

# 28 Skills

A character may acquire and refine skills during a campaign. They can hone their talents in a series of interrelated non-magical and quasi-magical abilities, which combine to form a single skill. A character's degree of talent is measured by their Rank in a skill. They begin with the simplest abilities at the lowest Ranks, and gain the more difficult ones as they progress through the Ranks. Their percentage chance of successfully performing tasks associated with a skill will increase as their Rank becomes higher.

The possession of a skill does not necessarily imply any character traits associated with that skill.

## 28.1 Acquiring and Using Skills

The rudiments of a skill are learned by dint of hard practice and diligent study. A character must spend a good deal of time and effort before they can use a skill at novice level (Rank 0). The character's ability with a skill can improve only if they continue to work with it during and between adventures.

**Any skill may be acquired at Rank 0 at a variable cost of Experience Points and 8 weeks of game time.**

All eight weeks must fall within a period of six game months. Time spent on adventure may not count toward the necessary eight weeks.

**The method by which a character learns a skill affects the Experience Point cost to acquire that skill or to increase the character's Rank.**

If the character is taught by someone of greater Rank in the skill, decrease any Experience Point cost by 10%. If the character learns from a book, verbal descriptions or practices with some of equal or lesser Rank in the skill, any Experience Point cost is unmodified. If the character practices with no useful outside assistance, any Experience Point cost is increased by 25%. The availability of qualified teachers, and the fees they charge the character for their services, are left to the discretion of the GM.

**A character may attempt to employ a non-magical skill any number of times during a day.**

The use of a skill does not, in and of itself, prevent a character from using the same or any other skill immediately afterwards. However, a character might suffer adverse fortune (for example, lose Fatigue Points) while executing a skill, which would inhibit their ability to act.

**The use of a non-magical skill is rarely automatically successful.**

A character usually has a chance of failure when using a non-magical skill. Unless the ability is described as an exception to this rule, the maximum chance to succeed with it is never greater than 90 (+ Rank)% . A character always fails to use an ability if the roll is greater than the modified chance or 100 (regardless of Rank).

**Very few of the abilities associated with the various skills are quasi-magical.**

The following are the only quasi-magical abilities to be found in the skills section: Alchemist, Astrologer, Healer, Herbalist, Ranger Bump of North.

### Expert Knowledge

The possessor of a skill, other than an Adventuring skill, also gains an in-depth knowledge of the field associated with their skill. This is equivalent to having Knowledge in that skill (see §29.4).

### Supervision of subordinates

The possessor of a Skill, other than an Adventuring skill, is able to supervise the work of subordinates in that Skill. The supervisor may instruct and supervise

a number of subordinates equal to Rank. Subordinates must be practising the same Skill as their supervisor and may themselves be supervising underlings, thus creating a "chain of command". A subordinate may be replaced by a work-gang, consisting of a group of up to 10 labourers, who must be working as a team, and may not be supervising others. A character need not supervise their maximum number of subordinates or labourers, and may themselves work, proportional to their unused supervision capacity.

**Example** A character with Rank 6 in Artisan (Carpenter), may instruct up to 6 other Carpenters or 6 work-gangs (up to 60 labourers), or some combination thereof. If they were supervising 2 Carpenters and 1 work-gang, they would only be using half their supervision capacity, and could themselves work about half of the time.