

# Skills

## V1.1a

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## What is a skill

A skill is an attempt by the character to perform an action. Technically, every action performed by a character is skill related. When the magic user casts a spell, he is checking to see how good his skill is in regards to the spell cast. The same goes for a fighter. When he picks up a weapon and decides to attack he is checking his competence in the use of the weapon. All skills work basically the same although for ease of game play, skills can actually be broken down into four categories.

### Skill Categories Are:

- Weapon Skills (fighting skills)
- Spell Skills (magic skills)
- Adventuring Skills (actions you will perform while playing the game)
- Life Skills (background knowledge your character should know from having lived)

Weapons and Spell Skills are dealt with under combat and magic. We will concentrate on the use of Life Skills and Adventuring Skills here.

### Adventuring Skills

Adventuring Skills are skills that will keep the character alive during an adventure. They are the skills he will use to avoid damage from a fall or to open a locked door. The focus you give the character will determine how many adventuring skills the character can have as well as the maximum number he may learn.

The table below shows the number of skills the character will start with based on the character's focus. The normal maximum number of skills a character may learn is double this figure. This means that a fighter will start with two adventuring skills and be able to learn a total of four.

Focus	Fighting	Magic	Skill	No Focus
Adventure Skills Picks	3	2	6	4
Life Skills Picks	1	0	2	1

All weapon, magic and adventuring skills in the game have a skill synergy level. This is a set of figures that tell you how good you are at the skill and is explained fully below.

### Skill Synergy Level

The Synergy Level of every skill in the game is treated in the exact same way. There is a basic level and an advanced level of competence, collectively

known as the Skills Synergy Level. It is written as two figures with a plus sign between them; 12+0 or 18+15 are examples. It is in fact basic training plus advanced training in the skill.

To perform a normal action using the skill, something that is fairly straight forward, you would roll 1d20 and compare it against the skills basic training figure. These basic training figures can never (by any means!) be greater than 18. Any bonus to the skill ALWAYS goes into the skills synergy bonus (the second figure).

When you perform a check against the skill it is always the first figure you roll against. It assumes that you are trying to do a 'basic' move: nothing fancy with the skill. For example, it is a basic "move" when using the Lock Smith skill is to pick a lock.

The ability to perform the basic actions associated with a skill is learned very quickly. When you roll the character up, you can assign any one skill a synergy level of 14+0, so you have a good chance of performing a basic action in the skill right at the start.

Remember that a skill is written as 'Basic Knowledge' plus 'Advanced Knowledge' (i.e., 12+0 or Level Plus Bonus). A skill's Synergy Bonus represents magical bonuses as well as advanced training in the skill. This figure is used to negate penalties associated with the more difficult actions you may try to perform using the skill. It will also allow you to make special moves or actions that only an expert would attempt. Not all Adventuring Skills come with a set of special actions, but players will find that conditions can result in a penalty to any skill used by their character. For example, a lock is of such quality as to result in a +5 modifier to the synergy dice roll skill check. A locksmith with a skill level of 18+5 (or more) could pick this lock without having to add anything to the dice roll since his bonus in the skill is equal to (or exceeds) the penalty.

### A Skills Dice Figure

Each skill has one additional figure that is used to describe how hard or easy it is to learn the skill. This is the skill's *Dice* figure. I often refer to the *Dice* figure as the skill's *Dice Rating*. In either case, the reference means the same thing. A skill's *Dice* figure is listed immediately after (below) the skills name. It is listed in the following format:

Dice:

A skills dice includes the following values:

- Hard 3**
- Hard 2**
- Regular 1**
- Easy 2**
- Easy 3**

Most skills come with a *Dice Rating* of **Regular 1**, written as follows:

Dice: Regular 1

The ones that do not, come with either the hard or easy rating, meaning that they are either easier or harder than normal to learn. We will discuss this further in the section below.

### Increasing your Base Skill (first figure)

The character uses affinity points when attempting to increase his or her level in a skill. Paying a set amount gives you a dice roll to see if the skill increases. The amount paid depends on the character's focus and is shown on the table below.

Characters specializes in	Affinity cost to make a level increase attempt
Magic Focus	10
Fighting Focus	10
Adventure / Life Skill Focus	2
No Focus	5

This means that a character whose focus is Adventuring / Life skills can attempt to increase his level in a skill for two affinity points. A fighter or mage must pay 10 for the same attempt.

Once you have paid for the attempt, you roll a dice (or dice) to see if the skill increases. For skills that have a dice rating of **Regular 1**, you roll 1d20 and must equal or exceed the level you want to obtain in the skill. This means that if you want to increase you level in a skill from 14+0 to 15+0, you would have to roll 15 or more on the d20.

#### An example is in order

The character has a skill synergy level of 12+0 and wants to increase his Base Skill Level to 13 (giving him a skill synergy level of 13+0). You can only do a one-point increase at a time so the character could not spend 100 points trying to use one roll to increase his synergy level to 18+0. In addition, you cannot increase the second figure (the Bonus figure) until the first figure is 18. To be successful in the attempt the player must roll 13 or more on 1d20. If the player rolls a 12 or less then the attempt to increase his level in the skill has failed and the affinity points used in the attempt is lost.

### Increases to Your Synergy Bonus Figure

Your Basic Synergy level can never be greater than 18. Any increase past 18 actually goes into the Synergy Bonus for the skill. This means that a character that wants to increase a skill's synergy level 18 must roll a 19 or 20 on a d20 (technically he is trying for a 19 in his Basic Synergy level). When the check is successful (he makes the roll) then the skill's Synergy Bonus increases by one point. The Synergy Bonus allows the character to perform specialized actions. It is also used to negate penalties associated with difficult actions.

### Skills with Hard or Easy Dice Ratings

The odd skill comes with a dice rating of hard or easy. These skills are either harder than normal to learn or easier. In addition, what race you choose to play will often affect how hard or easy a skill is to learn. For example, A Calt (cat like creature) player will find that it is very easy for his character to learn the Balance and Climbing

If a skill is rated as Hard 2 then you must roll the d20 twice and make both rolls to increase the skills level. If a skill is rated as Hard 3 then you must roll the d20 three times and make all three rolls to increase the skill.

You will want to pay close attention to skills that are rated as Hard 2 or Hard 3. These skills will increase very slowly if left this way. As you learn the game you will discover that there are a lot of race / strength and weakness combinations that should allow you to have the skills you want at a level of difficulty you can live with.

Skills that are (or get) a rating of Easy 2 or Easy 3 are easier to learn. With these skills you have two or three tries whenever you roll the dice to see if you

level increases in them. For example, with an Easy 2 rating, you would re-roll the dice if your first roll was under the number needed to gain a level in the skill. With the Easy 3 rating, you would get to re-roll the dice a third time if your first two rolls were less than what you needed.

## **Magic and the Character's Synergy**

### **Bonus**

All magic bonuses increase the character's Synergy Bonus. They *NEVER* affect the character's basic synergy level. Thus a character that has a skill level of 12+0 would have a skill level of 12 +7 if he had a magic item that gave a +7 bonus to the skill. It is thus possible (and likely) that characters with magic will have synergy bonuses before they have finished training up their basic skill to 18.

## **Penalties and Bonuses to the Skill Check**

You will often find skills listed as follows; the character will need to make a +5 Escapist roll to avoid the sprung trap. This means that the character must make a normal 1d20 skill check adding 5 to the dice roll. This represents an action that is a little tougher than normal to make. A character with a 12+0 in the Escapist skill would have to roll a 7 or less to escape the trap (he must add 5 to his 1d20 dice roll skill check). A character with a skill level of 18+12 would have to roll 18 or less (the +12 would negate a penalty of up to 12 points). If a character had a skill of 18+5 and had to make a check that was +8, then he would have to roll 15 or less to make the skill check: 5 points of the 8 point penalty are negated by the character's Synergy Bonus. This leaves a 3-point penalty, which is added to the actual dice roll.

You will sometimes find a negative modifier given with a skill. These modifiers are subtracted from the dice roll, making it easier to make the skill check. A negative modifier represents an action that is easier than normal to make. For example: a character must make a -6 Escapist roll to avoid the sprung trap. A character with a skill of 15+0 would have an automatic chance of passing the skill check. Negative modifiers are the only instance where a character can have a guaranteed chance of success when performing a skill. Even characters with no training in the skill may attempt to perform these actions since they represent actions that are very basic and usually fairly easy.

## **Why the Two in Twenty Chance to Fail?**

There is always a chance that a character will fail a basic action. He is distracted or in a hurry. He's wanted to take a bathroom break for the last hour or he just can't stop ogling that lady mage fighter thief. Or maybe it's the fact that nothing breaks the concentration as much as a mob of Orcs thundering towards him. Whatever the reason, there is a two in twenty chance to fail a basic action. Failure does not mean total catastrophe so long as the character has enough advanced training.

## **Turning Failure to Success**

Adventuring skills allow the character one option that neither fighting nor magic skills possess. The character can use a point of his advanced training to allow a re-roll of a failed adventure skill attempt. If this option is taken, then no further re-rolls are allowed, not even for luck. Regardless of its success or failure, one point is subtracted from the character's bonus figure and is gone until the character can rest up in a Safe Haven (like luck, it comes back- more on this in a bit).

### **Another Example**

A character has the Locksmith skill at level 18+12. He is a fairly competent locksmith, but like anyone he has a very bad day. He comes onto a lock with a +12 modifier. He laughs as he brings out his tools, knowing that his 12-point bonus exactly offsets the 12-point modifier. He rolls 1d20 and rolls a 20. He decides that this is one door he has to get through so he marks his skills synergy level to 18+11 and takes the re-roll. On the re-roll he must now roll a 17 or less since he now suffers a one point penalty to his dice roll. He rolls the dice and hopes he doesn't blow too many more rolls.

## **How Often Can You Use a Skill?**

Under normal circumstances, a character can only ever try to use a skill once in a given situation. That means that if the character tries to pick a lock on a door, and fails, he cannot pick that lock. He may come back after the adventure is over and try again, but for whatever the reason, he does not have the skill to pick this particular lock. He must find another way!

This rule is not hard and fast and it does have gray areas. The first is the re-roll attempt given to characters with enough skill or luck, if they are willing to use a point of luck or synergy bonus (which won't come back for a day).

### How Many Can Use a Specific Skill

You can allow multiple characters that have received basic training in a skill, an attempt to use the skill. Thus, if there are five Locksmiths in the group each one could try his hand at picking a lock. Notice that I said, "Have received basic training". Basic training normally means that the character has (or normally would have) a five in 20 chance of making the roll (has a synergy level that is at least 5+0).

### Advanced Actions

Many skills allow the character to perform advanced actions. These are considered actions that lie outside the realm of what a normal person would try to do. For example: an advanced action is hoisting the hostage onto your shoulder and tightrope walking across to the other building. Only a person with great skill would be crazy enough to try such a stunt.

Advanced actions always carry a cost. This cost is subtracted from the Synergy Bonus the character has. These lost points are regained at one point per day per skill. The cost of advanced actions varies and is listed along with the skills that describe them in the skill description section of this manual. A character cannot perform an advanced action unless he has the skill to do so. (I.e., the cost of the advanced action is less than or equal to his skills current synergy bonus).

So long as the character has the Synergy Bonus to pay for the action, he will be able to perform the advanced action. You can view advanced actions as the things a hero can do. It is just that the number of times he can do them depends on how much of a hero he is and on how often he tries to do them (even a hero will eventually wear down).

As a side note, nearly every special action has a counter action. As with most special actions, all counter actions require advanced training in a skill. This means that when a character is trying to push someone over the cliff edge, that someone may have an action that allows him to twist and flip around and in effect trade places with his attacker. Keep this in mind when you direct your special actions at another creature.

### Rolling for Advanced Actions

There are two possible ways to determine whether or not an advanced action failed or succeeded. The first is by having to make a roll against the skills basic synergy level. If this method is not used, then the skill itself will tell you the rolls you have to make when performing an advanced action

### Rolls against the skills base synergy level

Very little in life is a sure thing. Just because the character pays a set amount to perform an advanced action, he or she is not guaranteed that it will turn out the way they want. Unless told otherwise, a character that performs an advanced action will be making a roll against his basic synergy level in the skill. This means that although it is very likely that the character can perform the action, it is not guaranteed.

If the character fails the roll for an advanced action, he or she can use a point of *Luck* to retake the roll. The character cannot use of point of synergy bonus in the skill being used to retake an advanced action check on that skill.

