

Skills

All characters can take skills that represent their interests and abilities outside of their chosen class.

The number of skill slots is based on Level. A character may choose to specialize in a skill by using spending additional skill slots on skills they already have. Doing so will grant a +2 to rolls for that skill for each additional slot used.

Multi-class characters only gain skill slots for one of their classes, not both.

Each skill is associated with a Characteristic. The base target number to use a skill will be 12 for skills associated with a prime characteristic and 18 for skills associated with a non-prime characteristic. Like other characteristic based test, you can add your level to the roll.

Skill slots can also be used to learn additional languages.

Any skills learned after first level, will require some explanation as to how the character learned and, at the very least, some time spent studying that skill.

All characters start with 4 skill slots and gain additional slot every 4 levels (i.e. at level 4, 8, 12, etc...).

Character Level	Skill Slots
1	4
4	5
8	6
12	7
16	8

Most classes have abilities and skills inherent to their class. The following classes also get some skills for free.

Fighter

Bravery
Military Tactics

Ranger

Alertness
Hunting
Navigation

Rogue

Appraising
Cheating
Streetwise

Assassin

Alertness
Deception
Streetwise

Barbarian

Bravery
Endurance
Muscle
Survival

Monk

Endurance

Wizard/Illusionist

Arcane Lore
Literacy

Cleric

Ceremony
Healing
Literacy

Druid

Animal Training (all animals)
Ceremony
Literacy
Survival

Knight

Bravery
Leadership
Military Tactics

Paladin

Bravery
Ceremony
Leadership

Bard

Acting
Deception
Detect Deception
Intimidation
Literacy
Music
Persuasion
Savoir Faire
Storytelling
Streetwise

Acrobatics (Dexterity)

The ability to perform impressive acrobatic feats, balance on taut ropes and wires, etc.

Acting (Charisma)

The ability to take on different personalities and how false emotions.

Alchemy (Intelligence)

The ability to recognize and identify common alchemical substances and potions.

Alertness (Dexterity)

The ability to spot ambushes, detect being followed, etc... A successful roll will allow a character to ignore the affects of surprise.

Animal Training (Wisdom) (choose type)

The character knows how to raise, train and care for one type of animal (i.e. horses, dogs, etc...).

Appraising (Wisdom)

The ability to determine the market value of non-magical items.

Arcane Lore (Intelligence)

Knowledge of magical processes and forces. Allows the identification of spells and their affects.

Art (Intelligence)

This is the skill of creating, appreciating, and appraising art.

Artillery/Military Engineering (Intelligence)

The ability to properly employ siege equipment and knowledge of military engineering and building.

Bargaining (Charisma)

The ability to get the best deal possible when purchasing or trading.

Blind Fighting (Dexterity)

With a successful roll, the character has no darkness penalty in HtH combat with opponents he is aware of.

Blind Shooting (Dexterity)

With a successful roll, the character has no darkness penalty when shooting at a target that they can hear well enough to determine its position.

Bravery (Charisma)

With a successful roll, the character can resist the effects of any magical fear.

Caving (Wisdom)

The ability to always know where one is while exploring underground cavern complexes. A character will know the route he has taken to get where he is.

Ceremony (Wisdom)

A character with this skills knows how to honor deities through ritual and ceremony. Allows clerics to perform the rituals of their order, and to know what the rituals of other religions entail.

Cheating (Dexterity)

The skill at winning at gambling games by cheating (dealing from the bottom of the deck, swapping out loaded dice, etc...).

Craft (Intelligence) (choose type)

The character knows one type of craft; examples include armor-making, bow-making, tattooing, leatherworking, weapon making, etc... The character can make his living at this profession and can judge the quality of these types of goods.

Danger Sense (Wisdom)

A successful skill roll means the character can detect an imminent danger. The character will not know the nature or source of the danger.

Deception (Charisma)

The ability to persuade the listener of the 'truth' and sincerity of what the speaker is saying, despite the fact the skill user is lying through their teeth.

Detect Deception (Charisma)

The ability to recognize deceptive behavior or see through disguises.

Disguise (Intelligence)

The ability to look like someone else. Proper materials are required and can modify the roll.

Endurance (Constitution)

The ability to perform a tiring task for long periods of time.

Escape (Dexterity)

The ability to get loose when tied up or restrained.

Food Tasting (Constitution)

The ability to detect spoiled/poisoned food. A successful roll will also give a bonus to resist the effects of ingested poison or eating spoiled foods.

Gambling (Wisdom)

The knowledge of games of chance and the ability to win without cheating.

Healing (Wisdom)

The ability to treat wounds and illness. A successful roll will restore 1d3 hit points vs the most recent set of wounds received.

Hunting (Wisdom)

The ability to locate, stalk, and hunt large and small game.

Intimidation (Charisma)

The ability to bully others into doing what you want.

Knowledge (Intelligence) (choose type)

The character is an expert in the chosen field of study.

Language (choose language)

The ability to fluently communicate in a language.

Leadership (Charisma)

Ability to inspire and lead others. A successful roll can give a +2 save vs fear to all who acknowledge the use as their leader.

Lip Reading (Wisdom)

A successful check allows the character "overhear" any conversation where they can see the lips of both speakers.

Literacy (Intelligence)

The ability to read and write all languages a character can speak.

Military Tactics (Intelligence)

This is the knowledge of how best to deploy forces in a combat situation. A successful roll will allow the character and all who follow his leadership, a +2 to initiative.

Mimicry (Charisma)

The ability to mimic animal noises and peoples voices.

Mountaineering (Strength)

The ability to climb using ropes, pitons, and other climbing gear.

Muscle (Strength)

The experience in doing hard labor and knowledge or the use of simple machines and the application of leverage.

A successful check gives a +2 to rolls to open doors or force gates.

Music (Charisma) (choose type)

The ability to sing, or play a type of instrument well enough to earn a living.

Nature Lore (Wisdom)

The knowledge of common plant and animal types and the uses of various herbs and plants.

Navigation (Intelligence)

This is the ability to read maps and determine your current position and how to get to a new location.

Persuasion (Charisma)

This is the ability to persuade NPCs to do what you want or to give you information.

Poisons (Intelligence)

The ability to identify and make poisons and antitoxins and to know how to properly use them.

Profession (choose type) (characteristic appropriate to profession)

The character is accomplished in a profession such as politics, cooking, scribing etc... They possess enough skill in order to make a living at the profession.

Quick Draw (Dexterity)

A successful skill check with this skill allows the character to nock and fire an arrow with a +2 to individual initiative.

Riding (choose type) (Dexterity or Wisdom)

This skill includes the basic care and feeding of a riding animal and the ability to control it under difficult circumstances. Anyone can sit a horse, Riding gives the character the ability to ride in difficult situations.

Savoir Faire (Charisma)

This is the ability to know what to do appropriate in social affairs. It includes proper etiquette and forms of address. It also represents the ability to get rumors and information from the upper class members of society.

Stealth (Dexterity)

This is the ability to move silently and remain hidden.

Storytelling (Charisma)

The ability to tell a good story and keep an audience interested.

Streetwise (Charisma)

The ability to find rumors and information on the street and among the criminal element.

Survival (Wisdom)

The ability to find food, water, and shelter in the wild.

Tracking (Wisdom)

The ability to follow tracks.