



Throughout the course of the game, your characters do a great many different things. Some of these actions are concerning combat and just as many outside of combat. During the narrative portion of the game, characters need to perform actions that require some level of expertise. These are referred to as Skills.

There are many Skills listed in this Chapter, but it is not meant to be an exhaustive list. The Storyteller can create any Skill that he wishes for some form of expertise that does not exist in this book.

Some Skills are directly related to combat and some are very adventurer-centric.

It is important to note that Skills are actions that require some level of training and practice in order to have a favorable outcome. A character can lift a stone without having Skill. This type of action requires no specialized training in order to get right, just a bit of strength. Therefore, many actions can be performed by using an Attribute Check

### Rolling a Skill Check

Every Skill and Attribute has a value associated. This is comprised of a number, plus another number. The first number is the number of d6s the Player rolls for a Check. The number after the “+” is the modifier. If there is no “+” after the first number, then assume it is zero.

When rolling Skill or Attribute Check, there is a possibility for someone who is relatively untrained to accomplish something magnificent. Every time the result of a die is a 6, that die may be rolled again and added to the total. If on the second roll the Player rolls another 6, they may continue to roll that die again until they do not roll a 6.

### Skill Rank

A character’s value with any given Skill is called the Skill Rank. Again, this is a number followed by a “+” and another number. These can be grouped into five general categories that somewhat explain the overall Skill level a character has in that art. Skill Ranks only apply to Skills. Attributes have the same numbering system but are not grouped into named categories.

Thus, a character with a Skill Rank of 2 +2 would be considered a journeyman in that given Skill. A character with a Skill Rank of 5 +1 in a Skill would be considered legendary in that field.

Generally, proficiency with a Skill is linked to the Skill Rank. While the Player might know that actual Rank, in-game references are as such:

- ☞ 1 to 1+4    **Novice**
- ☞ 2 to 2+4    **Journeyman**
- ☞ 3 to 3+4    **Veteran**
- ☞ 4 to 4+4    **Master**
- ☞ 5 and up    **Legendary**

*A character has a Skill of 2 +3. This means he rolls 2d6 +3 for any Skill Check when using that Skill.*

*He rolls and gets a 4 and a 5. The total is 12 (4 + 5 + 3 = 12).*

*Another time, he rolls a 6 and a 4, total of 10 so far. He rolls the 6 again, and gets another 6, we’re up to 16. He rolls again and gets a 4. The total roll is 20 and then he adds the +3. The Skill Check is a 23.*

## Skill Slots and Initial Skills

At the beginning of the game, each character has a given number of Skill Slots (SS). Every character class starts out with a specific number of Skill Slots.

Additionally, the priority a Player chooses affects the starting Skill Slots. As a character increases in level, they gain even more Skill Slots. This is listed on the Ascension Chart at the beginning of each Character Class under “SS”.

Every Skill has a Skill Slot Cost. A Player uses the Skill Slots to “buy” Skills. A Player can choose not to spend all of their initial Skill Slots when creating a character to save some for a later time if they are just short of a Skill’s initial cost. If so, they pencil in the Skill, but cannot use it until they have “paid” the SS required.

Skills slots are used to “buy” Skills, but can also be used to lower the Progression of a Skill by 1. This can only be done only once per Skill and does not interfere with Progression modifiers from Priorities or from Intellect.

## Starting Skill Rank

There is a word listed next to each skill. It either says an Attribute, or “None”. A character’s starting Skill Rank is equal to the Attribute’s Check Value for that Attribute associated with the Skill, to a maximum of Intellect Characteristic. If it says “None”, then it starts out at Rank 1.

## Attribute Checks

Attribute Checks are mechanically performed the exact same way that Skills are. The Storyteller gauges the difficulty of an action and assigns a Target Number. The Player then rolls their Attribute Check Score. If their role is greater than the Target Number, the action succeeds.

Generally speaking, Attribute Checks are used when the character has no suitable Skill for the situation, the Skill cannot be mimicked and when it is something that doesn’t require a Skill.

## Target Numbers

A Target Number, when it comes to Skills, is normally determined by the Storyteller. In some cases, the Skill description actually has a list of Target Number values for certain types of actions. Target Numbers are the judgment call of the Storyteller.

There are two different types of Skill Checks; active and Passive. Active Skill Checks are normally in reaction to something, or when there is a clear case between success and failure. An active Skill Check would be something like determining IF a Warden can identify a set of tracks. An active Skill Check is usually surrounded by the question “can I do this”? The outcome of a Skill Check results in either success or failure. It is important to note that there may be varying degrees of success and failure, i.e. there is a Target Number.

Passive Skill Checks don’t have this black-and-white outcome necessarily. It is more of a question of how well the character does something. It would be used to determine something like HOW WELL a Warden follows tracks through a forest. The Skill Check result lets the Player know how well their character performed, i.e. There is no defined Target Number. It is up to the Storyteller to determine how that plays into the scenario or adventure.

The below chart shows the definition of difficulty in layman’s terms matched up with a Target Number for an active Skill Check. You can also think of the number provided as the Skill Check value that a character performed on a Passive Skill Check. To provide some idea of what that would look like in a more narrative fashion, the fourth column is a short description, using acting as an example.

Target Number or Skill Check	Difficulty	Outcome	Example
<b>1 (Botch)</b>	N/A	<b>Botch</b>	I botched outcome. The performance you give is so bad, it is remembered by many as what not to do. You literally broke your leg ...and no, it's not so bad it's good!
<b>2 - 4</b>	<b>Routine</b>	<b>Normal</b>	A outcome of basic accomplishment. Your performance was adequate, but not noteworthy.
<b>5 - 9</b>	<b>Challenging</b>	<b>Above Average</b>	An outcome that is better than average. Your performance was well received, and somewhat memorable
<b>11 - 12</b>	<b>Very Difficult</b>	<b>Very Good</b>	A surprisingly good outcome. Not only did you ace all the mechanics of your performance, but it was far beyond ordinary. People are talking about your performance for the next week.
<b>13 - 15</b>	<b>Extremely Difficult</b>	<b>Exceedingly Good</b>	A brilliant outcome. You hailed as a preeminent actor following that performance. This is something that others will be measured against.
<b>16 - 20</b>	<b>Amazingly Difficult</b>	<b>Legendary</b>	Close to perfect. It doesn't get any better than this. Not only are you hailed as one of the very best actors ever, but this performance goes down in history as one of the best of all time.
<b>21+</b>	<b>Yeah... Right!</b>	<b>One of a kind!</b>	Perfect and beyond. You enter the halls of the top five to ten performances ever given.

Sometimes, the Storyteller lets the Players know the Target Number. They may also give a Player immediate feedback on a Passive Skill Check. Other times, it is important for the Storyteller to keep the results to themselves in order to build tension or further the story. The in-game explanation is that sometimes a character simply doesn't fully understand the outcome and quality of what they have done.

### Roll Over (Advanced Rule)

Roll Over, or "RO", is a mechanic where you may count the number of points you rolled over the Target Number. This only applies to Active Skill Checks, because there needs to be a defined Target Number.

Some skills, and especially spells, have additional and magnified effects based on how well you roll. There is a number before the "RO", this indicates how many points you must roll over the Target Number. In absence of a number, assume 1 RO.

For instance, if the Skills says you heal 1 Hit Point, +1 Hit Point per 3 RO, this means you roll a Skill Check based off a certain Target Number. For every 3 points you roll over that Target Number, you heal one additional Hit Point.

### Botching

Botching a Skill Check is always possible, no matter the Skill Rank or Attribute. Botching a happens when a Player rolls Natural 1s on a Check. It also depends on the character's Skill Rank or Attributes. Using the names on the Skill Rank chart, see the chart below. Attributes fall into the same category as Skills in terms of Check value and number of 1s to Botch.

If a Player rolls the number of natural 1s listed in the botched table, the result of the Skill Check is "Botched!", no matter the modifiers or bonuses the character has. The outcome of any character being able to botch a Skill Check no matter their Skill Rank is balanced with the fact that even characters with a relatively low Skill Rank can achieve a high level of success.

Skill Rank	Number of Natural 1s Needed to Botch
1 through 1+4	1
2 through 2+4	2
3 through 3+4	2
4 through 4+4	3
5+	4

A character with a Skill Rank of 3+4 rolls a 1, 1 and a 6 (followed by a 6, followed by another 6, followed by a 4).

The grand total is 1+1+6+6+6+4 and +4, or 28! But because he rolled two 1s, the Result is Botched!

### Modifying Skill Checks

Normally, Skill Checks are not modified by outside influences. The “+” number that is part of the Skill Rank is the only common modifier a Player uses. If some outside influence impedes a character’s ability to perform a certain Skill, the Storyteller generally increases the required Target Number.

### Non-Skilled Checks

It is inevitable that a character comes across situations where they don’t have the most appropriate Skill. Sometimes, the Storyteller tells the Player to use a Skill that is relatively close to the exact Skill needed, but the Player may have a very high Target Number.

Other times, a character just simply doesn’t have the Skill to deal with the situation. When this happens, the character may attempt to mimic a Skill. If, and only if, the Skill has an Attribute associated with it, the character can roll 1d6. 1s and 2s always botch, but 6s are re-rolled. Think of building a fire.

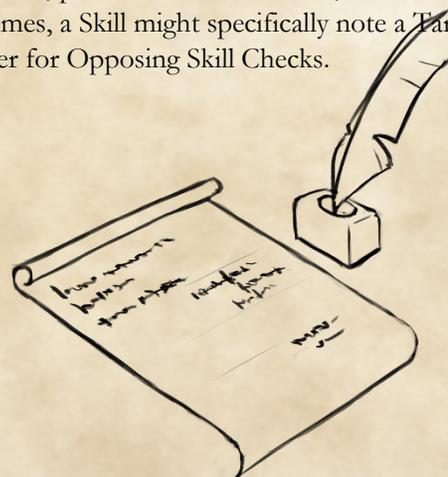
You might not have the skill, but it is a common thing and you’ve seen it done a few times. A little trial and error and thought, and a lot of time, and you could probably get a fire going. Doesn’t mean you’re an expert or can start a fire in rain, but in optimal conditions, you’d have a chance.