### Special Rolls

One of the more common methods to determine success or failure when attempting an advanced action is with the use of two dice rolls of a single dice. If this is the case, the character will roll a dice twice. The lower of the rolls is the cost to perform the action, with the higher of the two rolls being the chance of performing the action on a d20.

### Primary Skill for Advanced Actions

Many skills interact and must be used together if the character wants to perform an action. For example, you need advanced training in both the Combat Skill and the Awareness Skill if you want to fight an invisible opponent. You will notice that most multi skill actions have one skill that costs more than the others. This skill is considered the primary skill needed for the action in question and it is this skill you roll against. Since most skills will be at 18+, this is normally a moot point. However, this may become critical should one or more of the character's skills be at a penalty.

If two or more skills are listed, each with the same cost, then it is up to the player to choose which skill he will roll against.

### Current versus Normal Synergy Bonus

The normal synergy bonus includes all training and magical bonuses to the skill. The current synergy bonus is the character's rating after all subtractions and penalties have been applied. The character's synergy bonus cannot go below zero. In fact, the synergy bonus is always worked out in the character's favor. Thus if a character has a normal synergy level of 18+10 and a current level of 18+4 and loses a magic item that had a +6 synergy bonus to the skill in

question, his final synergy level in the skill would be 18+4. Note, that the items synergy bonus is depleted and would be unable to add to someone else's synergy bonus. This will be covered completely on the section describing magic items.

### Decreases to Your Basic Synergy Level

Your basic level in a skill can never be decreased except through the use of magic (and that usually through curse magic). Most times, a penalty is added to the dice roll. This means that unless otherwise stated, having a high synergy bonus in the skill negates the penalty.

### After the Adventure Begins

#### (Picking up New Adventuring Skills)

New Adventuring Skills cost you more once the character has started to adventure. The cost of picking up a new adventuring skill depends on the character's focus. The table below shows the cost.

Characters specializes in	Affinity Point Cost for a new Adventuring Skill
Magic Focus	400
Fighting Focus	300
Adventure / Life Skill Focus	100
No Focus	200

In addition, it takes 2d30 game days to learn the skill and the character must meet someone with a minimum skill level of 18+9 (in the skill the character wants to learn) who also has the Teaching Life Skill. Lastly the character must pay his instructor a minimum of 50 Talons per day of training. It is costly because like it or not, not everyone can do everything. It takes time, money and effort to master new skills.

### How Many Skills Can You Learn

The maximum number of Adventuring skills a character may learn depends on the character's focus, as shown on the table below.

Characters Focus	Max # of Adventure Skills
Magic Focus	6
Fighting Focus	9
Adventure / Life Skill Focus	18
No Focus	12

### Using a Skill you do not know

A character is unable to make use of a skill that has not been purchased unless there is a negative modifier on the skill check. Thus, if a character requires an escapist check (-4 Mod) then all characters in the

group may try to roll. Characters without the skill require a modified zero or less to succeed. With the Minus Four (-4) modifier to the dice roll it means that if they roll one to four on the d20 they make the skill check.

### Life Skills

Life skills are unique and are treated as such in the game. Basically, life skills are the background skills that make life possible in the character's world. They are the types of skills that require a trade or shop and would normally allow the character to earn a living. They are trade skills.

Like any skill in the game you purchase life skills using Affinity Points. The unique thing about life skills is that you only spend Affinity Points on them once. There is no additional cost to build the skill up (although they are very expensive to obtain). You either have it or you do not: making its use in game fairly easy. Characters with a fighting or magic focus do not start the game with a life skill.

The table below shows the number of starting life skills, the maximum number of life skills a character can learn and the cost to learn one that is not already known.

Characters specializes in	Affinity Cost per Life Skill	Starting Life Skills	Max # of Life Skills
Magic Focus	900	0	2
Fighting Focus	900	0	2
Adventure / Life Skill Focus	500	2	6
No Focus	700	1	3

### How Life Skills Work

Life skills are all or nothing. You know them or you do not. This makes their play within the game very simple since the character will automatically gain a benefit from having them. Life skills will often augment a character's Adventuring Skills. For example, Guile is the ability to lie. A character with the Life skill of Acting will have more options available in the use of Guile than a character without Acting. The description of each life skill includes information on what additional benefit, if any, a skill will have when combined with another skill.

### After the Adventure Begins (Picking up New Life Skills)

In addition to their cost in affinity, it takes 2d4 game months to learn a new life skill. Lastly, the character must meet someone with the Teaching life skill and

must pay the individual a minimum of 250 Talons per month of training. It is costly because like it or not, not everyone can do everything. It takes time, money and effort to master new skills.

### **Optional Rule for Skill Increase**

If you want you may use this optional rule when a character is attempting to increase a skill with a *Dice Rating* of **Regular 1**. I actually make use of this optional rule myself so am pretty close to making it non-optional.

When a character makes multiple attempts to increase a skill (i.e., one attempt immediately following another) he or she can keep track of the total number of attempts being made. If the total number of attempts being made is equal to the base level in the skill, then the next attempt automatically succeeds without the dice being rolled.

#### **For example:**

If the character wanted to increase his or her level in a skill from 12+0 to 13+0, it would take 13 consecutive tries to guarantee success. If the character had not increased his skill by the 13<sup>th</sup> roll, he would be guaranteed success on the 13<sup>th</sup> roll, without having to actually roll the dice.

Going from a synergy level of 18+7 to 18+8 the character would have to roll 19 times to guarantee success.

#### **Why this rule?**

It can be very frustrating for a character to make roll after roll to increase a skill and fail time after time. This puts a limit on the number of times the character will fail. It also puts a cap on the amount of affinity that a character will spend getting a single skill up a point. This lets a player know that there is a limit to the number of tries they have to make before getting the increase they want. Plus they have the added bonus of knowing that they just might be lucky enough to get the skill early, before they have had to spend the maximum amount of affinity on developing it.

I would like to expand this to include skills with easy and hard dice ratings. When I figure out how, I will probably change this from an optional rule.

## Skill List

Adventure Skill	Life Skills
Ancient Languages / R1	Acting
Animal Husbandry / R1	Armor Smith
Arcana / H2	Black Smith
Assassination /H2	Bower / Fletcher
Astrology /R1	Business
Awareness /R1	Cloth / Leather Smith
Balance /R1	Cooking
Bush Craft /R1	Education
City Craft /R1	Etiquette
Climbing /R1	Evaluate Goods
Combat /H2	Fence
Concealment /R1	Glass Blower
Concentration /R1	Gold / Gem Smith
Conserve Energy /R1	Gunsmith
Construction /R1	Merchant
Desert Craft /R1	Mining
Detection /R1	Musician
Determination /R1	Navigator
Discernment /R1	Shipwright
Disguise /R1	Singer / Song Writer
Escapist /R1	Stone Smith
First Aid /E2	Teaching
Forgery /R1	Weapon Smith
Gambling /R1	Wood Smith
Guile /H2	
Herbalist /R1	
Identify Sound /R1	
Leadership	
Locksmith /R1	
Move UN-Noticed /R1	
Mountain Craft /R1	
Research /R1	
Reduce Fall /R1	
Resist Poison /H2	
Riding Craft /R1	
Search /R1	
Sixth Sense /H3	
Sleight of Hand /R1	
Swamp Craft /R1	
Swimming /E2	
Tracking /R1	
Underworld /H2	
Venonmer /H3	
Water Craft /R1	
Winter Craft /R1	
Wrestling / R1	

This is the current list of Adventure and Life skills used in the game. Refer below for information on each skill.

### Dice Rating

The table listing the skills makes use of the following abbreviations (found after the skill name).

- H3 = Hard 3
- H2 = Hard2
- R1 = Regular 1
- E2 = Easy 2
- E3 = Easy 3

The abbreviations relate back to the skills *Dice* figure (how hard or easy the skill is to learn, see **A Skills Dice Figure**, page 2 of this section of the manual).

### Abbreviations and explanations

- LS = Life Skill
- AS = Adventuring Skill
- WS = Weapon Skill
- SS = Spell Skill
- DS = Deity Skill

What it means when you see something like this:

Etiquette (LS) and Guile (AS: cost = 1d4)

To perform the action in question the character must have the Etiquette Skill (LS) – which is a Life Skill. Plus the Guile Skill (AS) – which is an Adventuring Skill. In addition performing the action will cost the character 1d4 points of Guile Skill Synergy Bonus. The character rolls 1d4 and subtracts it from his synergy bonus in the guile skill. This bonus will return at 1 point per game day. Once the skills cost has been paid you still have to roll 1d20 and roll under your basic skill level in the skill you are using.

## Acting (LS)

Dice: N/A

The character can act. By itself the character with the acting skill will just make a living. This is one of those cumulative skills. When added to other skills it allows for the impersonation of others.

- If used with the skill of Etiquette (LS) and Guile (AS: cost = 1d4) may impersonate someone that is upper class (social class of 9 or 10).
- If used with the skill of Etiquette (LS), Guile (AS: cost = 2d4) and Education (LS) may impersonate upper-upper class and gentry (social class of 11 or 12).
- If used with the skill of Etiquette (LS), Guile (AS: cost = 3d6), Education (LS) and Leadership (LS) may impersonate Nobility (social class of 13)
- Combined with Gambling (AS: Cost = 2d12) and Guile (AS: cost = 2d6) you can perform the big con (See Guile).

When impersonating someone, the character will have to make the occasional check to see if he or she is discovered. This means that the up front cost of impersonating is just having the skill. The cost to the character's synergy bonus in the skills used is determined on the fly, when the need arises. Thus when the character meets a person that should by all rights know him, it will cost guile to pull off the lie.

## Ancient Languages (AS)

Dice: Regular 1

A character with this skill knows how to read and translate long and not so long lost languages. The player must pick an area of the world (a continent). The character will not know the languages associated with other continents or areas. The Legend Weaver must approve the pick if the continent chosen by the player is not his character's starting continent.

- When Combined with Education (LS) will know how to speak the languages (how to speak them properly).

## Animal Husbandry (AS)

Dice: Regular 1

The character knows the care, feeding, and training of domesticated animals. The character can train a set of

dogs, or take care of a pigpen. A character with this skill can earn a meager living between adventures.

- When combined with Bush Craft will know the care, feeding, and training of wild animals found in the bush. The cost of training an animal depends on the animal being trained. See the table AH1 below.
- When combined with Desert / Plains Craft will know the care, feeding, and training of wild animals found in deserts and plains areas. The cost of training an animal depends on the animal being trained. See the table AH2 below (note, not done yet).
- When combined with Mountain Craft will know the care, feeding, and training of wild animals found in the mountainous areas. The cost of training an animal depends on the animal being trained. See the table AH3 below (note, not done yet).
- When combined with Swamp Craft will know the care, feeding, and training of wild animals found in the swampland areas. The cost of training an animal depends on the animal being trained. See the table AH4 below (note, not done yet).
- Combined with Balance (AS: cost = 1d8) and Riding Craft (AS: cost = 1d8) then you can have your mount attack a ground based target even as you fight on its back (see Riding Craft).
- Combined with Balance (AS: cost = 2d4) and Riding Craft (AS: cost = 1d12) you can ride flying creatures. The creature must be assigned to you (read: meet his approval) by your Legend Weaver (see Riding Craft)

With the proper care, time, and skill set the character can train a set of animals. Training takes 4d30 days. The pair may be taught 3d4 single word commands (roll separately for each animal). They will fight and die for the character. This is a very selfish skill in that you cannot just give the animals to someone else. If you are training a set for another individual the training time triples and both individuals must be present at all times (no adventuring permitted). The character should receive a great deal of money for training a pair of animals. The tables below list animals based on the skills the character is going to be using.

Table AH1.		
Animal Husbandry + Bush Craft		
1d30	Animal	Value: In Talons
1	Bear, Black	2800
2	Bear, Cave	4200
3	Bear, Grizzly	3200
4	Bear, Kodiak	4500
5	Bear, Polar	5500
6	Bobcat	2500
7	Cat	250
8	Cheetah	2700
9	Crow	150
10	Dog	250
11	Eagle	1600
12	Falcon	1550
13	Ferret	600
14	Gopher	75
15	Ground Hog	250
16	Hawk	900
17	Leopard	2200
18	Lion	2800
19	Lynx	1500
20	Monkey	1200
21	Owl (type)	1000
22	Panther	2700
23	Pigeon	600
24	Sparrow	180
25	Squirrel	250
26	Raccoon	350
27	Tiger	2800
28	Tiger, Saber tooth	5600
29	Wolf	2700
30	Wolverine	5200

(Eventually, I will be adding more of these tables but for now you will have to make due with this one).

