
SKILLS

A character's profession, ancestry, even their personal background, do not give a full picture of an individual. It is also important to know what they can do. For this reason, there are skills. These represent all of the proficiencies, competencies, and areas of expertise that a character has. Choosing skills will let a character specialize in one area, or dabble in many. Many skills are granted as bonus skills, i.e. skills that need not be paid for with Character Points, by the character classes. Others can be purchased with the Character Points that a character gets each level.

Reading And Writing: Whether a character is able to read written language or not is up to the player. There is no read/write skill.

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Module Interactions

Many Skills interact directly with Modules that may or may not be used in a given setting. These are marked with {M} and should be removed or rewritten if the relevant Modules are not being used.

Skill Basics

RANKS:

Sometimes there will be a number of ranks listed next to the name of the skill. This shows how many times the skill can be taken. Each time it is chosen, it will have some sort of increased effect, or a broader reach. The exact benefits of taking the skill multiple times will be found in the description. If no number of ranks is listed, the skill can only be taken once.

COST:

Each skill is listed with a number of Character Points that must be expended in order to take the skill. Skills are learned between games and communicated to Logistics. Sometimes, the costs of a skill are variable and in those cases, the cost will be found in the description of the skill.

PREREQUISITES:

This lists the skills that need to have been purchased before that skill can be taken. A lot of the “root” skills have “Basic” in their name.

Martial Skills Table

Name	Cost	Ranks	Prereq	Desc.
Basic Martial Skill	1	-	-	Hand weapon and staff proficiency
Short Weapons	3	-	Basic Martial Skill	Short weapon proficiency
Long Weapons	7	-	Short Weapons	Long weapon proficiency
Great Weapons	5	-	Basic Martial Skill	Great weapon proficiency. Shield-breaking with Spikes
Projectile Weapons	3	-	Basic Martial Skill	Use bows and x-bows. Aim for extra damage.
Thrown Weapons	3	-	Basic Martial Skill	Use thrown weapons. Aim for extra damage.
Basic Shield Skill	5	-	Basic Martial Skill	Use buckler shields
Advanced Shield Skill	2	-	Basic Shield Skill	Use larger shields
Great Shield Skill	2	-	Advanced Shield Skill	Use biggest shields
Shield Expertise	4	-	Basic Shield Skill	Counter an Effect against your shield

Cloth Armor	2	-	-	Cloth armor proficiency
Leather Armor	3	-	Cloth Armor	Leather armor proficiency
Chain Armor	4	-	Leather Armor	Chain mail proficiency
Heavy Armor	3	-	Chain Armor	Scale, Brigandine, Lamellar proficiency
Plate Armor	2	-	Heavy Armor	Plate mail proficiency
Armor Expertise	6	-	One Armor Proficiency	+1 Armor Points to worn armor
Two Weapon Style	2	-	Short Weapons	Use two weapons at once. Only one can be longer than 36"
Advanced Two Weapon Style	2	-	Two Weapon Style	Use any two weapons of up to 48" long at once.
Extreme Two Weapon Style	4	-	Advanced Two Weapon Style	Use any two melee weapons at once.
Weapon Specialization	4	-	Basic Martial Skill	Extra Spike while wielding a particular weapon.
Snap Shot	3	-	Projectile Weapons, Weapon Specialization in a projectile weapon	No aim time for extra damage.
Archer's Expertise	4	-	Projectile Weapons, Weapon Specialization in a projectile weapon	Missed shots can be retried once.
Bowmaster	4	-	Projectile Weapons, Snap Shot, Weapon Specialization in a projectile weapon	Aimed projectiles do additional damage or can have additional effects
Weapon Mastery	6	-	Weapon Specialization, Basic Martial Skill, 13th level in a non-spellcasting class	+1 to base Spike damage
Extensive Combat Training	6	Unlim	One level in non-casting class	Choose additional Power.

Magic Skills Table

Name	Cost	Ranks	Prereq	Desc.
Basic Arcane Skill	4	-	-	Able to cast Arcane Spells
Basic Faith	4	-	-	Able to cast Divine Spells
Combat Caster	1	7	5th level+ in a spell-casting class.	Lowers the required Focus time to refresh spells by a Quick Count of 10.