If the word in parentheses reads “None”, then there is simply no substitute for that Skill and a character cannot mimic. Sometimes, an Attribute Check is allowed, but most of the time the character can simply not perform the task. Think of an instrument. No matter how smart or dexterous you might be, you simply cannot pick up a saxophone and play it (assuming you don’t know how to play a sax).

**(Advanced Rule).** The Storyteller can opt to allow characters with high Attributes have a leg-up when mimicking Skills. The mimicked Skill is still Rank 1, and 1s and 2s still Botch. The characters adds to the roll a number equal to their Attributes FIRST number. i.e., if they had an Attribute of 3+2, they’d roll 1d6+3 on a Non-Skilled Check.

### Opposing Skill Checks

This happens when characters have Skills that directly oppose one another, or are using the same skill in opposition to one another. An example would be a Rogue sneaking around and a guard with the Observation Skill. In such cases, rolls are normally passive. The Storyteller may also assign different Target Numbers to each user depending on the situation. Whoever beats the Target Number by the most, or rolls the highest in the case of a Passive application, performs the Skill better, and wins. Sometimes, a Skill might specifically note a Target Number for Opposing Skill Checks.



## Ranking Up a Skill

Of course, Players want to improve the Skill Ranks for their characters. This is purely done through narrative role-playing and the course of adventuring. Every time a Player successfully makes a Skill Check in the course of the game, they receive at least 1 “Pip”. If they accomplish something rather extraordinary, the Storyteller may award the Player several Pips. The Pips given are always associated with that specific Skill. Think of it as experience points for your Skills. When a character has gained enough Pips, they may graduate to the next Skill Rank.

## Skill Progression

The initial Skill Slot Cost determines the Skills general difficulty to improve over time. The Skill Progression is equal to the Skill Slot Cost of that Skill +2. That is to say, a Skill with a Skill Slot Cost of 2 has a Skill Progression (4). Each Progression has a different scale of required Pips to raise Skill Ranks, see below.

Priorities and Intellect allows a character to lower Progression, to a minimum of Progression (1).

Skill Progression	1	1+1	1+2	1+3	1+4	2	2+1	2+2	2+3	2+4	3	3+1	3+2	3+3	3+4	4	4+1	4+2	4+3	4+4	5	5+1	5+2	5+3	5+4	5+5
Progression (1)	0	1	2	3	4	15	16	17	18	19	40	41	42	43	44	75	76	77	78	79	120	121	122	123	124	125
Progression (2)	0	2	4	6	8	20	22	24	26	28	50	52	54	56	58	90	92	94	96	98	140	142	144	146	148	150
Progression (3)	0	3	6	9	12	25	28	31	34	37	60	63	66	69	72	105	108	111	114	117	160	163	166	169	172	175
Progression (4)	0	4	8	12	16	30	34	38	42	46	70	74	78	82	86	120	124	128	132	136	180	184	188	192	196	200
Progression (5)	0	5	10	15	20	35	40	45	50	55	80	85	90	95	100	135	140	145	150	155	200	205	210	215	220	225
Progression (6)	0	6	12	18	24	40	46	52	58	64	90	96	102	108	114	150	156	162	168	174	220	226	232	238	244	250
Progression (7)	0	7	14	21	28	45	52	59	66	73	100	107	114	121	128	165	172	179	186	193	240	247	254	261	268	275
Progression (8)	0	8	16	24	32	50	58	66	74	82	110	118	126	134	142	180	188	196	204	212	260	268	276	284	292	300
Progression (9)	0	9	18	27	36	55	64	73	82	91	120	129	138	147	156	195	204	213	222	231	280	289	298	307	316	325
Progression (10)	0	10	20	30	40	60	70	80	90	100	130	140	150	160	170	210	220	230	240	250	300	310	320	330	340	350
Progression (11)	0	11	22	33	44	65	76	87	98	109	140	151	162	173	184	225	236	247	258	269	320	331	342	353	364	375

## Practicing

Players may find that improving their Skills with the speed they desire becomes difficult. Just as in reality, practicing a craft in a controlled environment can lead to a more advanced Skill. Of course, this takes time.

Players may choose to spend time practicing a Skill. The average amount of Pips gained through intense practice (meaning the character is basically doing nothing else besides practicing, eating, and sleeping) is 2 Pips per week. Normal practice (meaning the character is spending at least three hours a day practicing that Skill) yields 1 Pip per week. If the character practices when they simply have spare time, they may gain 1 Pip per month.

Skills may not be increased further than a journeyman status (no more than Skill Rank 2+4) in this manner. Real expertise comes from real-world experience.

## Learning a New Skill

As discussed, characters begin the game with a certain amount of Skill Slots and “buys” their starting Skills. Whether a character saves their beginning Skill Slots or gains enough new Skill Slots through levels, at some point in time they should have enough to learn a new Skill.

Learning Skills after character creation not automatic and takes time and a teacher. The character has to find someone that already has that Skill and convince them to teach. This also requires a bit of time; which adventurers are usually short on.

The Storyteller has more information, but as a general guideline, it takes about 100 days per Skill Slot Cost of that Skill in order to acquire it at Skill Rank 1, and all Skills learned after character creation starts at Rank 1. Characters can break up this time when they’re stopping off at the village where the trainer lives, or just make the sacrifice for a few months in order to improve themselves.

You may also teach yourself Skills on the go. Any mimicable Skill can be learned, but only one at a time. This does not require a trainer, however, this Skill is not learned with all the experience of a master and is not as effective.

A Character who successfully mimics a Skill may opt to try and learn it. The Storyteller takes note and supplies throughout the adventure, at spaced intervals, an opportunity for the character to make a Skill Check with a Target Number of 4. These events must be at least a few days in-between each other. If the character makes 3 successful Skill Checks in this manner in a row, they acquire the Skill at Rank 1, but with a +3 to the progression, which cannot be modified by Intellect or Priorities.

Learning from a trainer may be a lot slower, but you learn correctly and have more potential. Sometimes, you may just need a Skill or have an opportunity to learn it and despite the penalty to future learning, it’s worth it.

These two methods of learning are not interchangeable and cannot be combined. Choose one or the other. If starting on one method and switching to another, start the timeline over from scratch.

## Skill Categories

There are 10 different Skill Categories. All Character Classes can take a certain combination of Categories. The Storyteller may allow a Player to choose a Skill outside of what their Character Class allows, but this would be the exception and not the norm. Each Skill type has within it different Skills that are all somewhat related in nature.

The Skill types are:

- ☞ **Artificer:** Artificers' Skills are crafting Skills. They are quite Costly and adventurers don't normally take these kinds of Skills. However, they are available and include things like Alchemy, Armorer, and Archanist. These types of Skills take years to perfect.
- ☞ **General:** General Skills can be used by any Character Class. These are common Skills that have a wide range of uses. Languages, customs, and general physical Skills can be found here.
- ☞ **Mystic:** Mystic Skills are all about learning the arcane, mythical and strange. If you want to know more than the common man about the world around your character, these Skills can help.
- ☞ **Order:** Skills from the Order type are reserved for characters who are affiliated with one of the six Orders. There are also Skills here that Orderly casters need.
- ☞ **Rogue:** Skills of this type tend to define a roguish character. Many of the Skills located here allows characters to sneak around, get into places they would not normally be able to and learn to work the underbelly of society.
- ☞ **Social:** Social Skills are not the sole province of the extrovert, but it usually helps. Social Skills allow characters to use their wit, charm, and oration to get what they want and out of sticky situations.
- ☞ **Thief:** Skills differ from Rogue Skills in that here you finds the hard-core Skills that a true thief needs to master their profession. These are things like the ability to seemingly vanish in thin air, pick locks and take something without anyone noticing.
- ☞ **Warrior:** Most of these Skills are very physically-oriented. Warrior Skills allow characters to endure greater hardships, inspire those around them, and maintain their weapons.
- ☞ **Wilderness:** If you plan to live off the land and be self-sufficient in the wilds, then Wilderness Skills help tremendously. Here you find things like survival skills, hunting, navigation and the like.
- ☞ **Wizard:** Wizard Skills are an absolute must for any Illrathic or Mashanic caster. Many of the Skills here are actually required in order to cast magic. Fortunately, many Character Classes get free Skills from this type. Unfortunately, most magic-oriented characters find themselves spending most of their Skill Slots in this type of Skill.

Skill	Mimicable?	SS
<b>General Skills</b>		
Animal Husbandry	None	1
Appraisal	Intellect	1
Arcane Language	None	3
Bandage	None	1
Bartering	Intellect	1
Brawling	Strength	1
Climbing	Strength	1
Cooking	Intellect	1
Debate	Intellect	1
Detective	Intellect	2
Direction Sense	Intellect	1
Engineering	None	2
Fletcher	Dexterity	1
Horsemanship	None	2
Instrument...	None	2
Investigate	Intellect	2
Juggling	Dexterity	1
Language, ...	None	Varies
Mender	Intellect	1
Observation	Intellect	2
Orienteering	Intellect	1
Perfect Memory	None	1
Record	Intellect	1
Research	Intellect	1
Riding	Agility	1
Seamanship	None	1
Seamstress	Intellect	1
Singing	None	1
Swimming	Longevity	1
Tanning	None	2

<b>Rogue Skills</b>		
Disguise	None	2
Fast Talking	None	1
Forge Documents	None	2
Gambling	None	1
General Thievery	None	3
Hear Say	Intellect	1
Instigate	None	1
Master Climber	Agility	1
Merchant Eyes	Intellect	1
Nimbleness	Agility	2
Observation	Intellect	1
Prowl	None	1
Tail	None	1

Skill	Mimicable?	SS
<b>Artificer Skills</b>		
Blacksmith	None	2
Alchemist	None	7
Archanist	None	10
Armorer	None	8
Blacksmith	None	2
Bowyer	None	3
Cartography	None	3
Clothier	None	2
Master Cooking	None	1
Fletcher	None	1
Inscriptor	None	9
Jeweler	None	2
Lapidary	None	3
Leather Working	None	2
Light Alchemy	None	4
Shipwright	None	7
Spell Forge	None	10
Weaponsmith	None	7

