

GENERAL SKILLS

The numbers beside the skill names mark the number of actions over 2 that they can be used with.

1 Athletics (CA, O, D)
1 Intimidation (CA, O, A)
0 Lore (CA, O)
0 Mechanics (CA, O)
2 Melee (CA, O, A, D)
0 Notice (CA, O)
1 Ranged (CA, O, A)
1 Subtlety (CA, O, D)
0 Tact (CA, O)
1 Toughness (CA, O, D)
1 Faith (CA, O, D)

MODES

Pick three and assign them +1, +2, and +3 ranks. Each skill in a mode is rated at its mode's rank. If a skill is in more than one mode, it's rated at its highest mode +1 for each additional mode it's in.

There will be an additional phase in charge for increasing the rating of a few individual skills for a more customised character.

(The number beside the name is the sum of the numbers beside the skills from above)

CASTER (up to 3)

choose: Lore OR Faith

Magic (CA, O, A, D)

Notice

- Choose a category of knowledge. If you chose Lore: +1 to Lore rolls to know about that subject. If you chose Faith: treat Lore as a skill in this mode when rolling to know about that subject.

- Magic is a unique skill. Choose a domain over which you have control, such as Protection or Fire. You can use Magic to control this domain. Your choice may influence the kinds of actions you can take with Magic, so work with the GM to outline its capacities and limits before play.

- You may take this mode twice, if you make different choices for both mode stunts the second time.

DEVOUT (1)

Faith

Lore

Tact

- +2 when defending against attacks meant for others.

- Pick two skills from one other mode you have. Treat them as Devout skills.

FIGHTER (4)

Intimidation

Melee

Notice

Ranged

Toughness

- Pick a weapon category. +1 to all rolls using that weapon.

WILDERNESS (2)

Lore

Ranged

Subtlety

Toughness

- +2 Lore to know about and get along in uncivilised places.

ROGUE (up to 3)

Mechanics

choose one: Melee OR Ranged

Notice

Subtlety

- You can attack with Subtlety if your target doesn't know you're there.

BARD (at least 1)

Intimidation

Lore

Notice

Tact

- Pick one more skill and add it to this mode's list.
- You can use Tact to make social attacks.

ELF (at least 2)

Lore

Notice

Subtlety

choose one: Melee OR Ranged OR Magic

- You get +1 with bows (if you chose Ranged), light blades (if you chose Melee), or nature (if you chose Magic).
- You get +1 to defense rolls against mental (not social) attacks.

DWARF (1)

Faith

Choose one: Lore OR Mechanics

Toughness

- You have armor:2 against non-weapon physical attacks (poison, cave-ins, etc).
- Pick a type of enemy. You get +2 on attacks against that enemy because of your clan's ancient feud with them.

HALF-ORC (3)

Intimidation

Melee

Toughness

- Any melee weapon you have a stunt for gains +1 weapon rating in your hands.

- Teamwork bonuses you give are +2 instead of +1, and you get an additional +1 on your roll if you received at least one Teamwork bonus.

DRAGONBORN

Faith

Tact

Toughness