Spell-Scholar	3	12	Basic Arcane Skill or Basic Faith	Add 1 to the number of Spells Known
Advanced Recharge	2	4	Basic Arcane Skill or Basic Faith	Once per Event, get a highest-tier Slot from a special location, instead of three Novice Slots.
Flexible Recharge	5	-	Basic Arcane or Basic Faith, 11 levels in a spell-casting class	Refreshing Spells can be done piecemeal.
Basic Bookcasting	1	-	Basic Arcane Skill or Basic Faith	Add a Spell into the Spellbook that can only be cast right from the book.
Advanced Bookcasting	3	4	Basic Bookcasting, 6 levels in any one spell-casting class.	Bookcast a spell for free once per Long Rest.
Peacecaster	3	-	Basic Faith	Gain points into Healing Touch for certain kinds of Spells.
Advanced Peacecasting	4	-	Peacecaster	Heal one additional point with all cantrip Powers that can heal.
Warcaster	3	-	Basic Arcane Skill	Expend Spikes to add Spike damage to damaging spells.
Advanced Warcasting	5	-	Warcaster. One Master-level spell-slot.	Add +1 damage to all damaging cantrips.
Soulhold Magic	3	-	Basic Faith or Basic Arcane, 10 levels in a single casting class.	Save one Packet from a multi-packet Spell to use later.
Additional Cantrip	6	-	Basic Arcane Skill or Basic Faith, 1 level in a Spell-Casting Class	Choose one additional cantrip.
Mastercasting	2	-	One Master spell-slot	Caster can write her own incantation and use it to cast spells.

Scholar Skills Table

Name	Cost	Ranks	Prereq	Desc.
Lore	2	Unlim	-	Knowledge of a particular area of study
Basic Scholarship {M}	1	-	-	Extra research during BGEs.
Library Skill {M}	1	-	Basic Scholarship	Expertise in library use. Can research subjects while NPCing.
Extensive Training	3	Unlim	One level in a non-casting class	Additional Utility Power.

Medical Skills Table

Name	Cost	Ranks	Prereq	Desc.
Basic Medicine	2	-	-	Discern Dying, Dead Status. Stabilize the dying.
Diagnose	1	-	Basic Medicine	Discern exact damage and Conditions
Advanced Medicine	4	-	Basic Medicine	Cure Disabled, Poisoned, Weakened, and Slept
Combat Medic	1	-	Basic Medicine, Diagnose	Fast stabilize, fast carry.

Trade Skills Table

Name	Cost	Ranks	Prereq	Desc.
Profession - Apprentice	1	Unlim	-	Basic knowledge of a chosen profession. 3 coins per game.
Profession - Journeyman	2	Unlim	Profesion - Apprentice in the chosen Profession	Knowledge of a chosen profession. 6 coins per game. One Discern ability.
Profession - Master	3	Unlim	Profesion - Journeyman in the chosen Profession	Extensive knowledge of a chosen profession. 9 coins per game. Additional Discern ability.
Artisan - Apprentice	1	-	-	Basic knowledge of a chosen Craft. 3 coins per game.
Artisan - Journeyman	2	-	Artisan- Apprentice in the chosen Craft	Knowledge of a chosen Craft. 6 coins per game. One Discern ability.
Artisan - Master	3	-	Artisan- Journeyman in the chosen Craft	Extensive knowledge of a chosen Craft. 9 coins per game. Additional Discern ability.
Tracking	4	-	Profession-Apprentice	Can follow tracking flags.
Lay Armorer	2	-	-	Allows the character to Mend armor out of combat.
Field Armorer	5	-	Lay Armorer, Apprentice Tinker	Allows the character to Mend armor by 3 points by Focusing for a Quick 100.

Thieving Skills Table

Name	Cost	Ranks	Prereq	Desc.
Basic Lock Skill	5	-	-	Pick mundane and magical locks with lock-picks and lock-wands.
Basic Trap Skill	5	-	-	Can disarm traps.
Advanced Magical Lock Skill	2	-	Basic Lock Skill	Can re-try magical locks at-will.
Advanced Trap Skill	4	-	Basic Trap Skill	Can set traps.
Fence	3	-	Basic Lock Skill, Basic Trap Skill	Can sell items for Coin.
Poisoner	1	-	-	Can safely apply poisons to weapons and apply poisons to food.
Rumormonger	2	-	-	Get a sheet of local rumors at the beginning of each Event.

Gathering Skills Table {M}

Name	Cost	Ranks	Prereq	Desc.
Forage {M}	3	-	-	Allows you to forage Bloom and Night Prizes from the Wilderness.
Skin {M}	3	-	-	Allows you to skin animals and monsters for Hide, Harvest and Scale.
Prospect {M}	3	-	-	Allows you to mine 1 per long rest each Mine or Mineral deposit.

