Skill Template

Somewhat flavor-text description of the skill and its many uses. This should suggest the scope and versatility of the skill. After all, we want some overlap in how skills work and we want players to feel comfortable volunteering skills in creative ways instead of defaulting to an attribute roll.

**Primary Attribute:**

**Suggested Aspects:**

# Common Techniques

## Technique 1

Flavor-text explanation of technique . . . covers when this is appropriate and what you are attempting to do.

Difficulty: Generally 6

Success: What happens if you succeed?

Failure: What happens if you fail?

## Technique 2

Flavor-text explanation of technique . . . covers when this is appropriate and what you are attempting to do.

Difficulty: Generally 6

Success: What happens if you succeed?

Failure: What happens if you fail?

# Tradecraft Techniques

## Technique 3

Flavor-text explanation of technique . . . covers when this is appropriate and what you are attempting to do.

Difficulty: Generally 6

Success: What happens if you succeed?

Failure: What happens if you fail?