The cost to train an animal depends on the value of the animal. It will cost the character 1d6-synergy points for each 600 Talons the animal sells for. Thus a squirrel or a sparrow take 1d6 Points to train while a monkey takes 2d6. If you fail the roll then the animal is ruined and out of money pocket is 50% of the potential sale price of the animal. The sale price is the profit you would have made training and selling the animal.

When you train and sell an animal use common sense. A squirrel might be a neat pet as it jumps from group member to group member, and it might even be able to drag a small leather pouch back to you, but it isn't going to be able to do much more than that.

## Arcana (AS)

Dice: Hard 2

This is a critical spell for those characters that want to get serious in their pursuit of the arcane arts. The Arcana skill represents the understanding of magic and of how it works. The skill is one of the most important skills a magic user can have, besides his actual spells.

- Combined with Balance (AS: Cost = 1d4) may cast spells while levitated. Arcana cost = 2d4.
- Combined with Balance (AS: Cost = 2d4) may cast spells while flying. The character cannot cast spells if flying at a speed that makes him or her a *Fast Target*. Arcana cost = 1d10.
- Combined with Determination (AS: Cost = 1d6) and Awareness (AS: Cost = 1d4) the character may resist a takeover attempt. This assumes that the character has already failed his Magic Resistance roll. This is not considered a re-take of a failed Magic Resistance roll (Arcana Cost = 1d4).
- Combined with First Aid (AS: cost = 1d8) and Herbalist (AS: cost = 1d4) may bring a recently dead character back to life with a loss of only 2d6 soul points if the character fails his / her resurrection dice roll. Will restore the character to life with no penalty if he / she can make his resurrection dice roll (at no cost to the character if the character makes his or her resurrection dice roll). The character can be dead for no longer than 2d3 combat rounds. Brings the character to the brink of death (i.e., one more wound and the character dies). Cost to Arcana = 1d4.
- Combined with Armor Smith (LS) will know if a piece of metal armor is magical although the character will still need research to determine the items exact magical properties (Cost in Arcana: Nothing).
- Combined with Leather / Cloth Armor Smith (LS) will know if a piece of Leather or Cloth is magical although the character will still need research to determine the items exact magical properties (Cost in Arcana: Nothing).
- Combined with Weapon Smith (LS) will know if a weapon is magical although the character will still need research to determine an items exact magical properties (Cost in Arcana: Nothing).
- Combined with Wood Smith (LS) will know if a weapon or item is made of wood is magical

although the character will still need research to determine an items exact magical properties (Cost in Arcana: Nothing).

- Combined with Herbalist (AS) and Research (AS) the character can create magic potions. The cost to make a potion is listed under the potion's description. This will be discussed fully under the magic section of the manual (to be done).
- When combined with Education (LS), Herbalist (AS) and Research (AS) the character may create scrolls that are useable by magic users. The cost to make a scroll is listed under the scroll's description. This will be discussed fully under the magic section of the manual (to be done).
- When combined with Determination (AS), Education (LS), Herbalist (AS) and Research (AS) the character may create any other magic item. This will be discussed fully under the magic section of the manual (to be done).
- When combined with Armor Smith (LS), Determination (AS) Education (LS), Herbalist (AS) and Research (AS), the character can make any type of magical metal armor. This will be discussed fully under the magic section of the manual (to be done).
- When combined with Weapon Smith (LS), Determination (AS) Education (LS), Herbalist (AS) and Research (AS), the character can make many of the magical Weapons available in the game. This will be discussed fully under the magic section of the manual (to be done).
- When combined with Wood Smith (LS), Determination (AS) Education (LS), Herbalist (AS) and Research (AS), the character can make many of the magical Weapons that are made of wood (i.e., any of the types of weapons that have a wooden handle). This will be discussed fully under the magic section of the manual (to be done).
- When combined with Bower / Fletcher (LS), Determination (AS) Education (LS), Herbalist (AS) and Research (AS), the character can make any of the magical bows and crossbows associated with the game. This will be discussed fully under the magic section of the manual (to be done).
- When combined with Leather / Cloth Smith (LS), Determination (AS) Education (LS), Herbalist (AS) and Research (AS), the character can make any type of magical cloth or Leather Armor. This

will be discussed fully under the magic section of the manual (to be done).

- When combined with Determination (AS) Education (LS), Herbalist (AS), Wood Smith (LS) and Research (AS), the character can make any type of weapon that uses wood. This will be discussed fully under the magic section of the manual (to be done).

There is overlap when it comes to magic item creation. Some of this overlap comes about because the character must have other's create the item he is going to magic (i.e. he may still create magic armor without being an Armor Smith but he must have someone else make the armor).

### **Armor Smith (LS)**

Dice: N/A

You must have the Black Smith Life Skill before being able to learn the Armor Skill. With this skill you can earn a living plus 250 talons a month (in the characters off time).

The character with this skill knows how to work with metals and make metal armor. This means that the character with this skill may work with and make the metal armors that are found in the game. To do this the character requires a workshop. The skill by itself will allow the character to earn a meager living on his off time (i.e., when not adventuring).

- May earn an additional 250 Talons per month if combined with Business Life skill (when not adventuring).
- May make and work on metal armors if the character has a workshop
- Can identify the quality of metal Armor (its protective value).
- Combined with Arcana (AS) will know if a set of metal armor is magical although the character will still need research to determine the items exact magical properties (Cost in Arcana: Nothing).
- When combined with Arcana (AS), Determination (AS) Education (LS), Herbalist (AS) and Research (AS), the character can make any type of magical metal armor. This will be discussed fully under the magic section of the manual (not done yet).

## Assassination (AS)

Dice: Hard 2

The basic skill check is only ever used against sleeping or helpless targets. A successful skill check means that the target is brought to zero wounds and makes an immediate roll on the Rate of Death chart. You have to use your advanced training in the skill to perform an assassination on anything that is awake and active.

You can only assassinate something that is humanoid (two legs, a body, two arms and a head) and then only if its relative size is at least half your own or less than three times your own RS rating.

You cannot assassinate someone from the front or side. An opponent that is awake and active must be approached from behind. How you get there does not matter although move Un-Noticed can often be used to get you into position. The fourth character to attack a single target always gets the back position.

Once you are in position, you decide on the dice you want to use when making the assassination attempt. The dice may be as small as a d4 or as large as a d20. You roll the dice twice. The lower of the two rolls is the cost in bonus synergy to make the attempt. The higher of the two dice represents the chance on a d20 that the assassination attempt will succeed.

Once you know your chance to make the attack, you make your to-hit roll. Remember, that all attacks from behind allow you to re-roll a failed miss and do not suffer from the normal Defense Adjustments due to a shield or weapon (this means that it is normally easy to hit someone from behind). If you succeed in hitting the target, you roll for your assassination attempt. This roll was determined earlier and is equal to the higher of the two dice you rolled, now rolled on a d20. Note that the right skill in the target may negate this roll. If you fail to make the assassination attempt, then the target takes normal damage from the blow, keeping in mind that you roll damage twice from behind and apply the highest roll (or set of rolls) to the target.

To give an example

A character has 18+14 in his assassination skill. He is in position, behind a huge fighter and goes for broke. He chooses a d20 for the attempt and rolls it twice. The rolls are 13 and 15. He subtracts 13 from his synergy bonus. His skill now goes from 18+14 down to 18+1. He wields a dagger at 18+7 and checks to see if he hits the target. He hits the target when he rolls an 8 on the d20. His last roll is to see if he kills the target outright. He needs a 15 for this to happen

(the higher of the two initial rolls), so he has a good chance. He rolls the d20 and scores a 12, the target drops.

Two things here are worth mentioning. The character could have used luck to re-roll a failed assassination attempt.

You will also notice that the basic skill level in assassination is not used and is only used when performing basic actions (killing someone outright that is asleep or helpless).

You must have some training in a weapon. You cannot use a bare or Gauntleted hand or martial arts to perform assassinations attempts. Preferred weapons for assassins are small, easy to conceal weapons, not the big clunky long swords the rest of your group is using (although there is no rule against using such weapons).

Avoiding the Assassination Attempt

A target with the Sixth Sense and the Combat skill may avoid an Assassination Attempt. See the appropriate skills as to how this is done.

## Astrology (AS)

Dice: Regular 1

The character may read the stars and know if good or bad luck is in store for the group. The character must be in the appropriate surroundings to make use of this skill. This means that the character must be in a position to view the stars and that they must be visible (no clouds) and he must have the time needed to do this (at least a couple of hours worth). Also, if the character does not have some type of mounted telescope then he / she must add +12 to all his astrology dice rolls.

- May perform a reading for a character. If successful, the character will have +1 to all his / her dice rolls for one battle. The character decides which battle (before the fight starts) so long as it takes place within 48 hours of the reading. Cost to Astrology is 2d6.
- Combined with Research (AS: Cost = 1d4) may be used to Identify a curse. Cost to Astrology = 1d8).

## Awareness (AS)

Dice: Regular 1

Having this skill means that the character has situational awareness of his surroundings. In normal

combat a character is paying attention to a current (localized) situation, whether it is the group of opponents beating him up or the guy off to the side shooting at the magic user. Without the Awareness skill, the character always loses one combat round when finishing off a set of current opponents (i.e., the fighter kills the guy beating on him and must look around to see who else needs a hand). If the character makes his Basic Awareness skill check, he or she does not lose this round of combat. See Section 4 of the Manual, Combat- Melee Groups, for more information on fight dynamics.

- Combined with Combat (AS: Cost = 1d6) and Detection (AS: Cost = 1d4), may fight Invisible opponents. Cost to Awareness = 1d4.
- Combined with Combat (AS: Cost = 1d8) and Detection (AS: Cost = 1d4) and Sixth Sense (AS: Cost = 1d4) may fight in total darkness (blind fighting). Cost to Awareness = 1d4.
- Combined with Cooking (LS) the character can detect poison. Cost to Awareness = 1d4.
- Combined with Combat (AS: Cost = 1d6) may prevent the Disarm Weapon attempt. Cost to Awareness = 1d4.
- Combined with Combat (AS: Cost = 1d4) may prevent the Break Weapon attempt. Cost to Awareness = 1d6.
- Combined with Determination (AS: Cost = 1d6), and Arcana (AS: Cost = 1d4), the character may resist a takeover attempt (Awareness Cost = 1d4). This assumes that the character has already failed his Magic Resistance roll.
- Combined with Wrestling (AS: Cost = 1d6) and Combat (AS: Cost = 1d6) may break free from a garrote attack. Awareness Skill cost = 1d6.

#### Awareness versus Sixth Sense

There is a subtle difference between Sixth Sense and Awareness even though the two skills will often seem to overlap. Is the character alerted to the ambush because of his Sixth Sense skill or did he have enough situational awareness to realize that something was amiss? The only thing I can say is that the Sixth Sense skill is the next step past the Awareness skill. At no time should the character make a check against both skills. Only one check, against one of the skill, is ever made. When deciding on what skill to make the check, ask yourself "Is there anything present or happening that would tip the

character off". If the answer is no, then make the check using the Sixth Sense skill.

#### Balance (AS)

Dice: Regular 1

The character with the balance skill may tightrope walk and is harder to knock over. It is also the skill you check against when making a broad jump: meaning that you would like to land on your feet.

You may also make a balance skill check to avoid being knocked down if hit from behind while running.

- May carry a weight equal to your own on a tightrope. Cost to Balance = 2d4.
- May run length of tight rope (well, more like a really fast charge speed type walk). Cost to Balance = 1d6.
- With the Wrestling Weapon Skill (WS: cost = 2d4) may knock an opponent to the ground. Cost to Balance = 1d6.
- Combined with Combat (AS: Cost = 1d6). May get up the round following being knocked down. May attack on the round he or she gets up. Cost to Balance skill = 1d4.
- If you also have Riding (AS: cost = 1d4) you do not suffer any penalties when you attack from the back of a ridden creature. Note that a stirrup will give you the same ability. Balance skill cost = 1d6.
- Combined with Riding (AS: cost = 1d8) and Animal Husbandry (LS) you can have your mount attack a ground based target even as you fight on its back (see below). Balance cost = 1d8.
- Combine with Riding (AS: cost = 1d12) and Animal Husbandry (LS) you can ride flying creatures. See riding for more information on this. Balance cost = 2d4.
- Combined with Arcana (AS: Cost = 2d4) may cast spells while levitated. Balance cost = 1d4.
- Combined with Arcana (AS: Cost = 1d10) may cast spells while flying. The character cannot cast spells if flying at a speed that makes him or her a *Fast Target*. Balance cost = 2d4.

