

SKILL DEVELOPMENT									
<b>4</b>									
									SPECIALTY

  

**BASIC RULES**

SKILL TEST 1+SKILL x K6; COUNT K6>DIFFICULTY 1. BARELY AND SLOW 2. DONE 3. GOOD 4. GOOD AND QUICK 5. EPIC

ATTACKING A: ATTACK x K6; ANY K6>D: WITS SUCCESS; DAMAGE = COUNT K6>D: ARMOR

ATTACK TRAIT AVG(BODY, WEAPON) AVG(WITS, PROJECTILE)

REGAIN HEALTH [ RESTING | FIRST AID + RESTING | TREATMENT ] BODY PART REACHES 0 -> NEEDS IMMEDIATE TREATMENT OR IS LOST

FEATS/MAGIC DECREASE HP BY THE LEVEL OF USED FEAT. USE SKILL TEST MECHANIC WITH DIFFICULTY=LEVEL AND TEST WITS. WHEN CREATING ONE, SPEND 3+LEVEL\*3 POINTS

	0	1	2	3	4	5
DURATION	NONE, INSTANT	SECONDS	MINUTES	HOURS	DAYS	YEARS/FOREVER
PREPARATION	WEEK	DAY	FEW HOURS	0.5 HOUR	MINUTE	NONE, INSTANT
DISTANCE	0	REACH	THROW	SIGHT	FAR...	ANYWHERE
AREA	POINT	POINT	ARMS REACH	ROOM	ROOM	HORIZON
CREATE/CHANGE	NOTHING	TINY	TINY, MOVING	DOG SIZE	DOG, MOVING	ANY SIZE

DAMAGE: POINTS; BUFF: POINTS TO ADD TO A TRAIT FOR GIVEN TIME OR POINTS HEALED; ILLUSION: WORKS ON WITS ≤ ILLUSION

LEVEL [ ]	LEVEL [ ]	LEVEL [ ]	LEVEL [ ]
DURAT. _____	DURAT. _____	DURAT. _____	DURAT. _____
PREP. _____	PREP. _____	PREP. _____	PREP. _____
DISTANCE _____	DISTANCE _____	DISTANCE _____	DISTANCE _____
AREA _____	AREA _____	AREA _____	AREA _____
AFFECT _____	AFFECT _____	AFFECT _____	AFFECT _____
DAMAGE _____	DAMAGE _____	DAMAGE _____	DAMAGE _____
BUFF _____	BUFF _____	BUFF _____	BUFF _____
ILLUSION _____	ILLUSION _____	ILLUSION _____	ILLUSION _____
LEVEL [ ]	LEVEL [ ]	LEVEL [ ]	LEVEL [ ]
DURAT. _____	DURAT. _____	DURAT. _____	DURAT. _____
PREP. _____	PREP. _____	PREP. _____	PREP. _____
DISTANCE _____	DISTANCE _____	DISTANCE _____	DISTANCE _____
AREA _____	AREA _____	AREA _____	AREA _____
AFFECT _____	AFFECT _____	AFFECT _____	AFFECT _____
DAMAGE _____	DAMAGE _____	DAMAGE _____	DAMAGE _____
BUFF _____	BUFF _____	BUFF _____	BUFF _____
ILLUSION _____	ILLUSION _____	ILLUSION _____	ILLUSION _____