Crafting Skills Table {M}

Name	Cost	Ranks	Prereq	Desc.
Apprentice Alchemy {M}	3	-	-	Create basic potions, safely apply poisons
Journeyman Alchemy {M}	4	-	Apprentice Alchemy, 4th level character	Create intermediate potions
Expert Alchemy {M}	5		Journeyman Alchemy, 10th level	Create more advanced potions

			character	
Master Alchemy {M}	6	-	Expert Alchemy, 20th level character	Create master potions
Apprentice Tinkering {M}	3	-	-	Create basic items
Journeyman Tinkering {M}	4	-	Apprentice Tinkering, 4th level character	Create intermediate items
Expert Tinkering {M}	5		Journeyman Tinkering, 10th level character	Create more advanced tinkered items
Master Tinkering {M}	6	-	Tinker, 20th level character	Create master items
Apprentice Enchanting {M}	3	-	-	Create basic enchantments
Journeyman Enchanting {M}	4	-	Apprentice Enchanting, 4th level character	Create intermediate enchantments
Expert Enchanting {M}	5		Journeyman Enchanting, 10th level character	Create more advanced enchantments
Master Enchanting {M}	6	-	Expert Enchanting, 20th level character	Create master enchantments
Apprentice Divine Ritual Magic {M}	3	-	-	Perform basic divine rituals
Journeyman Divine Ritual Magic {M}	4	-	Apprentice Divine Ritual Magic, 4th level character	Perform intermediate divine rituals
Expert Divine Ritualist {M}	5		Journeyman Divine Ritual Magic, 10th level character	Perform more advanced divine rituals
Master Divine Ritual Magic {M}	6	-	Expert Divine Ritualist, 20th level character	Perform master level divine rituals
Apprentice Arcane Ritual Magic {M}	3	-	-	Perform basic arcane rituals
Journeyman Arcane Ritual Magic {M}	4	-	Apprentice Arcane Ritual Magic, 4th level character	Perform intermediate arcane rituals
Expert Arcane Ritualist {M}	5		Journeyman Arcane Ritual Magic, 10th level character	Perform more advanced arcane rituals

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Master Arcane Ritual Magic {M}	6	-	Expert Arcane Ritualist, 20th level character	Perform master level arcane rituals
Mastercrafter {M}	6	4	One Apprentice - Crafting skill and Artisan - Apprentice	Allows the mastercrafter to submit 1 item per event for exceptional boons.

Martial Skills

Basic Martial Skill

Prerequisites: None

Cost: 1

The character has proficiency with all hand weapons (16"-22") and staves (fully padded, up to 72").

Short Weapons

Prerequisites: Basic Martial Skill

Cost: 3

The character has proficiency with short weapons (22"-36").

Long Weapons

Prerequisites: Short Weapons

Cost: 7

The character has proficiency with long weapons (36"-48").

Great Weapons

Prerequisites: Basic Martial Skill

Cost: 5

The character has proficiency with great weapons (48"-90"). When a character uses a great weapon to perform a Spike, the wielder may choose to either add +1 to the damage, or use the "shield-breaking" carrier. Remember, to perform spikes with a great weapon, it must be held in both hands. If the character is *strengthened* they can perform Spikes without holding the great weapon in both hands.

Projectile Weapons

Prerequisites: Basic Martial Skill

Cost: 3

The character has proficiency with projectile weapons. By aiming (Focusing) for a Quick Count of 10 with their projectile weapon, the character can do their Spike damage without expending a Spike. If the character moves her right foot, or lowers her draw, the aiming will have to be done again to get the benefit.

Thrown Weapons

Prerequisites: Basic Martial Skill

Cost: 3

The character has proficiency with thrown weapons. By aiming (Focusing) for a Quick Count of 10 with their thrown weapon, the character can do their Spike damage without expending a Spike. If the character moves, or lowers her thrown weapon, the aiming will have to be done again to get the benefit.

Basic Shield Skill

Prerequisites: Basic Martial Skill

Cost: 5

The character has proficiency with Buckler (38" perimeter max) and Small shields (63" perimeter max).

Advanced Shield Skill

Prerequisites: Basic Shield Skill

Cost: 2

The character has proficiency with Medium (94" perimeter max) and Large shields (106" perimeter max).

Great Shield Skill

Prerequisites: Advanced Shield Skill

Cost: 2

The character has proficiency with Great shields (125" perimeter max).

Shield Expertise

Prerequisites: Basic Shield Skill

Cost: 4

The character can Counter one weapon attack that hits her shield. She should call "Shield Expertise" when she uses the Counter. This will refresh after the character completes a Short Rest.

Cloth Armor

Prerequisites: None

Cost: 2

The character can gain up to 2 armor points from physical armor.

Leather Armor

Prerequisites: Cloth Armor

Cost: 3

The character can gain up to 4 armor points from physical armor.

Chain Armor

Prerequisites: Leather Armor

Cost: 4

The character can gain up to 6 armor points from physical armor.

Heavy Armor

Prerequisites: Chain Armor

Cost: 3

The character can gain up to 8 armor points from wearing physical armor.

Plate Armor

Prerequisites: Heavy Armor

Cost: 2

The character can gain up to 10 armor points from wearing physical armor.

Armor Expertise

Prerequisites: At least one Armor Proficiency

Cost: 6

While wearing at least one piece of physical armor, the character adds 1 to their maximum physical Armor Points.