#### Black Smith (LS)

Dice: N/A

Blacksmith is the basic ability to work with metal. This means that the character will know how to repair

wagon wheels, make plow shears and even how to shoe horses (I know - big whoop). By itself it will allow the character to earn a meager living when not adventuring (i.e., they don't come out ahead in their off time, but then they don't lose money either).

To work with armor and weapons, the character must take the appropriate skill. This is the basic knowledge only: specialized knowledge is required to do anything fancy.

### **Bower / Fletcher (LS)**

Dice: N/A

The character cannot take this skill unless he first has the Wood Smith Life Skill. With this skill the character can make a living plus have an additional 250 talons a month on his or her off time. This skill allows the character to make bows and arrows. The character requires a shop in order to perform the work. For an example as to why: it takes 1 to 2 years to dry the wood used to make a bow.

A character can identify the damage potential and range of any non-magical bow, crossbow, arrow or bolt that he or she finds. A character with this skill can make normal arrows in the field. These arrows will have 50% of their normal range and carry a -1 TKA when they hit.

- May earn an additional 250 Talons per month if combined with the Business Life skill (when not adventuring).
- When combined with Arcana (AS) the character will be able to identify magical Bows, Arrows, Crossbows and Bolts. The character will still need to Research the exact properties of these items. The character will still know the base damage of all bows, crossbows, bolts and arrows he or she finds, regardless of whether or not they are magical. The character will be unable to realize that something is magical unless he or she has the appropriate skills.
- When combined with Arcana (AS), Determination (AS) Education (LS), Herbalist (AS) and Research (AS), the character can make magical bows and crossbows. This will be discussed fully under the magic section of the manual (not done yet).

### **Bush Craft (AS)**

Dice: Regular 1

This skill allows the character to survive by living off forested land. If the character makes his Bush Craft roll, then he finds enough food to live off the land for that day. If in a group, the character may add +1 to the roll for each additional person the character is trying to feed (a high synergy bonus in Bush Craft will negate this penalty).

Adventures will sometimes state that the character must make a bush craft roll. A skill check request will normally list the reason for the roll. For example, it might be necessary for a character to make a roll to find a safe path through a particularly difficult bit of terrain. Or it might be necessary for the character to make a skill check to avoid a particularly dangerous situation.

When combined with Animal Husbandry the character will know the care, feeding, and training of wild animals found in the bush. The cost of training an animal depends on the animal being trained. See the table AH1 under Animal Husbandry.

- Combined with Construction (AS: Cost = 1d6) you can build traps in woodlands areas. Cost to Bush Craft = 2d4.

### **Business (LS)**

Dice: N/A

This could almost be considered business sense. It is learning how the world of business operates. By itself it does little except to increase the amount you get for the things you try to sell (increases it to 40% of book value). When combined with other skills, it becomes a good skill to have. As I've always said, 'a merchant without any business sense is either broke or independently wealthy'.

- Combined with the Evaluate Goods (LS) or the Merchant Skill (LS), or the Fence Skill (LS) the character will get 60% of book value.
- Combined with any two of these skills: Evaluate Goods (LS), Merchant Skill (LS) or the Fence Skill (LS) the character will get 80% of book value.
- Combined with Evaluate Goods (LS), the Merchant Skill (LS) and the Fence Skill (LS), the character will get 90% of book value for the items he sells.
- Combined with any Smith Skill, it allows the character to earn an additional 250 Talons a

month. Each smith skill is treated separately so refer to the smith skills for detailed information. The character can have multiple smith skills generating income (the more the character knows, the more he or she can earn).

Without Evaluate Goods, Business or Merchant skill or the Fence skill, a group will only ever get 20% of book value on anything they try to sell. As well they will only ever get 20% of the value of gems and jewelry that they find (which is why it is such a good idea to have someone with a set of these skills).

### City Craft (AS)

Dice: Regular 1

This skill allows the character to deal with city encounters (you aren't as likely to walk down the dark alley). Most encounters that take place in a city are harmless. This skill allows the character to deal with those encounters that are not harmless (i.e., how to avoid a fight with a local street gang).

### Climbing (AS)

Dice: Regular 1

The character learns how to climb walls and cliff faces. It is assumed that any character not wearing metal armor can climb a rope. A character needs advanced climbing skill if they want to be able to climb anything while wearing metal armor.

A Climbing Skill check is needed for each 50-foot section that is climbed. When the roll is failed you roll 1d100 and divide by two to see how far up the section you got. If the wall is shorter than the height rolled, then you slipped short of the top.

**Refer to the Reduce fall skill for a listing of the damage you take from a fall.**

Armor does not absorb damage from a fall. Metal armor compresses just fine and if anything the character should continue to take crush damage when his / her metal chest piece tries to take its new narrower shape.

- May climb carrying weight equal to self (i.e., carry someone). Climbing skill cost = 2d8.
- May climb while wearing metal armor. Climbing skill cost = 2d8.
- When combined with Reduce Fall (AS: Cost = 2d4) may actually stop the fall before hitting the ground. Climbing skill cost = 1d4. See Reduce Fall for more information on this.

### Cloth / Leather Smith (LS)

Dice: N/A

The Cloth / Leather smith knows how to work with fabric and leather. He or she is usually known as a Tailor. Cloth smith includes the ability to work leather (a stretch that makes the skill much more useful). This means that the character with this skill may work with and make the leather armors that are found in the game. To do this the character requires a workshop.

The skill by itself will allow the character to earn a meager living on his off time (i.e., time spent between adventuring gigs).

- May earn an additional 250 Talons per month if combined with Business Life skill (when not adventuring).
- May make and work on leather armor if the character has a workshop
- Can identify the quality of Leather Armor (its protective value). If a set of armor is magical the character will now its normal (non-magical) protective value, but not its magical bonus.
- If the character has Arcana (AS: Cost = nothing). Will be able to Identify whether or not a set of cloth or leather armor is magical. The character will still need to use the *Research* skill to identify the actual bonus a set of magic cloth or leather armor has. This includes Cloth, Leather, Lamellar, and Cuir-bouilli armor.
- With Arcana (AS: Cost Varies) and Determination (AS: Cost Varies) may make magical armor made of cloth or leather. The exact procedure for this will be included in a magic item supplement (not done yet).

### Combat (AS)

Dice: Hard 2

The combat skill covers your special weapon moves and special actions performed during combat. When combined with other skills it allows the character to perform a wide variety of actions during combat. See the descriptions on individual weapons to see if they make use of the combat skill (not all weapons do).

By itself the combat skill allows the character to drink a potion while in melee. If the character makes a successful combat skill check, he may take a potion from a belt pouch and drink it without interrupting his combat sequence. Roll 2d24 to determine the exact instant the potion is consumed (he can hit another in

the exact instant he takes the potion but should make some sort of determination test if he is gulping it down on the exact instant he takes a wound (can you say spiting / spraying the potion into the face of your opponent).

A successful Combat Skill check will allow the character to retrieve an object off the floor or table (or chair or bench etc). The object must be small although an unarmed character may use the check to pick up his weapon. A successful skill check means he can pick up the object without interrupting his combat sequence and that the enemy does not get a free attack to try to stop him. If he is picking up his weapon, then a successful check adds 4 points to his current round attack rank (+1d4 on the attack rank dice roll).

A successful roll means the character can change a weapon without suffering the normal 4-point penalty to attack rank (and you do not have to add the 1d4 to your weapons attack rank dice roll).

When the combat skill is combined with other skills the character may use them to avoid a lot of the special attacks that are possible within the game. For example, the character might be the target of a Break Weapon attack. A successful Break Weapon attack can be thwarted by the use of the characters Combat and Awareness skill synergy bonuses.

- If the character is a Fast Target, may attempt to knock down another target that is not a Fast Target. Cost to Combat Skill = 2d6.
- Combined with Balance (AS: Cost = 1d4). May get up the round following being knocked down. May attack on the round he or she gets up. Cost to Combat Skill = 1d6.
- Combined with Wrestling (AS: Cost = 2d6, the character may swap places with an opponent. Combat Skill cost = 2d4
- Combined with Wrestling (AS: Cost = 2d4) may push opponent back 3d6 feet. Combat Skill cost = 2d6.
- Combined with Wrestling (AS: Cost = 1d6) and Awareness (AS: Cost = 1d6) may break free from a garrote attack. Combat Skill cost = 1d6.
- Combined with Awareness (AS: Cost = 1d4) may prevent a Disarm Weapon attempt. Combat cost = 1d4.
- Combined with Awareness (AS: Cost = 1d6) may prevent a Break Weapon attempt. Cost to Combat = 1d4.

- Combined with Awareness (AS: Cost=1d6) may free his weapon after it has been entangled by a net (see net). Cost to Combat = 1d4.
- Combined with Awareness (AS: Cost=1d6) may avoid a Bill or Halberd hook attack. Cost to Combat = 1d4
- May avoid a stun from a shield bash attack. Cost to combat = 1d4. Must know the stun attempt is coming (i.e., made his combat skill check). Note, that only the stun is avoided, damage that is taken from the shield bash is not negated.
- Combined with Balance (AS: Cost = 1d6) and Awareness (AS: Cost = 1d4) may free himself from a Bill or Halberd Hook attack. Cost to Combat = 1d4.
- Combined with Balance (AS: Cost = 1d4) may fight while Levitated. Cost to Combat = 1d4.
- Combined with Balance (AS: Cost = 2d4) may fight while Flying. Cost to Combat = 2d4
- Combined with Awareness (AS: Cost = 1d4) and Detection (AS: Cost = 1d4), may fight Invisible opponents. Cost to Combat = 1d6.
- Combined with Awareness (AS: Cost = 1d4) and Detection (AS: Cost = 1d4) and Sixth Sense (AS: Cost = 1d4) may fight in total darkness (blind fighting). Cost to Combat = 1d8.

### Concealment (AS)

Dice: Regular 1

The character with this skill knows where and how to hide things (including himself). There must be places to hide, such as thick deep shadows, doorways or objects.

- The character may use this skill to hide a small object upon him / her own self. The cost to do this is totally up to the character. Whatever the cost, it is the penalty that is applied to any detection attempt made trying to find the item. For an example, if the character has 18+10 in the skill, he could use all ten points of bonus synergy to hide a single object or he could use one point per item, to hide 10 items. In the first case, the single object would carry a penalty of +10 to any attempt to find it and in the later case all ten items would carry a +1 penalty should someone search for them (notice that someone searching the character would get 10 rolls in the second case)

If the character were successful in hiding himself (in a place where it makes sense he or she could), then any search made to find him or her would carry a penalty equal to the character's synergy bonus in this skill.

### **Concentration (AS)**

Dice: Regular 1

Concentration is the ability to maintain a chain of thought. This skill is fairly helpful to a character that wants to cast spells while taking a pounding. Normally in combat, you have to add any damage you have taken that round to the dice roll when you make the roll to cast a spell. If you would have cast the spell successfully without the penalty, you can make a roll with the concentration skill to save the day. Note that if you decide to roll on your concentration skill, you cannot re-roll the spell-casting roll (i.e., use luck to re-roll the spell cast attempt then make a concentration roll). Any given spell can eventually have enough of a synergy bonus to cast regardless of the damage the caster takes. The Concentration Skill works with all spells so it is not all that bad a skill to have. As a side note, you have to add the same penalty to the Concentration dice roll skill check as you did in the original spell skill check. Which means you will want a high Concentration bonus to counteract the penalties associated with taking damage.

Differences between concentration and determination

Concentration is the ability to maintain a chain of thought without interruption. Determination is the ability to keep going, past the point where the body is saying that it needs food and rest. A magic user needs a high concentration to cast spells in adverse conditions. He also needs Determination if he wants to put his body through the torturous pace needed to create a magic item of any consequence.

### **Conserve Energy (AS)**

Dice: Regular 1

The character with this skill knows how to conserve his energy, thus he is able to continue on when others are collapsing about him.

- Resist a spell that causes you to tire (cost = 1d4).
- Take half damage from Heat and Cold Based Exposure.

### **Construction (AS)**

Dice: Regular 1

The construction skill allows characters to make objects. It is normally used with other skills such as Wood or Stone Smith.