<b>Order Skills</b>		
Ausa Weaving	Mysticism	4
Beseech	Mysticism	1
Baragade	Mysticism	1
Ceremony	None	1
Conjure	Mysticism	2
Focus	None	1
Order Common	None	1
Meditation	Mysticism	1
Order and Cult History	Intellect	1
Summon to the Cause	None	2

<b>Mystic Skills</b>		
Ancient History	Intellect	1
Ancient Language	None	1
Antidote	None	2
Dragon Lore	None	2
Elemental Lore	None	2
Evoke	Mysticism	2
Healing	None	3
Herbalism	None	2
Know Item	Mysticism	3
Monster Lore	Intellect	2
Myth Lore	Intellect	1
Read Scrolls	Mysticism	2
Undead Lore	Intellect	1

Skill	Mimicable?	SS
<b>Social Skills</b>		
Bar Talk	None	1
Deceive	Intellect	1
Etiquette	None	1
Incite	None	1
Influence	Intellect	2
Interrogate	Intellect	1
Intimidate	None	1
Know Local Legends	Intellect	1
Life of the Party	None	1
Negotiate	Intellect	1
Swoon	None	2

<b>Thief Skills</b>		
Acrobatics	Agility	4
Contortion	Dexterity	2
Detection	None	2
Fence	None	1
Master Thievery	Intellect	4
Move in Crowd	None	1
Read Lips	Intellect	1
Trap Mastery	Intellect	1

Skill	Mimicable?	SS
<b>Warrior Skills</b>		
Combat Presence	None	2
Endurance	Longevity	1
Intimidate	None	1
Jousting	Dexterity	1
Mend Wounds	Intellect	2
Shield Wall	Dexterity	1
Size Up	Intellect	1

<b>Wilderness Skills</b>		
Animal Lore	Intellect	1
Conserve	Longevity	1
General Survival	Intellect	2
Knot Mastery	Intellect	1
Mountaineering	None	1
Navigate...	Intellect	Varies
Skinning	Intellect	1
Survival, ...	Intellect	Varies
Tracking	Intellect	1
Trapping	None	1

<b>Wizard Skills</b>		
Cast Spell	None	2
Ancient Language	None	1
Combat Casting	None	3
Create Duve	None	2
Magical Theory	None	2
Spell Lore	None	2
Spell Ready	None	1
Spell Show	None	1
Spellcraft	None	2

## Artificer Skills

Because they are not common to adventurers and each one of the Artificer Skills has a very large associated table with it, these Skills are not covered in detail in this book. They are, however, fully covered in the Storyteller's Tome.

## General Skills

### Animal Husbandry (None)

General Skill

Skill Slot Cost: 1

This Skill allows characters to properly breed and care for all manner of animals. The more exotic the animal, the higher the Target Number. This also allows characters to mend wounds in animals and treat illnesses.

### Appraisal (Intellect)

General Skill

Skill Slot Cost: 1

Characters with this Skill are very in tune with market values and can judge the worth of an item simply by looking at it. If they are allowed to handle the item, and with a decent Skill Check, they can get within a few Bronze of the worth.

### Arcane Language (None)

General Skill

Skill Slot Cost: 3

This is the language of the Archanium. All schematics, blueprints, and notes are always recorded in this language. It is also the language that describes how enchantments are to fuel and power the technology of Wyrmsbane. A deeper understanding of the Skill allows a character to decipher more complex articles

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### Bandage (None)

General Skill

Skill Slot Cost: 1

This Skill allows characters to properly bandage and protect wounds of themselves and others. This also allows a character to stop any *Bleeding* Effects. If done in combat, this takes 2 Rounds. A successful Skill Check also heals 1 Hit Point of damage, +1 per 4RO. Healing in this manner can only be done once per wound the target has suffered.

### Bartering (Intellect)

General Skill

Skill Slot Cost: 1

Characters of this Skill are amazing hagglers and can sell things for more than their worth and buy things for less. This also allows characters to be able to exchange goods. The higher the Skill Check, the more offset the value of trade is.

### Brawling (Strength)

General Skill

Skill Slot Cost: 1

This Skill allows characters to fight effectively with their fists. More on unarmed combat is covered in the Storyteller's Tome, but characters with this Skill would be at a significant advantage over opponents in fisticuffs. Against an opponent without Brawling, the Target Number is 3. A successful roll hits the opponent. Per 3RO, inflict 1 Hit Point of Damage. These Hit Points cannot be absorbed, recover at a rate of 1 per hour and cannot kill, but can knock out. Against another Brawler, opposing Skill Checks are used. Note, this is not combat. As soon as someone draws a weapon, or things escalate beyond a scruff, it turns into proper combat.

### **Climbing (Strength)**

General Skill

Skill Slot Cost: 1

Climbing, in this context, is the ability for a character to muscle their way up some sort of surface. This does not allow characters to scale large walls or other surfaces that do not possess distinguishable footholds. An example of something a character can do with this Skill would be to climb a very steep portion of a mountain (but not a sheer face), climb ropes, trees and cobblestone walls with deep crevices in between the stones. For every 2 Encumbrance the character has above 10, the Target Number is increased by 1.

### **Cooking (Intellect)**

General Skill

Skill Slot Cost: 1

While just about anybody knows how to cook, characters with this Skill can create delicacies from even the simplest of ingredients. In the wilds, this Skill can help to keep characters well fed and bolster both morale and strength. The more tools and equipment the character has available, the lower the Target Number. Any time a character rolls a Skill Check of 10 or above when creating a meal, people who consume that meal has an additional 1 Hit Point added to them that lasts 10 hours. This extra Hit Point can exceed a character's maximum Hit Points, but only during those 10 hours.

### **Debate (Intellect)**

General Skill

Skill Slot Cost: 1

This Skill allows characters to not only intelligently debate a point but to turn the conversation in their favor through debate. Debate allows half-truths to be inserted into a conversation as if it were the cornerstone of some common principle. Additionally, characters may be able to beguile dull-witted opponents by arguing the merits of their actions. Debate is particularly good in political settings. The Intellect Attribute can directly resist this Skill but is significantly disadvantaged in the moment.

### **Detective (Intellect)**

General Skill

Skill Slot Cost: 2

Being a detective means that a character can take a body of evidence, be it physical or not, and put the pieces together to draw some logical conclusion. This is particularly useful when attempting to understand the unknown through clues. This does not allow the character to collect clues, evidence or pieces of the puzzle more easily.

### **Direction Sense (Intellect)**

General Skill

Skill Slot Cost: 1

Characters with this Skill have an innate ability to know which way is which. This assists not only in open ground, where they can distinguish East from West and North from South but also in maze-like settings (such as a cave).

### **Engineering (None)**

General Skill

Skill Slot Cost: 2

The Engineering Skill is an invaluable part of the Archanium. This allows a character to create all manner of lesser items meant to hold the complexities between science and magic. At its basic level, this allows the character to use basic physics to create things like levers, screws, mouse traps and even some war machines.

### **Fletcher (Dexterity)**

General Skill

Skill Slot Cost: 1

This allows a character to create arrows and bolts to be used in any crossbow or bow. They must have the raw materials needed to be able to do this and can create arrows at the rate of three per hour, and bolts at the rate of five per hour. This does not allow a character to create a metal tip on any of these items. They must have the appropriate Skill to do so (Blacksmith), or already have the tips as material.

### Horsemanship (None)

General Skill  
Skill Slot Cost: 2

This allows characters to effectively fight while mounted. While there may be Skill Checks needed in certain situations, the Skill Rank determines their general effectiveness.

🐾 Novice	-1 to Hit while mounted
🐾 Journeyman	no modifier while mounted
🐾 Veteran	+1 to Hit while mounted
🐾 Master	+3 to Hit and +1 to damage while mounted
🐾 Legendary	+5 to Hit and +3 to damage while mounted

The bonuses only apply if a character's using melee weapons. Only characters with this Skill can use ranged weapons while mounted. If a Journeyman possesses this Skill, they can perform the Mounted Charge General Ability.

### Instrument ... (None)

General Skill  
Skill Slot Cost: 2

Characters with this Skill can play an instrument with Skill. The “...” in the name of the Skill refers to the instrument. Characters must specify the instrument which takes the place of the “...”. Thus, a character who knows how to play the lute has the Instrument, Lute Skill.

### Investigate (Intellect)

General Skill  
Skill Slot Cost: 2

This Skill synergizes well with the Detective Skill. Allows characters to gather clues and evidence that may be used to piece together a larger story. This Skill is more physically oriented, in that it allows characters to look at a particular area or thing and notice oddities or clues. It also allows, to a lesser degree, characters to talk to people and gather information.

### Juggling (Dexterity)

General Skill  
Skill Slot Cost: 1

This does far more than give a character the ability to juggle. Characters with this Skill have lightning-quick reflexes when it comes to catching things or grabbing at things. Characters proficient in this Skill is able to snatch items out of midair and react to things thrown at them with incredible speed.

### Language ... (None)

General Skill  
Skill Slot Cost: Varies

Just as with the Instrument Skill, the “...” refers to a specific language. Below are listed most of the languages a character may learn, but the Storyteller can always come up with others. The Skill Slot Cost is determined by the language chosen. While Skill Checks may be required in certain instances, the Skill Rank defines a character's proficiency in that language. This may also give characters a very slight understanding of a culture that primarily speaks the language.

Language	Skill Cost
Beast	2
Common	0
Dafter	2
Dwanar	1
Elish	2
Human Continental	1
Lyfin	2
Monster-Specific	3
Racial Sub-Language	2
Regional Specific	1
Rosendarik	1
Tradehouse	1

There are 12 main categories of languages in Wyrmsbane. Each race has their own as do a number of other things. If this is an indigenous language, a character receives the Skill for free at Rank 2.