Two Weapon Style

Prerequisites: Short Weapons

Cost: 2

The character can wield a melee weapon in each hand and not lose proficiency (due to wielding multiple weapons). Only one of the two weapons can be over 36" long and neither can be longer than 48".

Advanced Two Weapon Style

Prerequisites: Two Weapon Style

Cost: 2

The character can wield a melee weapon in each hand and not lose proficiency (due to wielding multiple weapons). The weapons may be up to 48" in length.

Extreme Two Weapon Style

Prerequisites: Advanced Two Weapon Style

Cost: 4

The character can wield a melee weapon in each hand and not lose proficiency (due to wielding multiple weapons). The weapons may be of any length.

Weapon Specialization

Prerequisites: Basic Martial Skill

Cost: 4

The character must choose from the following list: Shortsword, Longsword, Mace, Flail, Axe, Great Sword, Polearm, Bow, Crossbow, Thrown Weapon, Staff, or Dagger. After each Short Rest, the character gains one additional Spike that can only be used while the character is wielding a weapon of that type (although the actual attack need not come from that weapon). A character may only have Weapon Specialization with one weapon type. Note that the character can also specialize in the “natural” version of any of these weapons as a separate weapon. E.g. “natural shortsword”, “natural mace”, etc.

Snap Shot

Prerequisites: Projectile Weapons, 15th level character

Cost: 3

The character always does her Spike damage with bows, without any aim time.

Archer's Expertise

Prerequisites: Projectile Weapons, Weapon Specialization in a Projectile Weapon

Cost: 4

When using the weapon with which the character has Weapon Specialization, the character, if she misses with a projectile while using a Power, can immediately (before making any other attacks or using other Powers) retry the same Power with a second shot without expending additional uses. The second attempt need not have the same target. If the retry misses, the Power is expended.

Bowmaster

Prerequisites: Projectile Weapons, Snap Shot, Weapon Specialization in a projectile weapon

Cost: 4

When the character spends a Quick Count of 10 aiming with a weapon in which she has Weapon Specialization, she may choose to do one of the following:

- One additional point of damage.
- Expend a Spike to deliver a Shield-Breaking Effect. This is called as “Shield Breaking”.
- Expend a Spike to deliver a Push Effect. This is called as “Push”.

Weapon Master

Prerequisites: Weapon Specialization, Basic Martial Skill, 13th level in a non-spellcasting class

Cost: 6

When using the weapon with which the character has Weapon Specialization, the character's base Spike damage rises by +1. This is a change to the base, and not considered a bonus to Spike damage and this ignores Stacking limits.

Extensive Combat Training (Unlimited)

Prerequisites: One level in a non-casting class

Cost: 6

The character may choose an additional Power from a non-casting class that she has levels in. The Power cannot be one the character already has. This is just like an additional Power from the class. The Power must be of a tier she could normally take.

Magic Skills

Basic Arcane

Cost: 4

Prerequisites: None

The character learns how to record Arcane spells into a spellbook and cast spells. They will know one Spell, or however many are listed in their Arcane spellcasting class, whichever is more. If the character has levels in an Arcane spell-casting class, these spells must all be spells from one of those classes. If the character has no spell-casting class, they may choose from any Base Class's spell list. This skill confers no actual Spell-Slots.

Basic Faith

Cost: 4

Prerequisites: None

The character learns how to record Divine spells into a spellbook. They will know one Spell, or however many are listed in their Divine spellcasting class, whichever is more. If the character has levels in a Divine spell-casting class, these spells must all be spells from one of those classes. If the character has no spell-casting class, they may choose from any Base Class's spell list. This skill confers no actual spell-slots or preparation slots.

Combat Caster (7)

Cost: 2

Prerequisites: 6 levels in a spell-casting Class

On any Cantrip with a Refresh of Focus Quick 100, the character can deduct 10 from the Quick Count. So, with two ranks in Combat Caster, the cantrip would refresh after Focusing for a Quick Count of 80.

Spell-Scholar (12)

Cost: 3

Prerequisites: Basic Arcane or Basic Faith

The character chooses one spell-casting class they have levels in and adds 1 to the number of Known Spells that they have access to in that class.

Advanced Recharge (4)

Cost: 2

Prerequisites: Basic Arcane or Basic Faith

The character is adept at tapping into their power source. Once per Event, when the character Refreshes Spell-Slots at a special location (Arcane Locus for Mage etc.) rather than add three temporary Novice Spell-Slots, the character can add one temporary Spell-Slot from their highest Tier.

Flexible Recharge

Cost: 5

Prerequisites: Basic Arcane or Basic Faith, 11 levels in a spell-casting class

The character may use their Class Spell-Slot Refresh Power an unlimited number of times per Long Rest. They can Refresh any number of Spell-Slots using that Power, but never more than their total number of Spell-Slots of each tier between Long Rests. So Baxter, who has six Novice Spell-Slots and four Intermediate Spell-Slots, could never Refresh more than six Novice Spell Slots and four Intermediate Spell-Slots before completing a Long Rest, even if he Refreshed two Novice and three Intermediate Spell-Slots in the morning, and four more Novice Slots and one more Intermediate Slot later in the day.

