

[illegible]

SKILL DEVELOPMENT											
										OTHER	
										SPECIALTY	

BASIC RULES
SKILL TEST 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) HEALTH RESTING FIRST AID + RESTING TREATMENT FEATS/MAGIC DECREASE HP BY THE LEVEL OF USED SPECIAL. USE SKILL TEST MECHANIC WITH DIFFICULTY=LEVEL

LEVEL []	LEVEL []	LEVEL []	LEVEL []
TIME	TIME	TIME	TIME
CAST	CAST	CAST	CAST
DISTANCE	DISTANCE	DISTANCE	DISTANCE
AREA	AREA	AREA	AREA
DAMAGE	DAMAGE	DAMAGE	DAMAGE
BUFF	BUFF	BUFF	BUFF
ILLUSION	ILLUSION	ILLUSION	ILLUSION
C/M/D	C/M/D	C/M/D	C/M/D
LEVEL []	LEVEL []	LEVEL []	LEVEL []
TIME	TIME	TIME	TIME
CAST	CAST	CAST	CAST
DISTANCE	DISTANCE	DISTANCE	DISTANCE
AREA	AREA	AREA	AREA
DAMAGE	DAMAGE	DAMAGE	DAMAGE
BUFF	BUFF	BUFF	BUFF
ILLUSION	ILLUSION	ILLUSION	ILLUSION
C/M/D	C/M/D	C/M/D	C/M/D