- ☞ **Beast** – Spoken by the Beasts of Lyfenia and those monster groups that suffer the Lyfenic Curse
- ☞ **Common** – The main language spoken. Derived from the Human tongue of old, all characters get this language for free at Rank 2.
- ☞ **Dafter** – Spoken by the Dafter and a few sentient races within Dafteria.
- ☞ **Dwanar** – Spoken by all Dwarf races, and a few subterranean races too.
- ☞ **Elish** – Spoken by all Elish races.
- ☞ **Human Continental** – All called Continental Common, this is normally the second spoken language of a continent's mainstay population. This is free for characters from that continent, and includes Imperial Ikinian (Ika), Konnerian (Conneria), Crown-Speak (Hammer Isle), Ittish (Dust), and Old Eastern (Tosak).
- ☞ **Lyfin** – The Lyfin's tongue.
- ☞ **Monster-Specific** – This is the language of a specified sentient race of monster that speaks. Some examples are Eemp, Newt, Orgrish and so on.
- ☞ **Racial Sub-Language** – Each Sub-Race has their own Sub-Language. While similar, it is different enough to be its own language. However, those who speak the main tongue can understand it and have a Skill Rank 2 Categories lower than their main Skilled language.
- ☞ **Regional Specific** – much like a Racial Sub-Language, but applies to Continental Languages. Again, Continental Language Skilled characters can understand this at 2 Ranks lower.
- ☞ **Rosendarik** – Spoken by the Rosendarik and a fair number of fey and nature-bound creatures.
- ☞ **Tradehouse** – The language of the Tradehouse and most merchants. If your character has a Mercantile Heritage, they have this Skill for free at Rank 2.

Each Skill Category describes a character's fluency in a language.

- ☞ **No Skill** – Cannot speak it at all.
- ☞ **Novice** – Speaks it sub-fluently, like a beginning student.
- ☞ **Journeyman** – Speaks it fluently.
- ☞ **Veteran** – Speaks it extremely fluently and can use big words and literary devices.
- ☞ **Master** – A Scholar of the language.
- ☞ **Legendary** – A scholar who not only is a master orator in the tongue but knows etymology and is akin to a walking dictionary.

### Mender (Intellect)

General Skill  
Skill Slot Cost: 1

This is a very basic medical Skill. This allows characters to properly splint broken limbs, assess and stabilize wounds, and treat some very basic illnesses (such as a cold). Characters with this Skill cannot stop *Bleeding* in combat but can stabilize wounds in the course of about 20 minutes.

### Observation (Intellect)

General Skill  
Skill Slot Cost: 2

Characters with this Skill are acutely aware of their surroundings. They may even be able to notice things like traps, hidden items or even *Hidden* people.

Characters with Observation are commonly allowed a chance to notice key elements within a view, picking out subtle differences, motions, faces and so on. This allows things that would normally be missed exposed.

### Orienteering (Intellect)

General Skill  
Skill Slot Cost: 1

This Skill allows a character to immediately understand where they are at. This may be as simple as them knowing their location in the countryside, a cave system, or in a building. It also allows them to pinpoint their location very quickly on a map. In all cases, orienteering references the experience of a character. This means in order for them to know where they are at, they need to have been there before or have a proper map. It also allows a character to accurately read a map. This includes only the topographical elements created on the map. Of course, the great benefit of this Skill is that characters can accurately follow paths and navigate using a map.

### **Perfect Memory (None)**

General Skill

Skill Slot Cost: 1

This allows characters to recall things that happened in an adventure with perfect accuracy. A Passive Skill Check allows the character to see if anything that they experienced before applied to a question, i.e., “What did so-and-so say when we talked to them last Season?” Characters can memorize common items with amazing accuracy. The larger or more complex the thing they are trying to remember, and the length of time from when they saw it all add to the difficulty and Target Number.

### **Record (Intellect)**

General Skill

Skill Slot Cost: 1

Records of history and recorded documents are somewhat of a rarity in Wyrmsbane. Proper documentation of laws, bloodlines, proclamations and the like have many applications in everyday society. This Skill allows a character to record and appropriately publish that sort of thing. It also allows characters to remember with great accuracy the exact words of others.

### **Research (Intellect)**

General Skill

Skill Slot Cost: 1

This Skill allows a character to spend a relatively small amount of time researching and understanding a foreign culture, histories, and people. Normally, this is done in a night. Depending on the Skill Check, characters can enter foreign cultures with all the grace and understanding as one of the natives.

Many answers to quests and adventures are gotten through the careful study of historical records and accounts. This Skill allows characters to know where to find information as well as how to quickly discover truths in the deep history of the world.

There are many famous heroes and personalities strewn throughout the wars in epics of Wyrmsbane. Many performed heroic actions that shaped the political and social landscape. With them lie many secrets of the past, lost treasure, knowledge, and power. This Skill allows a character to find such information and extract usable material.

### **Riding (Agility)**

General Skill

Skill Slot Cost: 1

This allows a person to mount and ride a horse (or some other more fantastic creature). This is a very basic riding skill.

### **Seamanship (None)**

General Skill

Skill Slot Cost: 1

This skill allows characters to understand how to sail, how to work on a sailing ship, Windship, Floater, and Landship. A character specializes on one of these vessels. All other vessels are always one full Skill Level (Journeyman on Landships, but Novice in everything else). Novice users of this Skill only knows how to sail on their specialization.

### **Seamstress (Intellect)**

General Skill

Skill Slot Cost: 1

Characters with this ability are somewhat of a self-taught tailor. They can repair most garments and even cloth armor. They are also adept at making simple garments, shoes, cloaks, bags, and the repair of such items.

### **Singing (None)**

General Skill

Skill Slot Cost: 1

Characters with this Skill have a very gifted voice. They can create songs and sing them to the great pleasure of others.

### **Swimming (Longevity)**

General Skill

Skill Slot Cost: 1

This allows an unburdened and unarmored character to swim with great proficiency. They can survive in hostile waters and stay afloat for extended periods of time. It also permits characters wearing Cloth Armor and Hide Armor to be able to swim short distances while armored.

### Tanning (None)

General Skill

Skill Slot Cost: 2

This Skill allows a character to be able to properly cure hides. They can create the basic materials needed for Leatherworking and Leather Armor making.



## Mystic Skills

### Ancient History (Intellect)

Mystic Skill

Skill Slot Cost: 1

Study of the lost history of Wyrmsbane is the focus of this skill. With it, many truths about the world around a character, the origins of magic and why things are the way they are can be unlocked. It may be important to learn Ancient Language to assist with this skill.

### Ancient Language (None)

Mystic Skill

Skill Slot Cost: 3

This is the language of the Ancients. All magic is scripted in the Ancient Language along with most of the ancient records and other important pieces of information. The earliest records of history are all written in the Ancient Language. The ancient ruins and cradles of the civilized peoples are all adorned with runes of the Ancients as well.

### Antidote (None)

Mystic Skill

Skill Slot Cost: 2

This Skill allows characters to create antidotes for poisons and toxins. If creating an antidote for a poison, the Target number is dependent on the power of the poison.

For Poison A (X)            2 times X

For Poison B (X)           3 times X

For Poison (C)            Target Number of 25

### Dragon Lore (None)

Mystic Skill

Skill Slot Cost: 2

Since the Ancients were once the rulers of all the civilized people, understanding these great beings and their history can be beneficial. While many dragons are a far cry from what they were in antiquity, a great deal of information is still available about them. Characters with this Skill knows far more about dragons than is known by the common person.

### Elemental Lore (None)

Mystic Skill

Skill Slot Cost: 2

Every single continent has a manifestation of each one of the four elements. These beings are quite strong and keep the elements within the continent working in harmony. However, there are many rogue elementals and other beings that are elemental in nature. The skill allows characters to know how to find details about elementals and elemental creatures.

### Evoke (Mysticism)

Mystic Skill

Skill Slot Cost: 2

Many magical items have great powers locked away inside, awaiting a user with the Skills to unlock their potential. This Skill allows the character to use mystic items that have a power requiring some form of activation or a Power Word. Normally, this is a Half Action or Full Action for things that require targeting.

### **Healing (None)**

Mystic Skill  
Skill Slot Cost: 2

This Skill allows a character to heal all manner of ailments and wounds through herbs and mystics. This affords a wounded character 1 Hit Point gained in the first hour of treatment per 2 RO. Additionally, minor poisons, toxins, sicknesses, and other slight afflictions can be healed. The user needs herbs, bandages and perhaps other ingredients to use this skill. A Healer's Kit is required for this Skill.

Skill Check for general wounds varies depending on how the hurt the target is. If the target has 25% or less of their maximum Hit Points, the Target Number is 6; 26% to 50%, Target Number is 5; 51% to 75%, Target Number is 4; 75% or more, Target Number is 2. Characters receive a -1 to roll when trying to treat themselves. This Skill can only be performed once per target, per set of injuries. i.e. if a Character was hurt in combat (no matter how many times they were hit), they can only be mended once. If they enter another combat and are injured again, they can be mended again for that set of injuries. This cannot be used in Combat.

### **Herbalism (None)**

Mystic Skill  
Skill Slot Cost: 2

Herbalism allows a character to identify herbs, know where they grow, properly harvest them, and what they are used for – but not how to use them.

### **Know Item (Mysticism)**

Mystic Skill  
Skill Slot Cost: 3

Most magical items can be identified through the use of spells. There is another method by using this Skill. To thoroughly identify a weak magical item, a character would need a Skill Check of about 5, while very powerful items can require 20 or more.

### **Monster Lore (Intellect)**

Mystic Skill  
Skill Slot Cost: 2

Like most Lore skills, this allows Players to know more about the monsters of Wyrmsbane. They is able to find out more information about their habitat, how many of that monster you usually find in a group, what their strengths and weaknesses are, and so on.

### **Mythic Lore (Intellect)**

Mystic Skill  
Skill Slot Cost: 1

This Lore Skill allows characters to know more about creatures that are outside of the other lore Skills (such as Dragon Lore or Monster Lore). Strengths, weaknesses, abilities, an estimate on Hit Points and the like are all possible depending on the Skill Check.

### **Read Scrolls (Mysticism)**

Mystic Skill  
Skill Slot Cost: 2

There are many scrolls in Tara-Corax that have locked spells within. Unlike casting a spell, scrolls created for evocation are not written in the Ancient Language, but rather in common. It is a set of instructions that lets the user know how to trigger the effect. Only those skilled with the proper know-how can do this safely and effectively. This allows characters to use these types of scrolls.