Basic Bookcasting (Unlimited)

Cost: 1

Prerequisites: Basic Arcane Skill or Basic Faith

The character can write down one Spell that she does not Know into a Spell-book and can cast that Spell directly from the book. Only Spells of a Tier the character has access to can be recorded and bookcast in this way. The spell will still expend a Spell-Slot. To bookcast a spell, the character must read the full incantation five times from their Spell-book, or must study their spellbook for a full minute before reading the incantation directly from the book. A bookcast Spell may only be cast out of combat. All other requirements and components will remain the same.

Advanced Bookcasting (4)

Cost: 3

Prerequisites: Basic Bookcasting, 6 levels in any one spell-casting class.

Once per Long Rest, the caster can bookcast one Spell without using up a Spell-Slot of any kind.

Peacecaster

Cost: 3

Prerequisites: One Novice-level spell-slot

Whenever the caster casts a non-Cantrip Spell with the Heal, Cure, or Grant Life Effects, they add 1 point per tier of the Spell into their Healing Touch Pools.

Advanced Peacecasting

Cost: 4

Prerequisites: Peacecaster, 6 levels in any one spell-casting class.

The character can heal one additional point with all Spells she uses that can heal.

Warcaster

Cost: 5

Prerequisites: One Novice-level spell-slot

The caster can add one additional point to all damaging Spells (not Cantrips) they cast. If the Spell grants multiple charges then this skill will only increase the damage of one charge, no matter how it is delivered.

Advanced Warcasting

Cost: 5

Prerequisites: Warcaster, one Greater-level spell-slot

The caster can add one damage to all damaging Cantrips that they cast. If the Cantrip grants multiple charges then this skill will only increase the damage of one charge, no matter how it is delivered.

Soulhold Magic

Cost: 3

Prerequisites: Basic Faith or Basic Arcane, 10 levels in a single casting class.

When the character has multiple charged Spell-Balls, they may Soulhold one of them, by holding the Packet to their Chest and Focusing for a Quick Count of 30. That Spell-Ball's effect is then held within them and can be produced again to charge a Spell-Ball or be used as a Touch Spell by repeating the Incantation for the original Spell. This will expend the charge (as the charge would have been expended normally) but will not expend a Spell-Slot (as that has, presumably, already been expended). Note that if the character is Soulholding a charge, they cannot also Soulhold Foundation Resources. If the character wishes to get rid of the charge without using it, they can do that with the Cancel Cantrip.

Additional Cantrip

Cost: 6

Prerequisites: Basic Arcane Skill or Basic Faith, One level in a spell-casting Class.

The character can choose one additional cantrip from their class' cantrip spell-list.

Mastercasting

Cost: 2

Prerequisites: One Master spell-slot

The character may write her own Spell Incantation. This may be for all the spell-tiers or just for Master-tier. This incantation must be approved by Staff before it is used and will be logged and permanent. If the spell-caster chooses just to re-write the Master-tier incant, it need only be forty syllables.

Scholar Skills

Lore [Area of Lore] (Unlimited)

Cost: 2

Prerequisites: None

The character has learned about a specific area of study, with each area of study considered a separate skill. Lore confers a level of knowledge that is both deep and detailed, although not quite encyclopedic, and represents a long commitment to education on the topic. The more granular the area of knowledge, the more specific the knowledge is likely to be. The following is a list of suggested areas of study. Players should feel free to choose ones not in this list as long as they are appropriate to the setting, but Lore's not on this list should not expect targeted content or significant support.

Arcane Lore: Magic and its uses, magical tools and applications, magical constructs, spell creation.

Historical Lore: Major events, dates, interactions of events and casualties, historical figures.

Nature Lore: Animals and their habits, woodcraft, myths and legends about the natural world, plants and their uses. This also includes creatures and monsters that are native, including those created by the Unnamed.

Noble Lore: Etiquette, titles, traditions and customs, noble names and families, history of ruling families, especially the Great Houses.

Planar Lore: Planar geography, the natures of different planes and their interactions, moving between planes, and the ruling creatures of those planes.

Religious Lore: Gods and their domains, afterlife beliefs, church traditions, cultural attitudes towards the gods.

Shadow Lore: Underworld and underworld etiquette, power players, customs and mores, connections, illicit substances and their uses, cons and crimes.

Undead Lore: Undead in their various forms, their powers and characteristics. Major undead players in the area or setting.

Basic Scholarship

Cost: 1

Prerequisites: None

The character has a knowledge of inks and quills, parchments, and study. In Between Game Events, the character can copy documents, decipher ancient languages, and perform two research actions for every Between Game Event.