- Combined with Wood Smith you can build wooden traps on chests and wooden doors.
- Combined with Stone Smith you can build stone traps in dungeons.
- Combined with Bush Craft (AS cost = 2d4) you can build traps in woodlands areas. Cost to Construction = 1d6.
- Combined with Desert / Plains Craft (AS cost = 2d4) you can build traps in Desert and Plains area. Cost to Construction = 1d6.
- Combined with Mountain Craft (AS cost = 2d4) you can build traps in Mountainous areas. Cost to Construction = 1d6.
- Combined with Swamp Craft (AS cost = 2d4) you can build traps in Swampland areas. Cost to Construction = 1d6.

### **Cooking (LS)**

Dice: N/A

The character can cook up a storm. The skill by itself will allow the character to earn a meager living on his off time (i.e., time spent between adventuring gigs).

- May earn 300 Talons per month if combined with Business Life skill (when not adventuring).
- Combine with Venonmer (AS: cost = 3d6) and the character knows how to poison food

### **Desert / Plains Craft (AS)**

Dice: Regular 1

This skill allows the character to survive in a desert or plain. It lets the character know where he has to go to find food and water and what he has to avoid exposure damage. Needed if the character wants to have any real chance of surviving a desert crossing.

When combined with Animal Husbandry the character will know the care, feeding and training of wild animals found in desert plain areas. The cost of training an animal depends on the animal being trained. See the table AH1 under Animal Husbandry.

- Combined with Construction (AS: Cost = 1d6) you can build traps in Desert / Plains areas. Cost

to Bush Craft = 2d4. It must be possible to make the trap the character wants to make. Building an elephant pit trap at the top of a sand dune is a not going to happen. Also, the character will have to have the right equipment to build a trap (materials and tools).

Any trap built by the character will be harder to detect if the character has a synergy bonus in the construction skill. The actual bonus is applied to the trap as a penalty when a character is trying to find it. Thus, if the character has 10 points worth of synergy bonus, all rolls to find the trap carry a 10-point penalty to the dice rolls.

Any trap built by the character has its damage potential based on the characters synergy bonus. Potential damage is 1d6+ half the characters synergy bonus in this skill

### Detection (AS)

Dice: Regular 1

A character with the Detection skill has learned what to look for. It is one of those skills that must be used in conjecture with other skills.

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**If you want to look for secret doors and traps then you want to learn the Search Skill.**

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**Discernment is the ability to open Secret Doors and Disarm Traps**

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- Combined with Combat (AS: Cost = 1d6) and Awareness (AS: Cost = 1d4) may fight Invisible opponents. Cost to Detection = 1d4.
- Combined with Combat (AS: Cost=1d8) and Awareness (AS: Cost = 1d4) and Sixth Sense (AS: Cost = 1d4) may fight in total darkness (blind fighting). Cost to Detection = 1d4.
- Combined with Awareness (AS: cost = 1d4) will allow you to detect pickpocket attempts, Lies and Disguises. Costs to Detection = 1d4.
- Combined with Awareness (AS: cost = 1d6), Education (LS) and Etiquette (LS) may detect Faked or Forged Documents. Costs to Detection = 1d6.

### Determination (AS)

Dice: Regular 1

Determination is the ability to continue on in the face of adversity. It is pushing your body past the normal limits of fatigue. It is used both by those who want to fight and those who want to make magic items.

A character that is fighting may use the skill to remain conscious even after he has reached 0 wounds. This is dangerous for the character must still roll on the Rate of Death chart and may actually collapse to the ground dead rather than just unconscious. The penalty suffered to all Determination skill check rolls is an amount equal to the characters negative wound figure This means that is the character were sitting at -5 wounds, the roll would be made at +5 on the dice.

- Resist Exhaustion. Determination Cost = 2d4.
- Combined with Arcana (AS: Cost = 1d4), Awareness (AS: Cost = 1d4) the character may resist a takeover attempt (Determination Cost = 1d6). This assumes that the character has already failed his Magic Resistance roll
- When combined with Arcana (AS), Education (LS), Herbalist (AS) the character may create any magic item. The cost to make an item is listed under the item's description. The cost includes lab level, ingredients, time, Herbalist skill cost, Arcana skill cost as well as Determination skill cost.

### Discernment (AS)

Dice: Regular 1

Discernment is the ability to look at and understand what you are looking at. In its most useable forms it allows you to Open secret doors and to Disarm Traps (just make a successful skill check). This is also the skill used when no one in the group can understand, must less figure out the puzzle.

**If you want to look for secret doors and traps then you want to learn the Search Skill.**

### Disguise (AS)

Dice: Regular 1

Disguise is the ability to make yourself or others like someone or something else. In the field this is the traditional "Hey, let's dress up and look like a bunch of Orcs". The character with the highest level of the skill attempts to disguise each group member in turn. A successful roll means the disguise is good enough

to fool the casual glance. A further skill check against the characters Disguise skill may be required if the situation gets iffy.

For example, Aaron has a disguise of 18+12. He uses his skill to make everyone in the group look like an Orc. The Legend Weaver makes the rolls and says everyone in the group looks pretty good except for the gnome (rolled a 19 for the gnome). Aaron signs and says he will use a point of synergy bonus and try to make the gnome look a bit better. The LW makes another roll (a 12 on the dice) and says ok, better, looks like an Orc pup rather than a just a weird looking Orc. If the LW had rolled a further 19 or 20 (rather than the 12) the group would have been stuck with a bad disguise on the gnome unless someone else in the group had the disguise skill.

You now have a group of characters that look like Orcs. Aaron will do the talking (or in this case the grunting) and tells the group not to talk. The group will fool fellow Orcs so long as they are not challenged, so they can pass other Orcs within the forest or corridors of a dungeon and unless stopped will do just fine. If they are stopped, it is Aaron's skill that can get them through the encounter. The encounter may or may not carry a modifier (depending on circumstance). So long as the group remains quiet and Aaron can make his disguise roll, he can pull off the deception.

As a last note, some of the races are very hard to disguise and carry a penalty to the role. The Legend Weaver has the ability to say what disguise is and is not possible, based on the materials on hand and what it is you are trying to look like.

## Education (LS)

Dice: N/A

If the character states the game with this skill, he or she can add +1 to his social level. It also means that the character can read and write his or her native tongue. In addition, when you get this skill roll 1d10.

- 1-4 No benefit.
- 5-7 Means you learn to read and write one additional language.
- 8-9 Means you learn to read and write two additional languages.
- 10 Means you learn to read and write 2+1d3 additional languages.

The character may choose the languages. If the chosen languages do not have a written component then the character simply learns how to speak them.

- If the character knows a language and combines it with Disguise, Acting and Guile, then the modifier to the detection skill check is halved or doubled (whatever is to the players favor)
- If used with the skill of Acting (LS), Etiquette (LS), and Guile (AS: Cost = 2d4) may impersonate upper-upper class and gentry (social class of 11 or 12).
- If used with the skill of Acting (LS), Etiquette (LS), and Guile (AS: Cost = 3d6), and Leadership (LS) may impersonate Nobility (social class of 13)
- When combined with Ancient Languages (AS) will be able to speak the languages (I mean speak them properly).
- When combined with Arcana (AS), Determination (AS), and Herbalist (AS) the character may create any magic item. The cost to make an item is listed under the item's description. The cost includes lab level, ingredients, time, Herbalist skill cost, Arcana skill cost as well as Determination skill cost.

## Escapist (AS)

Dice: Regular 1

Literally, the escaping of the effects of a trap after the traps has been sprung. An Escapist is also very hard to keep tied up.

- May escape being tied up (Cost = 1d4)
- May escape from a set of chains and leg irons (Cost =2d6)

The escapist skill check is only ever made after a trap has been sprung. The floor is falling away beneath the character as he makes a leap for the edge of the pit. He hears the click or hiss of the potions mixing and jumps as the chest blows. These are the situations where the skill comes into it's own. A must have for any thief that wants to live and thrive in the lands toughest dungeons.

## Etiquette (LS)

Dice: N/A

Etiquette allows you to understand and associate with the upper class (social class 9+, lower upper class and above). Without this skill you cannot even get an audience with someone from the upper class of society unless the individual is specifically looking for one of your 'disposition' (i.e., the king tells his

chief advisor 'go get me a thief we can use as a scapegoat').

- If used with the skill of Acting (LS) and Guile (AS: cost = 1d4) may impersonate someone that is upper class (social class of 9 or 10).
- If used with the skill of Acting (LS), Guile (AS: Cost = 2d4) and Education (LS) may impersonate upper-upper class and gentry (social class of 11 or 12).
- If used with the skill of Acting (LS), Guile AS: Cost = 3d6), Education (LS) and Leadership (LS) may impersonate Nobility (social class of 13)
- Refer to the acting skill for a write up on impersonating someone.

### Evaluate Goods (LS)

Dice: N/A

When a character can evaluate goods, he / she has ability to know how much an item is worth. A character with Evaluate goods alone will get 40% of book value when he goes to sell the goods (and he will know what the stuff is worth!). Knowing what things are worth is the first step to getting money for them. In actual fact, most people have a good to fair idea of what they are going to have to pay for something. When they go to sell the item they will not get anywhere near what it is worth due to the simple fact that they need to find the customer, not the reseller. When you combine the Evaluate goods skill with the Business, Merchant or Fence skill then you are increasing the amount you will be getting for the goods you are trying to sell, because you are learning just who to sell them to.

- Combined with the Business (LS) or the Merchant (LS) skill, or Fence (LS) the character will get 60% of book value. If the character is earning a monthly wage, then increase the money earned by 60%.
- Combined with any two of these skills: Business (LS), Merchant (LS) or Fence (LS), the character will get 80% of book value. If the character is earning a monthly wage, then increase the money earned by 80%.
- Combined with Business (LS), Merchant (LS) and Fence (LS), the character will get 90% of book value for the items he sells. If the character is earning a monthly wage then increase the money earned by 100%.

Without Evaluate Goods, Business or Merchant skill, a group will only ever get 20% of book value on anything they try to sell.

Earning a wage example: Under the write up on the Herbalist Adventuring skill you will find that a character with the Herbalist Adventuring skill can earn 1d6 \*100 Talons per month if he also has the Business Life skill. If the character adds Evaluate Goods to level 18+0 then his monthly earning go to ((1d6\*100)\*1.5). If he also adds the Fence skill to the mix his monthly wage would be increased to ((1d6\*100)\*1.75).

### Fence (LS)

Dice: N/A

You must have the Underworld adventure skill developed to at least level 18+0, as well as the Evaluate Goods life skill before being able to take this skill.

The Fence skill represents an understanding of whom to see when you want to dump something brought back from the dungeon (read, the local magic users tower). It implies a basic understanding of the criminal world that is not there until you have learned the Underworld adventure skill. In addition, you must know what goods are worth before you are going to fence them or you will always be getting a few copper pieces for the diamond necklaces. We are talking the underworld here. If you are stupid enough to take a few copper pieces for a million talons worth of gold jewelry, then (chances are) all the people you are dealing with will be more than just happy to oblige. As the saying goes, 'there is no honor among thieves'.

### First Aid (AS)

Dice: Easy 2

The skill is used to stop a character from bleeding to death (it stabilized a character that has been dropped in battle) and also returns 1d2 wounds to the fallen character.

Successful First Aid skill checks will double a character's normal healing rate while in a safe haven.

A First Aid skill check will return 1d4 wounds to a character, if used immediately after a battle.

- Combined with the Herbalist skill (AS), the character may use the Herb Healing Kit. If you can make both your First Aid and Herbalist skill checks (and you have a Herb Kit) then you heal an additional 2d4 wounds on any creature resting

through the night, even if the healing is not applied in a safe haven.

- Combined with Herbalist (AS: cost = 1d4) and Arcana (AS: cost = 1d4) may bring a recently dead character back to life with a loss of only 2d6 soul points if the character fails his / her resurrection dice roll. Will restore the character to life with no penalty if he / she can make his resurrection dice roll. The character can be dead for no longer than 2d3 combat rounds. Brings the character to the brink of death (i.e., one more wound and the character dies). Cost to First Aid = 1d8.

#### Stopping the Bleeding

A character with this skill may stabilize a fallen character. When a character drops in battle, he makes a rate of death check. This means that he may die quickly from his wounds or may literally take days to die. There is really no way to know how long a character has until another group member with first aid reaches him and has a chance to look him over (takes one round but no roll is required). A character with this skill can tell how fast a character is dying but more importantly, can stabilize the character. That is, he can prevent the fallen character from taking more damage. It takes one round to stabilize a character so it will not work if the character is stabilized on the round in which he dies. The character cannot be stabilized if he is within 10 feet of two fighting opponents. This means that the attempt to stabilize (i.e., a dice roll against the first aid skill) must be done after the fallen character is dragged (if need be) from the feet of the creature that dropped him. In the process of stabilizing the character, the target of the skill check will regain 1d2 wounds.