### **Undead Lore (Intellect)**

Mystic Skill  
Skill Slot Cost: 1

Characters with the Undead Lore Skill is able to find out a great deal about the fallen. Not all undead are equal in how they behave and how they can be dispatched. This Skill gives characters valuable insight into these sorts of questions.



## Order Skills

### Ausa Weaving (Mysticism)

Order Skill  
Skill Slot Cost: 4

This Skill allows a character to use the power of their Ausa in the area to affect others. It is done through touch and the affected person is come mentally focused on that Order's Chief Effort. The chief efforts are explained in the Orders and Cults Chapter. This Skill is performed in a ceremonious manner and can have an increased effect on someone who's already part of that Order. It never has an effect on a person who is part of another Order. This cannot be used in Combat

### Baragade (Mysticism)

Order Skill  
Skill Slot Cost: 1

Orderly casters are able to tap into the Ausa around them. This grants them the ability to replenish their Magic Well on the go. The Player rolls a Skill Check with Target Number 2. This is a Full Action if done in Combat and can be done twice per Passing. The replenishment of Spell Points is always immediate, and can never exceed the character's maximum.

Local Ausa Power	Spell Points Recovered
0	-
1	1 SpP per 5 RO
2	1 SpP per 4 RO
3	1 SpP per 3 RO
4	1 SpP per 2 RO
5	1 SpP per RO

### Beseech (Mysticism)

Order Skill  
Skill Slot Cost: 1

This Skill allows characters in an area where the Ausa is not strong to properly build a foundation to strengthen that Ausa. This is always done through conventional means, but characters with this skill can do it far more effectively. It is commonly used in conjunction with other Orderly Skills, meant to rally individuals to the cause. The higher the Skill Check, the faster their Ausa grows in that area.

### Ceremony (None)

Order Skill  
Skill Slot Cost: 1

Characters with this Skill know the ceremony, and pomp & circumstance associated with that Order. For progression in the hierarchy of an Order, this Skill is necessary. Many of the elders in any given Order only allows characters with a certain Skill Rank in this Skill to rise through the ranks. The Storyteller determines to what level. It also allows a character to properly perform such ceremonies.

### Conjure (Mysticism)

Order Skill  
Skill Slot Cost: 2

Most of the higher Spell Rank Orderly Spells are highly dependent on the power of the Ausa in that area. This Skill allows a character to temporarily conjure a higher power of that Ausa to their location. This action takes about 1 minute to complete and lasts about 10 minutes, or 1 combat. A maximum of Ausa Power (5) can be created using this Skill.

Skill Check	Local Ausa Power
2 - 5	None
6 - 10	+1
11 - 15	+2
16 - 20	+3
21+	+4



### **Focus (None)**

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Order Skill

Skill Slot Cost: 1

Whenever a character from an Order tasked by their Order, a specific mission focus is inherent in their task. This Skill allows a character to add an extra sense of importance to that task. When properly questioned by one of their own Order, a character may roll a Skill Check, and consults the below chart. These bonuses are cumulative.

Skill Check	Result
2 - 3	None
4 - 5	+1 to all ResChecks
6 - 8	+1 Strength
9 - 11	+5 max Hit Points
12 - 14	+4 to all Skill Checks
15 - 20	+1 to all Absorbs
21+	+3 Critical Threshold

### **Order Common (None)**

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Order Skill

Skill Slot Cost: 1

All those closely affiliated with one of the 6 Orders speak a common language. This is that language.



### **Meditation (Mysticism)**

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Order Skill

Skill Slot Cost: 1

Orderly Casters are able to meditate in order to regain Spell Points at a more rapid rate. When they do this, it does not count as sleep, but it is nevertheless restful. The character gains 1 Spell Point per every 3 points rolled on a Skill Check (Round down) per hour of meditation. 4 hours is the maximum any character can meditate at one given time. Additionally, characters who don't use spells can take this Skill for its secondary effect.

Meditation supplements sleep and can be used to gain rest, while still remaining semi-aware. This can be done for about 4 hours at a time as well. Those 4 hours count as full-rest, no matter the environment. Moreover, these 4 hours help clear any psychological effects from the user.

Lastly, the character can focus on a specific, and immediate, task. When they perform it, they receive a +1 to all Skill Checks, +1 to Resistances Checks and +1 to Hit in Combat.

### **Order and Cult History (Intellect)**

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Order Skill

Skill Slot Cost: 1

Characters with this Skill have studied ancient texts that describe the history of Wyrmsbane. The Orders are an integral part of that history. This Skill allows a character to research topics related to the subject, and also know much of the general knowledge involved.

### **Summon to the Cause (None)**

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Order Skill

Skill Slot Cost: 2

This is the Order's version of a Social Skill. Through great oration, the character is able to speak the creed and doctrine of their Order. The higher the Skill Check, the more convincing the speech is.

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## Rogue Skills

### Disguise (None)

Rogue Skill  
Skill Slot Cost: 2

This Skill allows characters to disguise themselves. Characters can also imitate others' voices and mannerisms. Given the right materials, a character can even use makeup to disguise their face. The higher the Skill Check, the more indistinguishable the character is.

### Fast Talking (None)

Rogue Skill  
Skill Slot Cost: 1

Extremely effective against the dull-witted, Fast Talking allows a character to bend the will of others by speaking in such a way that the listener loses track of what was said. This can be extremely confusing for a listener and they may end up agreeing to something they didn't understand. This Skill is directly resisted by Intellect but at a disadvantage.

### Forge Documents (None)

Rogue Skill  
Skill Slot Cost: 2

This allows a character to copy and forge documents. Characters has a significantly easier time if the item to be forged is in hand. If they must recall it from memory, that can be a bit more difficult. Characters can not only forge documents but also other items that are read, such as maps, signatures, wanted posters, and the like.

### Gambling (None)

Rogue Skill  
Skill Slot Cost: 1

This Skill allows a character to do two things: the first is a character understands the intricacies and probability behind the most common gambling games in the land. They know how to bet appropriately and can generally do very well against the house. Secondly, a character can cheat at gambling. This cheating is

always done based off of role-playing and the character's other skills. It does not allow a character to do things like palm cards or read minds. It does allow characters to know how to do false shuffles, do card lifts, soft rolls and a host of other things to unfairly bend the odds in their favor.

### Hear-Say (Intellect)

Rogue Skill  
Skill Slot Cost: 1

This can be an invaluable skill for the adventurer. Hearsay allows a character to case a town, village or even a city, and get the lowdown on what is going on in the area. This must always be focused on a question the character has. An example is, "Is there anybody around that is in need of adventurers?" or, "has anybody heard about a cave with treasure guarded by an ogre?". The character knows the best places to go to find information and know a credible source when they hear it.

### General Thievery (Agility)

Rogue Skill  
Skill Slot Cost: 3

This Skill allows a character to Hide (X) and become *Hidden* while remaining still, where "X" is equal to your Skill Check. This may be done either by using the surroundings and hiding behind something, melting into the shadows, or simply laying down in tall grass. A character with a good Skill Check can even hide in plain view by remaining still amongst the clutter. Characters may perform small actions, such as slowly drawing a weapon. Any large movement or if the character attempts to move from that location causes them to *Unhide*.

Also allows a character to *Hide* and move, but not as proficiently as when staying still. In order to stay *Hidden*, they must have sufficient darkness or the environment must help them in some way (like being in a forest). As soon as a character leaves the shadows or the cover, they immediately become *Unhidden*. In any case, moving halves the Potency of Hide.

Characters have all the abilities that come with Climbing, under General Skills. They also have a lesser talent to pick simple locks.

Lastly, a character can become very silent while moving or performing actions, gaining Move Silently. The speed at which a character can move and the noise they make is dependent on the Skill Check and what is under their feet.

These different aspects of the Skill can be used at the same time, but the more aspects used, the higher the Target Number.

### Instigate (None)

Rogue Skill

Skill Slot Cost: 1

Rogues can be the masters of antagonism when they choose. This allows a character to try and work up anger, jealousy or concern in someone that is directed at somebody else besides the character. This can be done in a private setting or can even be the character trying to raise a rabble.

### Master Climber (Agility)

Rogue Skill

Skill Slot Cost: 1

This skill allows characters to masterfully climb all manner of surfaces. Unlike the General Climbing Skill, Master Climber allows characters to scale surfaces that are far sheerer and don't necessarily have apparent footholds. With the proper Skill Check, they can free-climb sides of mountains, get over near-shear walls, clamber up the sides of buildings, quickly get up trees and so on. If they have the equipment, Skill Checks is much easier.

### Merchant Eyes (Intellect)

Rogue Skill

Skill Slot Cost: 1

Merchant Eyes allows a character to swiftly survey a room or area and quickly know what the most valuable items are. This also allows a character to look at a bunch of items in front of them and be able to pick out the most valuable. This skill can come in quite handy when trying to quickly loot an area.

### Nimbleness (Agility)

Rogue Skill

Skill Slot Cost: 2

Characters with this Skill are extraordinarily nimble. This allows them to dodge things thrown at them or get out of the way of incoming objects with great proficiency as a Quarter Action. If attacked at 20 yards or less by a ranged weapon, the character may roll a Skill Check divided by 3 (Round down) and add that result to their Dodge Score. Anything over 20 yards is too difficult for the character to make proper eye contact and track the incoming missile.

It also grants an extremely well-developed sense of balance. They have the ability to walk tightropes, small ledges and can avoid being knocked over or tripped quite easily. Something like staying up straight when pushed may constitute a Skill Check of 3, walking a tightrope in good conditions would be around a 9, while bouncing up and down on that same tightrope in poor conditions maybe 15 or higher.

Lastly, a character can fall long distances, jump from heights, or even recover from being thrown (by something big) and remain unhurt. By a properly-timed tumble when they impact, they avoid damage. Characters with this Skill are also very hard to throw into anything, the way a brawler would try to smash somebody's head into a table and are generally very "slippery".

### Observation (Intellect)

Rogue Skill

Skill Slot Cost: 1

As per the General Skill, but with a lowered Skill Cost.