Library Skill

Cost: 1

Prerequisites: Basic Scholarship

The character knows her way around a library and can find tomes, discover ancient texts, and generally learn things that are unavailable to the normal folk. This allows the character to discover additional information above and beyond what is normally available in Between Game Events, as long as a library is available and the information would be discoverable in books. If a Library exists in-game, the character may spend a 4-hour NPC shift researching any one question and will get an answer from game staff.

Extensive Training (Unlimited)

Prerequisites: One level in a non-casting class

Cost: 3

The character may choose an additional Utility Power from a non-casting class that she has levels in. This is just like an additional Power from the class. The Power must be of a level she could normally take.

Medical Skills

Basic Medicine

Cost: 2

Prerequisites: None

The character has some basic understanding of the way living creatures work and has some minor skill in the healing arts. By spending a Quick Count of 100 tending to an individual, that individual, if dying, will become stable. The character's death-count will not stop or pause while being tended to, so the target may die during the count. The character using this skill should role-play checking and binding wounds, and overall treating the character (please remember not to touch other players without explicit previous consent). The character using Basic Medicine may use any of the following at-will delivered by Touch: "Discern: Are you currently at max Life Points?", "Discern: Are you Dying?" or "Discern: Are you Dead?"

Diagnose

Cost: 1

Prerequisites: Basic Medicine

With only a glance, the trained character can tell the extent of someone's wounds. At-will the character can give a person a quick look over while within Touch range and then ask "Discern: How many Life Points are you down?" Additionally, after a thorough examination (please remember not to touch other players without explicit previous consent) you can determine what Conditions the character has. To do this use the call "Discern: What Conditions do you have currently?" This is delivered by Touch.

Advanced Medicine

Cost: 4

Prerequisites: Basic Medicine

The character has a number of techniques at her disposal to help those around her. The character can perform any of the following actions by spending a Slow Count of 60 out of combat tending to another (these cannot be performed on the character herself). These can be done as part of a Short Rest.

- Cure Disabled [one limb]
- Cure Weakened
- Cure Slept

Combat Medic

Cost: 1

Prerequisites: Basic Medicine, Diagnose

Those trained in combat situations to help others have a few benefits. First, they need only have one hand free to pick up a helpless or unconscious person, and can move at a jog while carrying a person. In addition, she requires only a Quick Count of 30 to stabilize another character when using Basic Medicine.

Trade Skills

Profession - Apprentice [Specific Profession]

Cost: 1

Prerequisites: None

The character has some basic knowledge in a profession and can generally perform in that profession on basic tasks without journeyman or master supervision. More complex tasks may require guidance. The character can perform the basic functions of the chosen profession and will have corollary knowledge of lore and procedures related to it. The character earns some basic income from their profession, represented by earning 3 Coin at the beginning of each game. This amount is never increased by having additional Apprentice level professions. The character can take this skill any number of times to represent training in multiple different fields.

Profession - Journeyman [Specific Profession]

Cost: 2

Prerequisites: Profession - Apprentice in the chosen area.

The character has functional knowledge in a profession. The character can perform all normal functions of the chosen profession and she will show solid knowledge related to it. Most tasks associated with that profession can be performed without aid or supervision. The character earns income as a member of the profession, represented by earning 6 Coin at the beginning of each game, in addition to what they earn from their Apprentice skill. This amount is never increased by having additional Journeyman level professions. In addition, the character can choose one Profession-related Discern question and can ask it at-will (such as “Discern: Which civilization built this?” for a mason). This question should be approved by game staff (between games). The character can take this skill any number of times to represent training in multiple different fields, and each instance counts as an additional skill.

Profession - Master [Specific Profession]

Cost: 3

Prerequisites: Profession - Journeyman in the chosen area.

The character has mastered her chosen profession. She can perform the most complicated tasks and has a deep knowledge of lore associated with that mastery. The character’s mastery earns income represented by earning 9 Coin at the beginning of each game, in addition to what they earn from their Apprentice and Journeyman skills. This amount is never increased by having additional Master-level professions. In addition, the character can choose one additional Profession-related Discern question and can ask it at-will (such as “Discern: Does this stone wall seem to be moveable?” for a mason). This question should be approved by game staff (between games). The character can take this skill any number of times to represent mastery of multiple different fields, and each instance counts as an additional skill.

Potential Professions: Soldier, Hunter, Sailor, Wagoneer, Factor, Mercenary, Builder, Fisher, Scribe, Herbalist, Undertaker, Executioner, Merchant, Charlatan, Chiurgion, Teacher, Demon Hunter, Famulus, Magistrate, and other Professions with game staff approval.