#### Back from the (near) dead

When you are bringing someone back from the dead think of it as fantasy CPR (which is exactly what it is). The character drops and appears dead to the layman (wink, wink, nudge, nudge). You know better. You know that stuffing that twig up his nose and pushing the thorn into his chest just might get him going again, albeit a little sore around the rib cage from the pounding you decide to give it. Ah, the joys of being a healer.

### Forgery (AS)

Dice: Regular 1

Being able to duplicate key documents. Usually requires a fair amount of preparation and time. When

a character uses this skill he must have a work area. The time taken to make the forgery is generally 3d6-2 hours. The quality of the work (i.e., the penalty associated with the document) is equal to the character synergy bonus in the Forgery Skill. When using the forgery skill to make a fake document, a bad roll means the document is ruined and must be started again.

You use the Detection skill when seeing if a person realizes that a document has been forged.

### Gambling (AS)

Dice: Regular 1

The gambling skill is the ability to make a living playing the odds. Keep in mind that there is not a high stakes game in every town and that your chance to partake in gambling games lessens when you move too far from civilization (you really want to look for that in-between area). When you do get a chance to make use of the skill, you will win and lose based on your level versus the level of the best gambler you are playing against as well as by the amount of money you are willing to put up. Thus if you put up 1000 Talons, you can lose it or can win an amount equal to it.

- Combined with Guile (AS: cost = 1d4) and your winnings double and your losses are halved. Cost to Gambling = 1d6.
- May go for the big win. The cost to the character's Gambling Synergy Bonus = 2d12. The Legend Weaver must determine what the big win is, but it should be on the order of 5 + 1d6 thousand talons. With luck, you will not be sitting across from another gambler that plans to do the same thing. As a side note, the Big Win can have many and varied serious repercussions. If you win the big win, then someone else loses it. Hope that you are not playing against poor losers.
- Combined with Guile (AS: cost = 2d12), Acting (LS) and you can perform the big con. Gambling cost = 2d12. See Guile for more information on this.

The Legend Weaver has final say on what gambling is happening in a given town or area. When the character does find a game, the Legend Weaver determines the level of the opponent. Once this is known the Legend Weaver will ask the player how much money he is going to put on the line. This is only ever asked once. Now is the time. The Legend Weaver determines the maximum his opponent can

put on the line. The lesser of the two amounts forms the basis for how much can be won or lost in the game.

The player now makes a Gambling skill check. If he wants to he may use some of his Gambling Synergy Bonus. If he does this he must pick a dice and roll it twice against his Gambling Synergy Bonus. The first roll is the cost to his synergy bonus. The second roll is the amount of penalty applied to his opponents gambling roll.

The LW can use the NPC's gambling synergy bonus to apply a penalty to the character's skill check. The two gamblers now roll against their gambling skill. If both make their roll or both fail their roll, then both players must double the amount of money they have in the pot. If only one can afford to double his bet, then the he wins the pot. A new round of rolls are made. If at any time, if someone tries to use more synergy bonus than he has, he loses the game and the opponent gets all the money in the pot. One can also win the pot when no one else can afford to double his bet.

The gambling game may be done with as few or as many people as you want. The pot continues to grow until only one remains.

### **Glass Blower (LS)**

Dice: N/A

Being able to mold glass into shapes that are actually useful. A magic user with the Glass Blower life skill will be able to set up and maintain his lab for 80% of the normal cost (magic users love to break glass, or so you would think). The glass blower skill by itself will allow the character to earn a meager living between adventures.

- Combined with the Business life skill, a character with the Glass Blower skill may earn 1d8\*20 Talons a month on his off time (i.e., each full game month in which the character is not training or adventuring). This assumes he has a place where he can ply his trade.

The character that has this skill will be able to earn more money if he also has the Evaluate Goods skill. See the write-up on the Evaluate Goods skill for more information on how much money that the character may earn during his off time.

### **Gold / Gem Smith (LS)**

Dice: N/A

Knowing how to make gold (and silver) jewelry. The character will be able to make a living working for someone else. It will not be a great living.

1. Combined with the Business life skill, a character with the Gold / Gem Smith skill may earn 1d10\*100 Talons a month on his off time (i.e., each full game month in which the character is not training or adventuring). This assumes he has a place where he can ply his trade.

The character that has this skill will be able to earn more money if he also has the Evaluate Goods skill. See the write-up on the Evaluate Goods skill for more information on how much money that the character may earn during his off time.

### **Guile (AS)**

Dice: Hard 2

Guile represents the ability to lie convincingly. Telling a lie to someone else is the simplest form of guile. It gets much more complicated when you start to include the use of other skills.

- If used with the skill of Acting (LS) and Etiquette (LS) may impersonate someone that is upper class (social class of 9 or 10). Cost of Guile = 1d4.
- If used with the skill of Acting (LS), Etiquette (LS), and Education (LS) may impersonate upper-upper class and gentry (social class of 11 or 12). Cost of Guile = 2d4.
- If used with the skill of Acting (LS), Etiquette (LS), Education (LS) and Leadership (LS) may impersonate Nobility (social class of 13). Cost of Guile = 3d6.
- Combined with Gambling (AS: cost = 1d6), the character's winnings are doubled and losses are halved. Cost to Guile = 1d4.
- Combined with Gambling (Cost = 2d12) and Acting (LS) and you can perform the big con. Cost to Guile = Special.

Refer to the Acting skill on what it takes to impersonate someone.

The big con

During the characters off time he may attempt to perform the big con. This is 'the sting'. The character will earn 5d6 \*10,000 talons, after which he will have

to move to a new town. There must be at least 2d6 months between big cons (there are only so many rich pigeons out there). The Legend Weaver determines whom the con was against as well as the details regarding how the target will react to it or even if the target will know that he has been conned (about a 2% chance on that one).

To actually perform the Big con the character must pay the gambling skill cost of 2d12 synergy bonus points. The character then picks a dice (up to a d20) and rolls it twice. The low roll is the cost in synergy points to the guile skill. The higher of the two rolls represents the chance on a d20 that the Big Con will work. Once you know the chance of it working you have to make the actual roll.

The Legend Weaver will determine the exact penalty of a failed con. It will depend on circumstances and is left up to his imagination (although expecting it to be bad is probably a safe bet).

### Gunsmith (LS)

Dice: N/A

The character can only take this life skill if he takes the "Gunpowder Use" character strength. In addition, a character must have the Black Smith and Weapon Smith life skills before being able to take this skill. The character will know how to make the specific firearm he takes as part of the "Gunpowder Use" character strength (thus, if he takes Arquebus, he will know how to make an Arquebus).

In any case the character will be able to repair any firearm and knows how to make gunpowder (commonly called Black Powder). Given a shop, he will be able to make the weapon chosen under the "Gunpowder Use" Character strength.

- May earn 1000 Talons per month if combined with Business Life skill (when not adventuring).

### Herbalist (AS)

Dice: Regular 1

A character with this skill knows plants and herbs. The basic skill allows the character to identify valuable plants that are needed by magic users and how they have to be prepared and stored in order for them to have a use. This means that a character will be able to identify plants and creatures that are worth bringing back and selling to magic users. The exact value of these creatures and plants is normally listed in the modules. Without this skill there is little or no

chance that the group will be able to earn the extra income when they come upon these things.

- Combined with the Business life skill, a character with the Herbalist skill developed to at least 18+0 may earn 1d6\*100 Talons a month on his off time (i.e., each full game month in which the character is not training or adventuring).
- Combined with First Aid may use of the Herb Healing Kit. If you can make both your First Aid and Herbalist skill checks (and you have a herb kit), then you heal 2d4 wounds on any creature resting through the night, even if the healing is not applied in a safe haven.
- Combined with First Aid (AS: cost = 1d8) and Arcana (AS: cost = 1d4) may bring a recently dead character back to life with a loss of only 2d6 soul points if the character fails his / her resurrection dice roll. Will restore the character to life with no penalty if he / she can make his resurrection dice roll. The character can be dead for no longer than 2d3 combat rounds. Brings the character to the brink of death (i.e., one more wound and the character dies). Cost to Herbalist = 1d4.
- Combined with Arcana (AS) and Research (AS) the character can create magic potions. The cost to make a potion is listed under the potion's description. This will be discussed fully under the magic section of the manual.
- When combined with Arcana (AS), Education (LS), and Research (AS) the character may create scrolls that are useable by magic users. The cost to make a scroll is listed under the scroll's description. This will be discussed fully under the magic section of the manual.
- When combined with Arcana (AS), Determination (AS), Education (LS), and Research (AS) the character may create any other magic item. The cost to make an item is listed under the item's description. Note that in the case of armor or weapons, the magic user will have to have these items built for him before being able to make them into magic items (you cannot take just any old sword and magic it). This will be completely explained in the magic section of the manual.
- When combined with Arcana, Armor Smith (LS), Determination (AS) Education (LS), and Research (AS), the character can make any type of magical metal armor. This will be discussed fully under the magic section of the manual.

- When combined with Arcana (AS), Weapon Smith (LS), Determination (AS) Education (LS), and Research (AS), the character can make any type of magical Weapon. This will be discussed fully under the magic section of the manual.
- When combined with Arcana (AS), Leather / Cloth Smith (LS), Determination (AS) Education (LS), and Research (AS), the character can make any type of magical cloth or Leather Armor. This will be discussed fully under the magic section of the manual.
- When combined with Arcana (AS), Determination (AS) Education (LS), Wood Smith (LS) and Research (AS), the character can make any type of weapon that uses wood. This will be discussed fully under the magic section of the manual.

### Identify Sound (AS)

Dice: Regular 1

Identify sound is the ability to ascertain or understand what you hear. You see it a million times. "I listen at the door". The dungeon is full of sounds and noises. Just listening will not mean a thing unless you understand or realize what it is that you are listening to. The character may hear voices but will not realize that they are being carried from the far end of the dungeon. When a character makes a successful Identify Sound check, he realizes what it is that he is listening to.

For example, you stop at a door, listen and make a skill check. You realize that the sound you hear is in fact coming from behind the door and that it is the sound of a human sized creature walking towards the door. Failure to make the skill check and you lean back, and tell Joe to step down the corridor before making that sound again. You can always assume you hear some sound because if you didn't it would mean that the only things making a sound in the dungeon is your group.

#### Earplugs

Wearing earplugs and other hearing protection will lessen the intensity of the sound reaching the characters ears, but will not cut outside sound out completely. A set of wax and cotton earplugs will prevent the character from being able to use his identify sound skill. They will also prevent the character from taking damage from sound (i.e., it will protect the character from the scream of a banshee as well as the enticing songs of the harpies or mermaids).

### Leadership (AS)

Dice: Regular 1

Leadership is the skill required by a character that is going to be leading others. Under normal conditions, Hirelings and NPC's will make bravery checks against their highest weapon skill (such is confidence). A character never makes such tests since characters are above such things. Leadership is important in that if a group of the character's hireling has to make a test and manage to fail it, the character may test on his leadership skill. A successful leadership test will mean that the hireling stands firm and does not run off.

A leader is able to command a maximum of five men plus an addition five men for each one point of bonus synergy in the leadership skill.

A character with leadership can use that leadership to stop someone else from panicking and running off. This means that a powerful leader can actually affect a character that has a fear or terror spell cast upon him or her.

- If used with the skill of Acting, Etiquette (LS), Guile (AS: Cost = 2d12), and Education (LS) may impersonate Nobility (social class of 13)

Refer to the acting skill for a write up on impersonating someone.

### Locksmith (AS)

Dice: Regular 1

A successful roll on the character's Locksmith skill will mean that the character has successfully opened a key locked door. Note the character requires the correct tools or this skill is not useable.

The skill is not useable against combination locks (something that should not be showing up for several million years). These take the special skill of "Safe Cracking". Note it takes the "Hacker" skill to open an electronic lock), a skill that is even further away in the future.

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- When Combined with Construction (AS: cost = 2d4) the character with this skill may build locks. When building the lock the character may use part or his entire Lock Smith synergy bonus. When trying to pick the lock, the lock carries a penalty to the dice rolls equal to the amount of synergy bonus used in its creation. For example: the character has 18+15 in Locksmith and builds and lock. He decides to use 5 points worth of synergy bonus, which means his locksmith skill goes to 18+10. He rolls for the lock (a 12 so the lock is not ruined in its making). Since he used 5 points of synergy bonus in making the lock, the lock now carries a +5 penalty when someone tries to pick it.