### **Prowl (None)**

Rogue Skill

Skill Slot Cost: 1

This Skill allows a character to essentially stay out of sight when no one is looking. A traditional use for this Skill is when a character who was trying to get close to a guarded position. The Prowl Skill allows them to remain unnoticed until they are within about 30 yards or so. After that point, they need other skills to allow them to remain unnoticed. The key defining part of this Skill is to allow the character to move about, travel short distances and follow at distances while remaining unnoticed – not *Hidden*, but unnoticed.

### **Tail (None)**

Rogue Skill

Skill Slot Cost: 1

This allows a character to follow another closely in an urban setting without being noticed by the person they are following. They must always keep this person in line of sight in order for the Skill to remain active and are *Hidden* from the followed person only. The smaller of a crowd and fewer obstacles between the target and character, the higher the Target Number for the Skill Check.

If they lose sight of the person, they can reestablish contact by talking to people. Moreover, a character can track a target from city to city as long as they have people they can talk to. This skill is done by following the social “trail” a person leaves behind. Characters with this Skill know who to ask and what to say to remain unsuspecting. Even if the target doesn’t speak to anybody and keeps to themselves, people still have seen them, and therefore, this Skill can be used.

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## Social Skills

### **Bar Talk (None)**

Social Skill

Skill Slot Cost: 1

Bar Talk allows a character to gain general information concerning the town or city they are in. This is done by talking to the bartender and the patrons of the establishment, usually with some specific question in mind. This cannot be used to mimic other skills that are more precise in their function and serves for general information gathering only. Answers given are always in a colloquial fashion as it always comes from the common man. Sometimes the answer to a question may be mixed with myth and fantasy - but it is what the people know, or think they know.

### **Deceive (Intellect)**

Social Skill

Skill Slot Cost: 1

This Skill allows a character to lie in such a way that it is believable by all but the most discerning ears. Of course, the Order of Tathun is able to detect this and it is directly resisted by Intellect. This also allows a

character to have the foresight to produce props or corroborating stories from others to support their untruth.

Extremely effective against the dull-witted, fast-talking allows a character to bend the will of others by speaking in such a way that the listener loses track of what was said. This can be tremendously confusing for a listener and they may end up agreeing to something they didn’t understand. This Skill is directly resisted by Intellect but at a disadvantage. Debate opposes this aspect of the Skill directly.

Lastly, the Skill allows a character to embellish some story to the extreme. This can be one of the character’s own deeds or can be used to trump up something the character as heard. Creating Tall Tales of oneself or others can increase the status of that local legend or build notoriety (albeit unwarranted).

### **Etiquette (None)**

Social Skill

Skill Slot Cost: 1

Etiquette is a code of behavior that delineates expectations for social behavior according to contemporary and conventional norms within a society, social class, or group. This is very important for characters who wish to mingle amongst politicians, lords, and other powerful individuals. This also allows a character to understand and execute proper protocol with a successful Skill Check.

### **Incite (None)**

Social Skill

Skill Slot Cost: 1

This Skill's essentially a very advanced form of rumor spreading. Characters with this Skill are able to get the word out to the populace about whatever they concoct. Truths is far easier to spread than half-truths or a lie.

### **Influence (Intellect)**

Social Skill

Skill Slot Cost: 2

Characters with Influence can overtly try and change the mind of a person or people. Unlike other Skills that seek to trick or cover true intentions and subterfuge (like Fast Talking), Influence is done in a way that the point is argued and others are coaxed willingly into a new point of view through oration or charisma.

### **Interrogate (Intellect)**

Social Skill

Skill Slot Cost: 1

The Skill allows characters to properly interrogate others. An easy Skill Check would represent the interrogation of the subject in custody and where the character using the Skill has some form of authority. When trying to get information out of those who don't want to divulge anything and have no reason to do so, the Skill Check is more difficult.

This skill acts as a watered-down version of many other Skills. That is to say that a character is able to present a specific question to a person, a few people, crowd or even take the time to move about the town to try and find the answer to that question. There are

other Skills that allow a character to ask a specific question concerning something explicit to that skill (such as Interrogate, Hearsay and Know Local Legends). The Skill's meant to cover every nonspecific situation where the Player wants to find out some information.

### **Intimidate (None)**

Social Skill

Skill Slot Cost: 1

Either through physical or mental means, this Skill allows a character to intimidate others. The Skill Check is very much dependent on the target (or group of people), and the renown of the character, i.e. his level. Intimidate can be used to cause others to do all manner of different things. In the end, the intimidated person acts as they choose, but it is based on their perceived retribution.

### **Know Local Legends (Intellect)**

Social Skill

Skill Slot Cost: 1

Characters with this Skill are able to case a village, town or city and quickly figure out who the most important people are. This may be other adventurers and renowned warriors. It may also be politicians or affluent families. The larger the population, the harder the Skill Check.

### **Life of the Party (None)**

Social Skill

Skill Slot Cost: 1

This Skill essentially gets others to like the character. It doesn't need to be used in a party but is always used in some sort of social setting. Characters with this Skill, whether innate or not, are very extroverted and just a lot of fun to be around. They spend time making others feel good and important and are commonly found with a large group of people around them while they tell a story or joke. This Skill can win characters many friends, some of which may be useful.

### Negotiate (Intellect)

Social Skill

Skill Slot Cost: 1

This is an ultra-important Skill for anyone who wants to venture into the political realm. Between people with power, negotiation is a key element in the building of an empire. Characters with this Skill know exactly what needs to be done to find an acceptable outcome when dealing with others. This can be done in a political setting as well as used to negotiate one's way out of a tight spot involving bandits and swords.

### Swoon (None)

Social Skill

Skill Slot Cost: 2

Characters with this Skill know how to woo the opposite sex with great proficiency. They also know how to lift up comrades and friends and make them feel like a million bucks. This skill can be very handy with other Social Skills as it can put a person in a very good mood and be far more susceptible to other types of persuasion.

## Thief Skills

### Acrobatics (Agility)

Thief Skill

Skill Slot Cost: 4

The character with this Skill knows how to tumble and acrobatics. A simple flip has a Target Number of 3, while performing a triangular jump to a ledge (15 feet in the air) may require a Skill Check of 10 or more.

### Contortion (Dexterity)

Thief Skill

Skill Slot Cost: 2

Characters of this Skill are contortionists, able to bend their bodies in some very unnatural ways. They are able to fit through openings that would be normally too small for the person their size. They are also extremely difficult to grab a hold of and wrestle with, and can easily slip away.

### Detection (None)

Thief Skill

Skill Slot Cost: 2

This is a heightened form of the Observation Skill. It has all the same uses as Observation, the Target Numbers is substantially less with this Skill and users is able to notice even more detail and hidden things.

### Fence (None)

Thief Skill

Skill Slot Cost: 1

A fence's someone who knows how to get rid of stolen goods and still make a profit. This skill allows a character to know the different markets and who to talk to about offloading hot items. It also gives a character some insight into who the Players are within the area when it comes to stolen goods and the black market.

### Master Thievery (None)

Thief Skill

Skill Slot Cost: 4

This Skill costs only 2 Skill Slots if the character already has General Thievery, which then turns into Master Thievery. This Skill is everything General Thievery is, and more. First, this allows a character to expertly use all manner of sleight-of-hand.

Second, they gain Thieves' Tongue, a language used in thievery circles. They also know how to read the same language. This is key as Thieves' Guilds put small marks and hieroglyphs around their city to let others, who speak Thieves' Tongue, where the local guild is, where law enforcement is, trap locations and so on.

With the proper tools, a character with this Skill can pick locks and other mechanical devices meant to keep things shut with proficiency.

Next, a character can lift objects from a person, such as a coin purse or even a weapon, without them noticing. Any character with the Observation or Detection Skill may directly oppose this Skill. The Target Number is based on the general perception of the target and is determined by the Storyteller.

Lastly, they gain a General Thievery Skill, only more potent. Allows a character to *Stealth (X)* and *Hide*, move while hidden, stay quiet while doing so, perform basic actions while *Hidden*, and scale simple walls. “X” is equal to the Skill Check. Their ability to stealth is not restricted by movement but still is by light. They can also perform all these actions, including the ones in the previous paragraphs, all at once without much penalty.

### **Move in the Crowd (None)**

Thief Skill

Skill Slot Cost: 1

Moving through a crowd with ease can be very valuable to a rogue trying to avoid being seen, lose a

tail, or disappear. This Skill allows a character to do all of these actions. It also allows a character to keep track of someone else who is trying to do the same.

### **Read Lips (Intellect)**

Thief Skill

Skill Slot Cost: 1

This allows a character to read the lips of someone else at a range of no more than 30 feet. The higher the Skill Check, the more accurate the translation is and the more nonchalant the user. Of course, the character using Read Lips must know the language that is being spoken.

### **Trap Mastery (Intellect)**

Thief Skill

Skill Slot Cost: 1

The character is able to not only detect but also be able to disarm traps. The type of traps this Skill is geared toward are those meant to stop and trap people. Specifically, for traps, a character with Trap Mastery is far more aware of their surroundings and can notice even hidden portions of the trap far more proficiently. Trap Mastery is only somewhat effective on traps that are meant for small prey, but it works to a lesser degree.

## Warrior Skills

### **Combat Presence (None)**

Warrior Skill

Skill Slot Cost: 2

Trained combatants have an area of influence around them called a Compulsory Attack Radius or “CAR”. The CAR allows characters to intercept opponents within this area, even after all of their movement has been spent for that Round. Combat Presence grants characters without a CAR, a 2-yard CAR. It increases the CAR by 1 yard of any character that already has a CAR per 2 RO, with a Target Number of 3. The maximum CAR for Combatants is 20 yards, and 10 for Battle Mages.

Additionally, characters with this Skill may be able to intercept opponents that are moving through their area of influence who are mounted. With the

appropriate Skill Check, a character can intercept mounted opponents, ambushing enemies and even opponents using some magical movement spells.

### **Endurance (Longevity)**

Warrior Skill

Skill Slot Cost: 1

Characters with this Skill have great endurance and fortitude. They are able to perform feats of endurance not possible by many other people. It also allows them to roll a Skill Check and add that Skill Check as percentage points to any Knockout Roll. It also allows them to add this Skill’s value (in the form of a Skill Check) to any Longevity Attribute Checks.