Artisan - Apprentice [Specific Art]

Cost: 1

Prerequisites: None

The character is a crafter or artisan with basic skills, capable of creations that are functional or that show the beginnings of artistic greatness. Productions that require more significant skill may need supervision or guidance. The character can create a wide variety of simple works and will have knowledge related to their craft. The character can create and sell works to earn 3 Coin at the beginning of each game. Each Artisan skill is treated as a separate skill, and this skill can only be taken once per specific art but may be purchased multiple times to represent training in multiple different arts.

Artisan - Journeyman [Specific Art]

Cost: 2

Prerequisites: Artisan - Apprentice in the chosen area.

The character is an accomplished crafter or artisan in her field. She is proficient with the tools of her art and can produce works of obvious artistic merit. The character can create and sell works to earn 6 Coin at the beginning of each game in addition to what they earn for Apprentice. In addition, the character can choose one Craft-related Discern (such as “Discern: How valuable is this painting?” for a painter) question and can ask it at-will. This question should be approved by game staff (between games). Each Artisan skill is treated as a separate skill, and this skill can only be taken once per specific art but may be purchased multiple times to represent training in multiple different arts.

Artisan - Master [Specific Art]

Cost: 3

Prerequisites: Artisan - Journeyman in the chosen area.

A master artisan has achieved the highest levels of proficiency and artistic achievement. She can do normal tasks within her craft with almost unthinking ease and is capable of creating masterworks with sufficient effort. She is well suited to guiding newer artisans and knows the nuances of her art as well as the surrounding social landscape around it. The character can create and sell works to earn 9 Coin at the beginning of each game in addition to what they earn for Apprentice and Journeyman. In addition, the character can choose one additional Craft-related Discern question and can ask it at-will (such as “Discern: How long ago was this sculpted?” for a sculptor). This question should be approved by game staff (between games). Each Artisan skill is treated as a separate skill, and this skill can only be taken once per specific art but may be purchased multiple times to represent training in multiple different arts.

Potential Artisans: Poet, Bard, Potter, Jewelry-maker, Troubadour, Skald, Storyteller, Musician, Painter, Actor, Goldsmith, Tattoo Artist, Taxidermist, and other arts with game staff approval.

Tracking

Cost: 4

Prerequisites: Profession - Apprentice

A character can only learn Tracking if she has at least a Profession - Apprentice skill that would give her a reason to know how to track, such as: hunter, trapper, bounty hunter, or even detective. A character with the Tracking skill can follow a trail. Tracking trails will be marked with green flags marked with a white circle (called a “Halo”), and these flags must be ignored by anyone without tracking, just as all players

ignore anything marked with the Halo sigil. If there is a card attached to a green flag with a Halo (a tracking flag), or if there is information on the back of the flag, a Tracker can read that information, which will usually give clues about the creatures leaving the tracks.

Lay Armorer

Cost: 2

Prerequisites: None

By spending a Slow Count of 60 out of combat mending a suit of armor, the suit can be returned to full Armor Points. The armor need not be removed. The armorer should mime repairing and fixing the armor but should be careful not to touch the armor's wearer without consent. This is a Touch Mending Effect. The Call is "Mend to Full".

Field Armorer

Cost: 5

Prerequisites: Lay Armorer, Apprentice Tinkering {M}

By Focusing for a Quick Count of 100, a suit of armor can be Mended for 3 Armor Points. The armor need not be removed. The armorer should mime repairing and fixing the armor but should be careful not to touch the armor's wearer without consent. This is a Touch Mending Effect. The Call is "Mend 3".

Thieving Skills

Basic Lock Skill

Cost: 5

Prerequisites: None

The character can attempt to pick mundane and magical locks. See the Traps and Locks chapter for details. Without this skill, characters will always fail to pick locks of all kinds. This skill allows the character one attempt on each magical lock. Generally, a character must carry her own lockpicks and lock wands.

Basic Trap Skill

Cost: 5

Prerequisites: None

This skill allows a character to attempt to temporarily disable traps. See the Traps and Locks chapter for details. Without this skill any attempt to manipulate a triggered trap, including moving it, cutting wires, or anything else (other than simply avoiding it) will set the trap off, even if the trigger is not activated. The character may use props at hand, tools, or in-game items to stop the trap from going off. If the trap does go off, making its noise or performing whatever action indicates that it has been sprung, then the trap has gone off normally. There is no default prohibition about what can be done to the trap (i.e. wires can be cut, mechanisms jammed, etc.). However, the trap prop itself should not be damaged. A character with the Basic Trap Skill also has Resistance to all Effects and damage caused by a latch trap activating. This does not cause the latch trap to be disabled, or protect others that might be affected.

Advanced Magical Lock Skill

Cost: 2

Prerequisites: Basic Lock Skill

Allows the character to retry picking a magical lock. Each time they fail, the character must restart from the beginning, but may try the lock as often as desired. This will not prevent any negative effects from failure to pick the magical lock.