### **Merchant (LS)**

Dice: N/A

The merchant skill represents the ability to negotiate and interact with merchants. You know what to say and are not likely to alienate them totally. By itself it has limited appeal and mostly comes into its own when you are selling something. By itself you can get 40% of book value when you go to sell things found while you adventure. See the Evaluate goods skill for more information on this.

### **Mining (LS)**

Dice: N/A

Allows the character to determine how safe an underground passage or area is. It also allows a character to know if there is a space behind a wall or if there is solid rock beyond. The skill works so long as the wall is less than 1 foot thick.

### **Mountain Craft (AS)**

Dice: Regular 1

This skill allows the character to survive in the mountains. It lets the character know where he has to go to find food and water.

- When combined with Animal Husbandry will know the care, feeding, and training of wild animals found in mountainous areas. The cost of training an animal depends on the animal being trained. See the table AH1 under Animal Husbandry.
- Combined with Construction (AS: Cost = 1d6) you can build traps in the mountains. Cost to Mountain Craft = 2d4. It must be possible to make the trap the character wants to make. The

character will have to have the right equipment to build a trap (materials and tools).

### **Move Unnoticed (AS)**

Dice: Regular 1

The move unnoticed skill is the skill required when approaching another character or creature from behind (that is, if you want to surprise them with your presence...) It is also the ability to follow another and not be seen. And finally it is the ability to slip past openings and not be seen.

The character that wants to trail a spy back to his headquarters would use the Move Unnoticed skill. The assassin looking to attack and kill in a single blow might well make use of it. The skill does not increase or modify the damage done by a blow; it merely puts the character in a position where he may make an attack against an unaware target. The Move Unnoticed check is made each time the character wants to move from one area to another without being seen. For example, you want to move past a door that connects to a room full of guards. Or perhaps you want to cross a room to reach a sleeping monster. The check means that you are trying to keep quiet and not make a lot of sound. This means that the skill check cannot be made if the character is wearing any type of metal armor. The leather armors are the only armors you can be wearing if you want to have any chance of using this skill.

#### **Approaching the target**

When the character wishes to approach a target from the back, he needs to make a move unnoticed roll. The Legend Weaver must ask himself: is the target on guard? Does the target have a reasonable chance of expecting trouble from behind? The Legend Weaver is the sole individual that decides whether or not a Move Unnoticed roll is made and what modifier should be used when making the roll. If the move unnoticed roll indicates failure the target receives an automatic Awareness roll to see if the character realizes that someone or something is approaching from behind (a 20 in the move unnoticed roll means automatic detection, regardless of who is being approached). Once at the target's back, the target may also receive a Sixth Sense roll to see if he realizes that something is amiss (see the write up on Sixth Sense).

#### **Guidelines**

As for actual guidelines on having a character approach another from behind I can only offer the following. Someone who is bored and distracted is

very easy to approach. Someone that is leery and alert is very hard to approach. The penalty to the approach could be anywhere from -50 to +50. Tailor the approach to the dungeon (i.e., it should be on par with the penalties applied to other skill rolls). If you want a rule of thumb, something that is fairly easy has no more than a 2 or 4 point penalty. Something of moderate difficulty has a 15 to 20 point penalty. Once a dungeon has gone on "alert" the penalty should increase substantially.

### Musician (LS)

Dice: N/A

Having this skill means the character knows how to play a musical instrument. The player may pick the instrument he wants his character to learn. The character will be able to make a living working for someone else. It will not be a great living.

- Combined with the Business life skill, a character with the Musician skill may earn 1d10\*50 Talons a month on his off time (i.e., each full game month in which the character is not training or adventuring).
- Combined with the Business life skill and the Singer / Songwriter life skill, a character with the Musician may earn 1d6\*100 Talons a month on his off time (i.e., each full game month in which the character is not training or adventuring).

### Navigator (LS)

Dice: N/A

A character with this skill knows how to navigate a ship. He can read charts and maps. He can find work as a ship's navigator and earn a living (albeit not a great living).

- Combined with Watercraft (AS: at least level 18+0), Leadership (AS) and Etiquette (LS) the character can Captain a ship.

Any character that buys a ship can command it. The problem is the fact the crew will not tolerate a complete idiot for long and will likely mutiny at the first chance. A character that knows how to captain a ship will not have to worry about mutiny unless exceptional circumstances play a role. If you want to Captain a ship then you want to look at the Leadership Watercraft and Etiquette Skill.

### Reduce Fall (AS)

Dice: Regular 1

The Reduce fall skill allows the character to take less damage from a fall. Fall damage is as follows:

10 feet	1d4
20 feet	2d6
30 feet	3d8 / 1%
40 feet	5d10 / 2%
50 feet	6d12 / 3%
60 feet	6d12 / 5%
70 feet	6d12 / 8%
80 feet	6d12 / 13%
90 feet	6d12 / 21%
100 feet	6d12 / 34%
110 feet	6d12 / 55%
120+ feet	6d12 / 89%

Damage increases fairly quickly but levels out after about fifty feet (its probably enough to do most character in). The bad news is that any fall over 20 feet has a chance to kill you outright (actually any fall of over a few feet can do this if you land wrong). To represent this there is a percentage chance of outright death. This chance is listed after the fall damage. Roll the chance for outright death first. If the character does not die outright then you roll the falls damage dice (the rolled damage may kill the character anyway)

The Reduce Fall skill allows you to step down the table. Thus, if you were falling 30 feet and made the roll, it would be as if you fell 20 feet (a big difference).

The skill is also used to reduce bonus damage done by the things you fall on (i.e., spikes, glass, teeth etc.). The character that uses the skill successfully (i.e., makes a roll during the fall and a separate successful roll when hitting bottom) will reduce any bonus dice rolls (dice rolls that are rolled and added on to the falls dice rolls) by one die. For example: a room may have the following trap. The character's weight causes the floor to give way. There is a 30-foot fall onto spikes. In addition to the fall damage the character will take 2d6 damage from the spikes. Normal fall damage from a 30-foot fall is 3d8. A successful Reduce Fall skill check will reduce the fall to a 20-foot fall (2d6 damage). A separate check is made for the spikes at the bottom of the pit. A successful skill check will mean that the character takes only 1d6 damage from the spikes at the bottom of the pit.

- When combined with Climbing (AS: cost=1d4) may actually stop the fall before hitting the ground. Cost for Reduce Fall = 2d4. You will fall 2d20 feet before stopping your plunge. If the fall is shorter than the time taken to stop then you still take full damage from the fall. Nothing wows the group more to see the plunging character catch himself mere feet from the bottom of the cliff face.

## Research (AS)

Dice: Regular 1

This skill helps a magic user in three main ways. It aids when he goes to look up magic items. It helps if he / she is trying to figure out a curse and it aids the magic user that is trying to make magic items. The exact aid to making magic items will be listed in the section detailing the making of magic items.

- May Identify a Magic Item. Cost in the Research skill is 2d6. You must have a library and make a roll that is equal to or less than the libraries level on a d10 (this is to see if the library actually has the information on the item). The character pays the cost whether or not the library contains the information.
- Combined with Astrology (AS: Cost = 1d8) you may identify a curse. Cost to the Research skill = 1d4).
- Combined with Arcana (AS) and Herbalist (AS) the character can create magic potions. The cost to make a potion is listed under the potion's description. The exact cost of making specific magic items will be found under the manual section detailing the magic items available in the game.
- When combined with Arcana (AS) Education (LS), and Herbalist (AS) the character may create scrolls that are useable by magic users. The cost to make a scroll is listed under the scroll's description. The exact cost of making specific magic items will be found under the manual section detailing the magic items available in the game.
- When combined with Arcana (AS), Determination (AS), Education (LS), Herbalist (AS) the character may create any other magic item. The cost to make an item is listed under the item's description. Note that in the case of armor or weapons, the magic user will have to have these items built for him before being able to make them into magic items (you cannot take just

any old sword and magic it). The exact cost of making specific magic items will be found under the manual section detailing the magic items available in the game.

- Combine with Arcana (AS), Determination (AS), Education (LS), Herbalist (AS) and a smith skill, the character can create specific types of magic items. See the Arcana skill for a complete listing.

## Resist Poison (AS)

Dice: Hard 2

This is the skill the big tough fighter wants when he wishes to impress the ladies. Nothing like watching a guy eat a live scorpion, especially if he doesn't even twitch from the stings to the roof of his mouth. Seriously now, the Resist Poison skill allows the character a way to build up his resistance to a variety of poisons. At the least they allow the character to lessen the effects of poisons used against him.

On any given round, the character subtracts his actual roll in the resist poison skill check with his base synergy level in the skill. Subtract the amount from the actual damage taken by the poison (i.e., if the character's skill is 18+14 and he rolls a 10, then it is 18-10 which means that 8 points of damage comes off the poison damage roll that round). This only affects poisons that do physical damage.

- May resist poisons that paralyze. Resist Poison cost = 2d8
- May resist poisons that blind. Resist Poison cost = 2d4.
- Half damage from poison gas (Resist Poison cost = 2d10)
- May completely negate the effects of one type of poison for one battle. Resist Poison cost = 2d12.

## Riding Craft (AS)

Dice: Regular 1

The character with riding craft knows how to ride domesticated animals such as a horse, camel, mule, donkey, and elephant. The character that takes this skill knows how to ride one creature. The character can choose the creature but it must be appropriate for the area and meet the approval of the Legend Weaver. The only animal that is universally available is a Horse (meaning you should probably take a horse) although a camel is appropriate if you have the Desert

/ Plain Craft skill. A Trock could ride nothing less than a wooly mammoth (elephant).

\*

- Combine with Balance (AS: cost = 1d6) you do not suffer any penalties when you attack from the back of a ridden creature. Note that a stirrup will give you the same ability. Riding skill cost = 1d4.
- Combine with Balance (AS: cost = 1d8) and Animal Husbandry (LS) then you can have your mount attack a ground based target even as you fight on its back (see below). Riding skill cost = 1d8. The creature attacked must have a Relative Size (RS) rating that is no greater than the mounts. Thus, having the horse stomp and bite a giant will do little more than enrage the big guy.
- Combine with Balance (AS: cost = 2d4) and Animal Husbandry (LS) you can ride flying creatures. The creature must be assigned to you (read: meet his approval) by your Legend Weaver). Riding skill cost = 1d12.

When you ride a flying mount you only pay the skill cost when something unusual happens (you enter into aerial combat or have to ride out a storm). One check is made per special circumstance. Thus if you are riding out a storm, you immediately roll for the cost to do so. Normal riding of any beast is a single check against the skills base level (it is fairly easy to ride when the horse just ambles along nice and easy but not so easy when you have to get the thing to jump over the chasm).

### Search (AS)

Dice: Regular 1

Search is the ability to look for and find secret doors and traps, as well as objects that are hidden. The search skill allows you to look for the following things.

- It allows you to find an object that has been hidden by another creature (i.e., by someone who has used the Concealment skill).
- It allows you to find a secret door. You must make a successful Discernment roll in order to open a secret door).
- It allows you to find a trap. Note a successful Discernment roll is required to disarm the trap.

\*

<p><b>Discernment is the ability to open Secret Doors and Disarm Traps</b></p>
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### Shipwright (LS)

Dice: N/A

A character with this skill knows how to build ships. You can earn a meager living working for someone else if you have this skill.

- If you also have the Business skill you can earn 500 talons a month as a shipwright.
- If you have the Watercraft skill then you can repair vessels that are actually in the water (if you're Legend Weaver is nice he wont make you roll for accidental drowning). A dwarf character will NEVER repair a ship that is in the water.

### Singer / Songwriter (LS)

Dice: N/A

Having this skill means the character knows how to play, write, and sing songs. The character will be able to make a living working for someone else. It will not be a great living.

- Combined with the Business life skill, a character with the Singer / Songwriter may earn 1d10\*10 Talons a month on his off time (i.e., each full game month in which the character is not training or adventuring).
- Combined with the Business life skill and the Musician life skill, a character with the character may earn 1d6\*100 Talons a month on his off time (i.e., each full game month in which the character is not training or adventuring).

### Sixth Sense (AS)

Dice: Hard 3

The character with sixth sense has a chance of detecting an assassination attempt. When attacked from behind by an opponent with the assassination skill, the character will at least get a Sixth Sense skill check. Sixth Sense is basically a danger sense. There is no way to know what sets you hair on end, just somewhere, deep inside the warning bells go off with a vengeance. See the Assassination skill for more information on detecting an assassination attempt.