### **Intimidate (None)**

Warrior Skill

Skill Slot Cost: 1

Either through physical or mental means, this Skill allows a character to intimidate others. The Skill Check is very much dependent on the target (or group of people), and the renown of the character, i.e. his level. Intimidate can be used to cause others to do all manner of different things. In the end, the intimidated person acts as they choose, but it is based on their perceived retribution.

### **Jousting (Dexterity)**

Warrior Skill

Skill Slot Cost: 1

Characters with this Skill are count as if having the Riding Skill at a Novice level, which cannot be increased via this Skill. They also know how to employ long weapons, such as a lance or spear, while mounted. It grants the character the Lansing Charge General Ability.

### **Mend Wounds (Intellect)**

Warrior Skill

Skill Slot Cost: 2

Characters know how to properly bind wounds. After the character sees damage, and is in a safe place, they may perform this the Mend Wounds Skill. In addition to any normal rest, the character is healed an additional 1d4 Hit Points over the course of an evening. Other, more serious wounds (such as broken bones or hyperextended joints), can also be properly treated with this Skill.

The Skill Check varies depending on how the hurt the target is. If the target has 25% or less of their maximum Hit Points, the Target Number is 3; 26% to 50%, Target Number is 4; 51% to 75%, Target Number is 5; 75% or more, Target Number is 6. Characters receive a -1 to roll when trying to treat themselves. This Skill can only be performed once per target, per set of injuries. i.e. if a Character was hurt in combat (no matter how many times they were hit), they can only be mended once. If they enter another combat and are injured again, they can be mended again for that set of injuries.

### **Shield Wall (Dexterity)**

Warrior Skill

Skill Slot Cost: 1

Characters with this Skill know how to properly use a shield against incoming missile attacks. A character may Full Action and gain a *Cover Save* (X), where X is the value of Skill Check divided by 3 (round up). Additionally, this skill grants any character using Shield a +1 to their Block Score on top of whatever that shield grants, but does not add to the D-  
Up! Common Ability.

### **Size Up (Intellect)**

Warrior Skill

Skill Slot Cost: 1

Warriors are acutely aware of possible foes and studies that person to try and gain some insight as to their level of proficiency. This Skill allows any Player to gain some information from the Storyteller regarding the in-game statistics of an opponent. The higher the Skill Check, the more information the Storyteller gives the Player.

## Wilderness Skills

### Animal Lore (Intellect)

Wilderness Skill  
Skill Slot Cost: 1

Much like the other Lore Skills, this allows a character to know a great deal about animals. The higher the Skill Check, the more in-game statistics the Player knows about the animal, subject of a Skill Check.

### Conserve (None)

Wilderness Skill  
Skill Slot Cost: 1

This allows a character to conserve rations and water. Not only will the character be able to stretch what they have to sustain them for a longer period of time, but when they are without food and water, this Skill allows them to remain healthier for a longer period of time.

### General Survival (Intellect)

Wilderness Skill  
Skill Slot Cost: 2

Characters with this Skill have a wide array of basic survival skills, but without specialized knowledge of a location or area. A character can build fires from scratch, without any fire making device and even in wet weather. The more un-conducive the environment, the higher the needed Skill Check.

They can also fish with great proficiency. They know how to cast nets, trap bait, use catch ponds, keep their catch alive for longer and knows the best spots for fishing.

Thirdly, characters know how to properly stalk and hunt game. They can use a bow or crossbow, but it can only be used when hunting game as attacking targets that are moving and defending themselves is an entirely different matter.

Next, characters with this skill know how to properly preserve food so that it lasts far longer than normal. The higher the skill check, the longer the preserved food lasts without spoiling. Salt is needed to do this.

### Herbalism (None)

Wilderness Skill  
Skill Slot Cost: 2

Herbalism allows a character to identify Herb's, know where they grow, properly harvest them, and what they are used for – but not how to use them.

### Knot Mastery (Intellect)

Wilderness Skill  
Skill Slot Cost: 1

Characters with this skill are always with rope and creating all sorts of interesting knots that allow for different things. There is, of course, the matter that a character with this Skill can tie a knot that comes undone. While this may seem like a simple matter, it is important to remember when descending down a sheer face of a cliff where one's life depends on the strength of that knot. Characters also understand how to properly harness things and rig or tackle containers and items to beasts of burden or wagons.

### Mountaineering (None)

Wilderness Skill  
Skill Slot Cost: 1

Allows a character to properly traverse mountainous terrain with relative ease. This also applies to places where going is slow, such as wastelands, tundra, marshes, bogs and more. They are also skilled in how to ascend and descend elevation changes caused by cliffs and steep inclines.

### Navigation ... (Intellect)

Wilderness Skill  
Skill Slot Cost: Varies

Characters with this skill can properly navigate around a specific form of environment. The "... " of the skill must be replaced by a type of environment, chosen by the Player. This can be Mountains, Forests, Swamps and Marshes, Deserts, Plains, Tundra and Wastelands. When not in their chosen environment, this Skill is only half as effective. When using a map, and with other skills that allow a character to proficiently use a

map, the character with Navigation is also able to map out the easiest route.

### **Skinning (Intellect)**

Wilderness Skill  
Skill Slot Cost: 1

Characters with this Skill know how to properly skin an animal. They'll be able to remove the pelt in one piece (with the proper Skill Check), and know how to preserve the hide or process it into something that can be used for other items, such as armor or clothes.

### **Survival ... (Intellect)**

Wilderness Skill  
Skill Slot Cost: 1

This Skill is always taken with a specific form of environment. The "... " is replaced with an environment of the Player's choosing (the choices are Mountains, Forests, Swamps and Marshes, Deserts, Plains, Tundra and Wastelands). Each environment must be "bought" separately. This allows a character to be able to survive elongated periods of time in that specific environment. It is more of a knowledge-based skill and doesn't provide a lot of practical use without other Skills – particularly the General Survival Skill. Characters know the different plants that are edible, the different type of wildlife that are easy to catch and where the best places are to find water. They are experts of that area in general.

This also adds to effects if the character has the General Survival Skill. This also gives a character the knowledge on what species are poisonous when

fishing, how to properly clean and gut them and know the best-tasting fish. When hunting game, characters know what species are in the area and the best spot to aim for when shooting at them. They can also properly clean and gut an animal, and what the best parts are to eat.

### **Tracking (Intellect)**

Wilderness Skill  
Skill Slot Cost: 1

Tracking allows a character to follow a quarry after they have already passed by that area. The character is looking for things like tracks in the ground, broken branches and tree limbs, drag marks and so on. The Target Number for the Skill depends on the length of time that has passed since the tracks were made, and what made the tracks. The character knows common tracks, like deer, rodents, other common animals, and people. More rare tracks and tracks from monsters and non-animals are not known unless they have a lore skill.

### **Trapping (None)**

Wilderness Skill  
Skill Slot Cost: 1

Characters with Trapping know how to trap animals in a way that does not ruin the meat or the pelt. They know how to construct different manners of traps and what the best traps are for the intended animal. The more elusive and dangerous the prey, the higher the Skill Check needed.

## Wizard Skills

### Cast Spell (None)

Wizard Skill

Skill Slot Cost: 2

Beyond all the training in one of the magic Scholasta, the hours of study, and the enormous spell book lies a very specific Skill that allows a spellcaster to properly conjure magic. Every spell has a Casting Difficulty, which is the Target Number for this Skill. The caster rolls a Skill Check, and if the Casting Difficulty (which is the Target Number) is met or exceeded, the spell goes off as described. If the Skill Check is failed, one half of the Spell Points are expended (rounded down), and nothing else happens. **All casters start with a Cast Spell Skill at Rank 1.**

### Ancient Language (None)

Wizard Skill

Skill Slot Cost: 1

This is the language of the Ancients. All magic is scripted in the Ancient Language along with most of the ancient records and other important pieces of information. The earliest records of history are all written in the Ancient Language. The ancient ruins and cradles of the civilized peoples are all adorned with runes of the Ancients as well. This is required for a spellcaster to be able to learn a spell that is written in the ancient language.

### Combat Casting (None)

Wizard Skill

Skill Slot Cost: 3

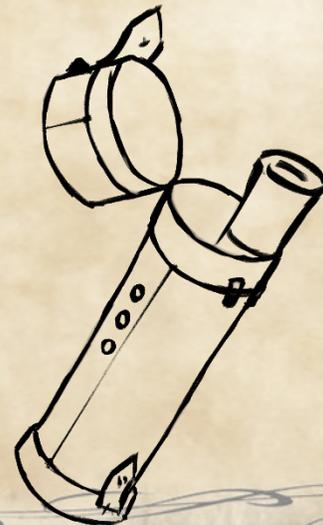
This Skill makes spellcasters increasingly more focused, able to sustain damage and still able to finish their spells. This Skill must be enacted before use, which is a Quarter Action, and counts as Setting as well.

Normally, a character makes a ResCheck vs Mystics to escape Spell Fizzle. If Combat Casting is active, a Skill Check is made with Target Number equal to the Damage taken divided by 2, rounded down.

If hit again, the character may make another Skill check with a -2 penalty. This can happen up to 4 times, with a -6 penalty.

If the caster comes under an adverse effect and suffers no damage, they also roll a Skill Check. On a roll of 3 or better, nothing happens. A 1 or 2 means the caster has Fizzled the spell. There can be a modifier to the roll equal to any ResCheck modifier. If *Stunning* attack is R.Myc.-1, there would be a -1 to the Skill Check to prevent Fizzle. Of course, the character still needs to avoid Effects that would cancel casting due to their nature, such as *Stun*, *Mute*, *Horror* and so on.

Lastly, this allows the character to move while casting 1 Unit per RO over 2. This movement counts as a Free Action, but still counts against a character's total movement per Round.



## Create Duve (None)

Wizard Skill

Skill Slot Cost: 2

A Duve is an item that Mashanic Casters use to surrogate part of a spell formula (see Magic Chapter) and are made via this Skill. When a Mashanic Caster casts a spell, they receive no RO consideration by way of their Cast Spell Skill. Instead, they make a Duve and the RO from that Skill Check applies to all spells cast through that Duve.

