Plate	Mastery of full plate and heavy chitin armor. You are the anvil.
ENDURANCE	Tool	The Shield	Mastery of bucklers, heaters, and tower shields for active cover and barriers.
ENDURANCE	Social	Stoicism	Mastery of the ego. Remaining unbothered by insults, pain, or fear.
ENDURANCE	Utility	Labor	Action: Sustained heavy work, carrying loads. Lore: Structure and manual labor.
FINESSE	Weapon	The Blades	Mastery of precision weapons like rapiers, shivs, and stilettos.
FINESSE	Weapon	The Thrown	Mastery of balanced throwing weapons like knives, axes, and kunai.
FINESSE	Social	Repartee	Using wit, mockery, and stinging insults to fluster an opponent.
FINESSE	Utility	Mechanism	Action: Picking locks, disarming traps. Lore: Gears and complex devices.
REFLEXES	Armor	Leather	Mastery of light hides and padded armor for maximum mobility.
REFLEXES	Tool	Snares	Mastery of caltrops, tripwires, and smoke bombs to control the ground.
REFLEXES	Social	Guile	Feigning ignorance, hiding emotions, and deceiving others.
REFLEXES	Utility	Motion	Action: Acrobatics, stealth, balancing. Lore: Ballistics and physics of speed.
VITALITY	Armor	Bio	Mastery of armor made from once-living things (furs, bone, wood).
VITALITY	Tool	Tinctures	Mastery of non-magical aids like herbal salves, bandages, and stimulants.
VITALITY	Social	Poise	Being naturally radiant, likable, and projecting health/status.
VITALITY	Utility	Nature	Action: Survival, handling animals. Lore: Biology, ecology, and healing.
FORTITUDE	Weapon	The Fist	Mastery of unarmed strikes, cestus, and claws. Clinch fighting.
FORTITUDE	Weapon	The Simple	Mastery of simple kinetic weapons like slings and shortbows.
FORTITUDE	Social	Coercion	Using relentless pressure and "The Gaze" to corner an opponent.
FORTITUDE	Utility	Craft	Action: Repairing gear, smithing, hardening. Lore: Physiology and metalwork.
KNOWLEDGE	Armor	Robes	Mastery of runed cloth and woven wards that require academic understanding.
KNOWLEDGE	Tool	Catalysts	Mastery of items that channel magic, such as scrolls, wands, and staves.
KNOWLEDGE	Social	Etiquette	Using rank, protocol, and proper titles as a social shield.
KNOWLEDGE	Utility	Academics	Action: Researching libraries. Lore: History, languages, and heraldry.
LOGIC	Weapon	The Long Blade	Mastery of technical swordsmanship like katanas and arming swords.
LOGIC	Weapon	The Blast	Mastery of chemical weapons, grenades, scatterguns, and fuse times.
LOGIC	Social	Rhetoric	Using facts, logic, and debate to dismantle arguments.
LOGIC	Utility	Analysis	Action: Solving puzzles, deduction. Lore: Math, engineering, and chemistry.
AWARENESS	Weapon	The Polearm	Mastery of spears and halberds. Keeping enemies at exact range.
AWARENESS	Weapon	The Long Shot	Mastery of sniper rifles, crossbows, and flintlocks. Lining up the shot.
AWARENESS	Social	Insight	Using cold reading to detect lies and expose secrets.
AWARENESS	Utility	Scouting	Action: Tracking, spotting danger. Lore: Forensics and investigation.
INTUITION	Armor	Rigs	Mastery of utility vests, ghillie suits, and "deep pockets" preparation.
INTUITION	Tool	Curios	Mastery of gaming sets, dice, tarot, and tokens of luck/fate.
INTUITION	Social	Empathy	Sensing the "vibe," emotional intent, and defusing anger.
INTUITION	Utility	Mysticism	Action: Gut-feeling pathfinding. Lore: Folklore, spirits, and omens.
CHARM	Weapon	Melee Exotic	Mastery of performance weapons like whips and nunchaku. Flow and style.
CHARM	Weapon	Ranged Exotic	Mastery of tricky tools like bolas and blowguns.
CHARM	Social	Persuasion	Using allure and inspiration to seduce or motivate others.

CHARM	Utility	Performance	Action: Acting, disguise. Lore: Art, culture, and high fashion.
WILLPOWE	Armor	Mail	Mastery of chain and scale. Relying on reliability and faith.
WILLPOWE	Tool	Regalia	Mastery of banners, warhorns, and badges to signal and rally troops.
WILLPOWE	Social	Discipline	Resisting fear, mind control, and maintaining order.
WILLPOWE	Utility	Command	Action: Leadership, interrogation. Lore: Religion, theology, and cults.

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