The Sixth Sense skill goes beyond normal senses. It will warn the character of an ambush or let him know that he is being followed. You only ever get one roll to tell such things. It is either an Awareness roll or a

Sixth Sense roll. You receive a Sixth Sense roll if there is nothing to be seen. You just know somehow.

Except for very specific circumstances (listed below), to ask for a Sixth Sense roll is to automatically fail it. Sixth Sense works when you are not thinking about it (read pestering the Legend Weaver). This means that you will have to have faith in your Legend Weaver that he will make the skill when appropriate for you. Most modules and write-ups on adventures will list when the skill can be used. Keep this in mind before you start hinting to the Legend Weaver that this is the time. Read this as one hint = automatic failure.

- If a character is being attacked from behind then you may make a Sixth Sense skill check. If you make the skill check, the person attacking from behind does not get the normal re-roll for damage that comes with attacking a character's back.
- If an assassination attempt is made against the character and the roll would indicate success (the opponent has made a successful to hit roll and has then rolled what was required for the assassination attempt, then you get a Sixth Sense skill check to negate the assassination attempt. This roll carries a penalty equal to the chance that the assassination attempt would succeed.
- If a character is the recipient of a successful pick pocket attempt, then he / she can make a sixth sense skill check to realize this fact. This check carries a penalty to the dice roll equal to the synergy bonus the "pick pocket" has in the Sleight of Hand skill.
- Combined with Combat (AS: Cost=1d8) and Awareness (AS: Cost = 1d4) and Detection (AS: Cost = 1d4) the character may fight in total darkness (blind fighting). Cost to Sixth Sense = 1d4.

## Sleight of Hand (AS)

Dice: Regular 1

This skill is used when the character wishes to perform one of two basic actions. The first is to pickpocket someone. The second is to palm or take a small object without anyone noticing. The LW should make all Sleight of Hand skill rolls, since the target may or may not react to the pickpocket attempt.

Targets that are looking for the attempt will automatically know if an unsuccessful attempt has been made against them. Character's that are not looking for the attempt (the normal state of affairs)

gain an Awareness roll skill check to see if they notice that a pick pocket attempt has been made against them. Characters with the Sixth Sense skill get an automatic skill check whether or not the pickpocket attempt is successful.

A character synergy bonus in this skill is added to any dice roll that is used when trying to detect the use of the skill (the better you are, the harder it is to be caught).

For example, Silk has a Sleight of Hand skill level of 18+9. He tries to pick the pocket of Stan, a man that looks to be very wealthy. He rolls the dice and comes up with a 20 and decides to use a point of luck to make a re-roll. He retakes the check and comes up with a 12. He succeeds in the pickpocket attempt. Stan, who does have Sixth Sense developed to 9+0 makes and fails his roll to see if he realized that he has been had since he rolled a 7 on the dice and had to add Stan's 9-point synergy bonus into the check. If Stan had 18+7 in the Sixth Sense skill, the 7 points of his own bonus would have canceled out 7 of the 9 points of the penalty and he would have had to add 2 points to the dice roll. His roll of 7 would have meant that he realized he had been fleeced.

What is stolen?

This skill allows the character to steal or palm small objects. There is no reaching into the backpack and stealing the two handed Ax of Howling Doom. Under normal conditions, the character is taking a belt pouch plus its contents. The item stolen will be one that normally hangs loose on a belt or strap, a wrist or even a neck.

When to use this skill

When you are a pickpocket you want to use your skill in a crowded area. Pickpockets work in crowded areas for a reason. The normal accidental jostling a person gets in a crowd covers the deliberate push by the thief. When a thief looks for a target he looks a crowd over and seeks out the person that is obviously distracted. He may very well stand around for hours waiting for a 'rich looking target' to wander by that looks distracted (stealing from the poor doesn't earn you much of a living). In a like manner, a pickpocket will work a room full of people because that is where he is most likely to succeed. Sad to say, the characters in a dungeon exploration group are probably not the best targets because they are always looking for something to happen.

As a player realize that you cannot steal from something that is fighting, and it is far easier to steal from something that is distracted and asleep. Using

your Move Unnoticed skill to approach the sleeping guard is the perfect setup to the theft of a belt pouch or a set of keys. Even if you fail in your attempt the guard is not likely to notice and you may even get away before he wakes up (it will take him a round or two). And he may not even wake up at all!

The Legend Weaver will determine what has been stolen. He should also be the one to tell you when the situation is extremely favorable for thieves. In a nutshell, any type of Inn, or party setting is prime area. Plying your trade on a busy street also works. Just don't get caught or your targets are likely to lynch you for what you have done.

A character with this skill may earn 1d30\*10 Talons a month on his off time. There is a risk with this. For each month that the character plies his work, there is a 1% chance that he will be caught and put in jail for 1d6 months.

### Stone Smith (LS)

Dice: N/A

The character with this skill has the ability to work with and use stone. In game terms a character with the Stone Smith skill may tell if a stone passage is weak or strong and what it will take to clear a passage.

### Swamp Craft (AS)

Dice: Regular 1

This skill allows the character to survive in swampland areas. Lets the character know where he has to go to find food and water and how to avoid disease, snakebite and quicksand.

- When combined with Animal Husbandry will know the care, feeding and training of wild animals found in swampland areas. The cost of training an animal depends on the animal being trained. See the table AH1 under Animal Husbandry.
- Combined with Construction (AS: Cost = 1d6) you can build traps in the swampland areas. Cost to Swamp Craft = 2d4. It must be possible to make the trap the character wants to make. The character will have to have the right equipment to build a trap (materials and tools).

### Swimming (AS)

Dice: Easy 2

A character that has the swimming skill knows how to swim. For each point in synergy bonus the character

has in this skill, the chance that the character will panic in water is decreased by 1%.

If the character (or race) normally has no chance to panic while in water, then the swimming skill will half the chance of drowning in any waters that are classed as dangerous.

A character can only swim if they are not wearing metal armor.

### Teaching (LS)

Dice: N/A

Must have Education before being able to learn Teaching.

The Teaching skill represents the ability to impart knowledge onto others. Basically, the character may train other characters in their off time. Only characters and NPCs with this skill can teach a character a new skill be it a weapon, adventure or spell skill. Note that you must have this skill plus know the skill you are going to teach. You must also have at least 18+9 in the skill being taught.

### Tracking (AS)

Dice: Regular 1

The ability to follow a trail left by someone or something.

- May track a creature over actual stone or in a dungeon. Cost = 2d8.
- May cover or hide your own tracks and the tracks of those you are traveling with. Cost is 1d4 for each walking creatures per each point of RS rating (i.e., to hide the tracks of a Trock would cost 3d4). After the tracks are hidden, a tracker must add an amount to his tracking dice roll equal to the synergy bonus in the tracking skill of the character that hid the tracks (the bonus before being used). For example, Bob has 18+12 in the tracking skill and hides his tracks. It costs him 4 points so now his synergy level in tracking is 18+8. Dan is trying to track Bob and has 17+0 in the tracking skill. He rolls a d20 and adds 12 to see if he can still find Bob's Tracks (he adds bobs normal synergy bonus in tracking). The penalty that comes from Bobs synergy bonus could be partially or wholly negated if Dan had a synergy bonus in his own tracking skill.

## Underworld (AS)

Dice: Hard 2

This skill represents connections and knowledge of how crime works. It can be used to diffuse a dangerous situation in a city (i.e., you are surrounded by a set of thugs and need to talk them out of beating you to a pulp) although city craft will allow the same thing.

- When combined with city craft may set up meetings with crime bosses. A word of advice, have something more important to say than 'I could do it, so I did, so here I am; errrrr, how's tricks?'
- When entering a new town or city, you can locate the local thieves guild, if one is there. (Cost = 1d4).
- Combined with the Assassination Skill (AS: Cost = 1d4), you can locate the local assassins guild in a new town (Cost for Underworld skill = 1d4).

## Venomer (AS)

Dice: Hard 3

A character that has this skill knows how to make and use poison. Must have the Herbalist skill (to at least level 18+0) before being able to pick up the Venomer skill.

- Combined with Herbalist Skill (AS, Cost = 1d12) you may make enough poison to coat one blade or arrow (Venomer skill cost = 1d12). The poisons onset time will be 1d4 rounds. Duration is 3d4 rounds and the damage roll is 2d8. This will be expanded upon once I get some player feedback.
- Combined with Combat (AS: cost = 1d8) and a Weapon Skill (WS: cost = 1d6) the character can poison a weapon. Venomer skill cost = 2d8 (it's not easy for a reason – live with it).
- Combined with Cooking (LS) the character will know how to poison food. Venomer skill cost = 3d6.

## Water Craft (AS)

Dice: N/A

The ability to make use of water based vessels and craft.

- Combined with Shipwright (LS) and you can repair a damaged craft that is in the water.

## Weapon Smith (LS)

Dice: N/A

You must have the Black Smith Life Skill before being able to learn the Weapon Smith Skill.

The Weapon Smith knows how to make any weapon with a metal blade or component. The character needs to have full access to a blacksmith shop.

- May earn 500 Talons per month if combined with Business Life skill (when not adventuring). This amount takes the place of the money the character may earn using the blacksmith skill.
- May make and work on metal weapons if the character has a workshop
- Can identify the quality of metal weapons (its damage roll).
- Combined with Arcana (AS) will know if a weapon is magical although the character will still need research to determine the items exact magical properties (Cost in Arcana: Nothing).
- When combined with Arcana (AS), Determination (AS) Education (LS), Herbalist (AS) and Research (AS), the character can make many of the magical weapons found in the game. This will be discussed fully under the magic section of the manual.

## Winter Craft (AS)

Dice: Regular 1

This skill allows the character to survive under winter conditions or in cold climates. Lets the character know where he has to go to find food and water.

- When combined with Animal Husbandry will know the care, feeding, and training of wild animals found in wintry areas. The cost of training an animal depends on the animal being trained. See the table AH1 under Animal Husbandry.
- Combined with Construction (AS: Cost = 1d6) you can build traps in the mountains. Cost to Winter Craft = 2d4. It must be possible to make the trap the character wants to make. The character will have to have the right equipment to build a trap (materials and tools).

## Wood Smith (LS)

Dice: N/A

The Wood Smith has the ability to work with wood, including the ability to make wooden weapons (or metal weapon shafts). This skill is not enough (by itself) to allow the character to make bow, crossbows, arrows or bolts.

- May earn 500 Talons per month if combined with Business Life skill (when not adventuring).
- May make and work on wooden weapons if the character has a workshop.
- Can identify the quality of wooden weapons (its damage roll).
- Combined with Arcana (AS) will know if a wooden weapon or item is magical although the character will still need research to determine the items exact magical properties (Cost in Arcana: Nothing).
- When combined with Arcana (AS), Determination (AS) Education (LS), Herbalist (AS) and Research (AS), the character can make many of the types of weapons that use wood (basically all the weapons that have wooden handles). This will be discussed fully under the magic section of the manual.

## Wrestling (AS)

Dice: Regular 1

The character with the wrestling skill knows how to grab hold of and throw his opponent around. This skill is not normally used with a weapon although it does have a few moves that can be used when in normal combat.

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If both opponents are un-armed and neither is using a martial arts skill, then you may use a wrestling skill. Wrestling is an attempt to overpower and subdue your opponent. The two opponents roll against their skill to see who can come up with an advantage. The first one to come up with three advantages in a row wins by subduing and getting his opponent in a hold. The opponent may still break the hold but this comes under special moves.

Each opponent makes a roll versus his wrestling skill. Take the difference between your basic skill level and your dice roll. The one with the smaller number wins the round. You can use your synergy bonus to adjust your opponents dice roll. Take any single dice and roll it twice. The lower of the two rolls is the how much it costs you to do this. The higher of the two rolls is applied to the opponents dice roll.

The character that wins three rounds in a row has pinned the opponent. Note that if you do not have the wrestling skill, you are normally pinned in very short order by someone who does has it.

There are size limits when using the Wrestling Skill. The larger of the two opponents can have an RS rating that is no larger than 3 times the RS rating of the smaller of the two.

- Breaking a pin. Cost = 2d6.
- Combined with Combat (AS: Cost = 1d4), the character may swap places in a fight with an opponent. Cost to Wrestling Skill = 1d4
- Combined with Combat (AS: Cost = 1d4) may push opponent back 3d6 feet. Wrestling Skill cost = 1d4.
- Combined with Combat (AS: Cost = 1d6) and Awareness (AS: Cost = 1d6) may break free from a garrote attack. Wrestling Skill cost = 1d6.

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