Duves comes in three forms: a wand, a rod, a gem, or a bag of sands. Each of these has slightly different qualities and affects spells differently. When a Duve is created, it is assigned a specific Spell Source, and the Mashanic Caster needs that individual Duve to cast magic from that Source. A Duve supports any spell from that Source, no matter the Spell Rank. Only one Duve per Source can be created at a time. When a new one is made or it runs out of uses, the old one disintegrates.

The character rolls the Create Duve Skill, and on a success, assigns any RO to one of three categories: Casting Time, Spell RO and uses. Any spell cast from that Duve has these properties. Think of the RO from a Create Duve Skill Check as points you assign to the Duve to modify any spell cast from it.

### Casting Time

With no RO assigned, the CsT is as stated. With 4 RO assigned, the Casting Times are halved (round up). With 7 RO assigned, the CsT is quartered (round up), and if 10 RO is assigned, any spell from that Duve are Snap-Cast.

### Uses

Each kind of Duve, based on its construction, have a set number of uses. For each RO assigned to this, increase the number of uses by 2. The number of uses is independent of Spell Rank, and each spell cast through a Duve subtracts a use. Once all uses are expended, the Duve disintegrates and cannot be used again.

## RO

As stated before, Mashanic Caster do not use the Cast Spell Skill to determine the RO of a Spell. The RO of any Source's spell is determined by that specific Duve. For each RO assigned, spells cast through it receive the same RO when determining effects of a spell. The RO maximum is 3 per Level of the Caster, and no more can be assigned then this.

In the chart below, you will see modifiers to all three aspects of a Duve. These are automatically applied once the Duve is made. These modifiers cannot be taken from one aspect and transferred to another, but they can be further modified by using the RO from the Create Duve Skill Check. The column labeled "Bonus to Roll" is applied to the Skill Check itself.

Make	Form	Create Duve Roll			RO	Base Uses
		Cost	Modifier	CsT		
Bone	Sand	x.1	-3	+7	+1	3
Bone	Wand	x.5	-1	+4	+1	5
Wood	Wand	x.75	-1	+4	+1	5
Stone	Rod	x1	0	-	-	7
Stone	Sand	x1	0	+7	+1	3
Metal	Rod	x1.5	+1	-	-	7
Gem	Sand	x3	+3	+7	+2	3
Gem	Gem	x5	+5	-	+4	20

Creating a Duve takes an amount of time equal to the max Spell Rank that Duve can cast, plus one, in hours. Creating a Duve does not count as resting and must be done in safety (unstressed). A Mashanic Caster may elect to make a Duve that is not capable of casting spells to the caster's potential. The max Spell Rank determines the Target Number for creating a Duve and is the limit of what Spell Ranks are allowed to be cast by a Mashanic Caster with that Duve.

A Duve can be made from common items, and anyone with the Create Duve Skill can take raw material and shape it into the needed form. This takes more time but is

Max Rank of Spell	Target Number	Base Cost	Rarity of Components
1	3	1 BzP.	Common
2	5	3 BzP.	Common
3	8	5 BzP.	Uncommon
4	12	10 BzP.	Uncommon
5	16	20 BzP.	Rare
6	20	30 BzP.	Very Rare

possible. Pre-formed Duve can be found at many Houses of Magic. Raw materials are found at just about any Tradehouse or scavenged. Note that the higher the max Spell Rank intended for the Duve, the more exotic and expensive the raw materials.

### Magic Theory (None)

Wizard Skill

Skill Slot Cost: 2

Many spells have versions of increasing power. Listed in the spell descriptions is a call out for a “Family of Spells”. An example of this would be the Fireball Spell from the Fire Source: there is the Minor Fireball Spell, followed by the Lesser Fireball Spell, then the Greater Fireball Spell, and finally the True Fireball Spell. Whenever spells have this form of progression, there are going to be similarities in the Spell Formula. A character with this skill can theorize what the components of a spell within this progression may be. This allows a caster to learn a new spell from an another and doesn’t need to find those spells scripted somewhere. Roll a Skill Check with the Target Number equal to the CsD of the spell. Unlike Spell Lore, failed attempts can be retried once per Shift (10 Passings). The character must be able to cast that Spell Rank and from that Source for this Skill to apply.

### Spell Lore (None)

Wizard Skill

Skill Slot Cost: 2

A very important Skill to the spellcaster. The Skill has a few main uses.

Firstly, this allows a character to properly copy spells into spell books and scrolls. This is a little different than learning a spell. Normally, spellcasters get one (may two) chances to learn a spell. If they fail, then they can NEVER learn it. A way around is to inscribe the spell onto a scroll or into the spell book without learning. This way, the spell can be taken to a better study environment, where some bonuses may be granted to learn the spell. The Skill Check is equal to the Spell Point Cost of that spell. A failed Skill Check doesn’t mean a failure in the scripting, but for each point, the Skill Check is failed by results in a negative modifier to learn that spell. The time needed is equal to the cost in hours.

As hinted at, this also allows a spellcaster to learn a new spell when not under formal instruction. The character can learn spells scripted onto a scroll, a wall, a spell book, or any other media. The Skill Check is equal to the Cost in Spell Points of the spell. Wizard Phylums get 2 chances to learn a spell, all other Character Classes get only 1. Failure prevents the caster from EVER learning that spell. The time needed to learn the spell is equal to the cost of the spell times 4.

Spellcasters can increase their ability to learn a spell with more certainty. The spell is inscribed and taken to a part of the magic Scholasta. With reference and other to assist, the caster can spend more time and effort in learning a spell. The time needed to learn a spell is now 7 hours per cost of the spell. Additionally, the caster can roll a Skill Check. With a Target Number of 3, a +1 per RO is added to learn a spell. each of these additional +1s uses 5 more hours.

Many of the Ancient Runes created by the 2<sup>nd</sup> generation of Scribes are not entirely accurate. Only those spells created by the 1<sup>st</sup> Scribes, and the Ancients themselves, have no errors. Other spells recorded has a negative modifier for anyone trying to use the Learn Spells Skill, -2 for Good Quality and -5 for Common Quality. This Skill allows the caster to promptly decipher and notice mistakes made and improper recordings, effectively negating any adverse modifier to learn a spell when inscribed by another person. The Target Number is equal to the negative modifier times 2.

Darius has Spell Lore at Rank 2+1. He finds a 4<sup>th</sup> Rank spell with a Cost of 12. That's a high order for a 2+1 roll. Instead of trying to learn it right then, he pens it down over the course of 12 hours.

He rolls a 9, which is 3 under the Target Number. He still copies it, but he'll have a -3 when he tries to learn it due to that roll. He goes to a mage tower and uses more time to study. He rolls a 9, which is a bonus of +6.

He now has a +6 from studying, and a -3 for a bad script, over all a +3 when he tries to learn the spell now and it takes 84 hours (7 hours [instead of 4 because he's using the Scholasta] x a Cost of 12) plus 30 hours (+6 bonus times 5 hours), for a total of 114 hours, about 4 Passings of solid work.

## Spell Ready (None)

Wizard Skill

Skill Slot Cost: 1

Illrathic and Orderly Casters need to memorize a Spell Formulae ahead of time in order to cast spells normally. The caster may choose any spell from their repertoire to become ready to cast. The term for this is *At the Ready*; thus, spells that are ready to be cast in this manner are considered *At the Ready*. All other spells are considered not *At the Ready*.

Every 90-hour period (3 Passings), those spells the caster had in the front of their mind begin to fade and they need to take some time to re-familiarize themselves with the intricacies of those spells. The Player rolls a Skill Check and may add one spell to be *At the Ready* for every 2 points rolled on that Skill Check (Round down). This creates a list of spells that are *At the Ready* and therefore may be cast as described in the spell description. Any spell on this list remains on the list for that entire 30-hour period, no matter how many times it is cast. Those spells not on the list are not *At the Ready*, and the caster is affected by the following:

- ☞ Spells not *At the Ready* have the Spell Rank added to the Casting Difficulty, plus 1.
- ☞ Spells not *At the Ready* have DOUBLE the Casting Time.
- ☺ OR (**Advanced Rule**) when a spell not *At the Ready* is cast when arriving at the Initiative Mark where it should go off, roll 1d20. If a 20 is rolled, then the spell goes off. If not, go to the next Initiative Mark and roll again, adding +1 to the roll. If the modified result is 20, then the spell goes off. Repeat this process for every Initiative Mark that passes until the spell is finally cast. Even with a modifier, any roll under 10 does not count. This simulates the caster looking through their spell book, or a note, trying to remember the last little piece to the formula.

Spells not *At the Ready* also have a higher chance of being catastrophically Miscast. When a character casts a spell, not *At the Ready*, use this chart to determine if the spell was Catastrophically Miscast. An Orderly Caster still cannot Catastrophically Miscast, even if casting a spell not *At the Ready*.

The *At the Ready* spells are a list of spells, and do not limit the amount of times that spell may be cast. Spells *At the Ready* are not removed from the list when they are cast.

Cast Spell Skill Rank	Number of Natural 1s needed to Catastrophically Miscast	
	Spells <i>At the Ready</i>	Spells <i>Not At the Ready</i>
1 to 1+4	Not Possible	1
2 to 2+4	2	1
3 to 3+4	2	1
4 to 4+4	3	2
5 on up	4	3

## Spell Show (None)

Wizard Skill

Skill Slot Cost: 1

This skill greatly increases the power of Cantrips, effectively doubling their power. More can be found in the Magic Chapter. Additionally, this allows the caster to make very visual offerings of magical lights. These lights and ribbons of magic are always commensurate with a Spell Source. That is to say, in order to make wisps of fire, the caster must have access to the Fire Source. A roll of 3 is the baseline target number for this show boating, and only makes “natural shapes”. A roll of 10 would allow a caster to form these wisps into a recognizable shape. A 15 would be an intricate shape, like a boat or galloping horse. Likewise, a roll of 3 would be equal to a normal pull of smoke from a pipe or cigar. A 10 would be man-sized and 15 would be enough to fill a room.

Note that Spell Show brings power to the cantrip and illusion. A wisp of fire has heat and can ignite flammable objects.