Advanced Trap Skill

Cost: 4

Prerequisites: Basic Trap Skill

This skill allows a character three specific benefits. First, when disarming a Triggered Trap (but not a Latch Trap), they may keep the trap card if they disarm the Trap successfully. Secondly, when opening a latch armed with a Latch Trap, the trap is automatically disabled and does not go off at all. The character may fold up a corner of the inside of the Trap Card to indicate it has been permanently disabled. Third, characters that have unused Latch or Trigger traps may set them as described in the Traps and Locks chapter. The exact details of the set trap must be noted with the trap itself, and the original description card of the trap mechanism must be included.

Fence

Cost: 3

Prerequisites: Basic Lock Skill, Basic Trap Skill

The character can turn in treasure and resources to game staff overnight, or between games, and sell or trade them. Basic Resources will return 1 Coin each. Crafted items will return either half the value of the components, or 1 Coin for Apprentice-level recipes, 2 for Journeyman-level recipes, or 3 for Master-level recipes, whichever is higher. Recipes that produce multiple doses will be marked down appropriately for the number of doses being Fenced, and values of less than 1 Coin will be rounded down to zero. Items that do not fall under the Crafting system will have their return determined by Staff.

Poisoner

Cost: 1

Prerequisites: None

This skill allows the character to apply poisons to weapons or other implements. Similarly, the poisoner can add poison chits to food. Without this skill, a character attempting to apply poison to food or to an implement will also take the effects of the poison.

Rumormonger

Cost: 2

Prerequisites: None

At the beginning of each Event, the player will be provided with a write-up of local rumors. These are rumors, so while some may be extremely informative, others may not reflect reality, or may reflect a distorted view of the facts.

Gathering Skills {M}

Forage {M}

Prerequisites: None

Cost: 3

The character can forage Bloom and Night Prizes from the wilderness. These items are scattered around the wilderness. They will be hidden in bushes, trees or sticking out of the ground. Night Prizes will often be slightly more difficult to find, hiding on the backsides of rocks, under logs, or in caverns. Anyone can see bundles of Forage, but only those with the Forage skill can collect it (or do anything with it). In order to collect it you must use a specialized sickle or knife and roleplay for a Quick 100, slowly collecting up the bundle of Bloom or Night Prizes. The character can Forage up to 20 Bloom and 20 Night Prizes per Long Rest.

Skin {M}

Prerequisites: None

Cost: 3

The character can skin animals for Hide, or can collect Harvest from monsters with this skill. Rarely powerful or rare monsters may drop raw Scale that need to be cured before it can be used. A character with this skill can use a knife or other sharp tool (which may be a Hand size weapon, or smaller) to roleplay skinning and harvesting parts from the monster or animal for a Quick 100 and will let the monster or animal portrayer know they are using Skin. The portrayer will turn over all Hide or Harvest that the player can take. Occasionally, especially while gathering Harvest, some side effects can occur. The skinner may be burned by acidic blood, or catch a disease, or be poisoned by exploding stomach gasses. The portrayer of the creature with the Hide or Harvest will call the negative effects.

Prospect {M}

Prerequisites: None

Cost: 3

The character can prospect for Rare Minerals or metal Ingots from the wilderness. Characters may discover mines that can be used to prospect for Ingots, or deposits where Rare Minerals can be collected.

At either a mine or a deposit, the character should read the information card (and only characters with this skill can read the information card) at each location for specific information. By default, the character will use their specialized hammer or pick to roleplay chipping rock, sorting through nuggets, etc. for a slow count of 300. Multiple characters can use the mine or deposit at the same time. After the required duration, the character will follow the instructions on the information card, which will normally be to randomly choose a resource card which will grant between 0 and 3 Ingots or Minerals. Some of these cards may indicate something bad happening to the character like a rockslide or inhaling poisonous fumes. In these cases the effect will also be written on the card. The character may prospect at each mine or deposit once per Long Rest.

Example: Roger finds two deposits, and knows the location of three mines. After a Long Rest, he makes a circuit, stopping at the deposits and mines, spending five minutes at each to prospect. At each one he receives a number of metal Ingots (mine) or Minerals (deposit). He can't get

anything more from any of those five locations until after the next Long Rest. After the Long Rest, he then can prospect again at each location.

Crafting Skills {M}

These are the basic crafting skills players will choose in order to create items in game. Please see the Crafting chapter for more information.

Apprentice Alchemy {M}

Prerequisites: None

Cost: 3

The character can craft potions, poisons, elixirs, and other alchemical items of basic difficulty. The character can also add poison chits to food. Without this skill, a character attempting to apply poison to food or to an implement will also take the effects of the poison.

Journeyman Alchemy {M}

Prerequisites: Apprentice Alchemy, 4th level character

Cost: 4

The character can craft potions, poisons, elixirs, and other alchemical items of intermediate difficulty.

Expert Alchemy {M}

Prerequisites: Journeyman Alchemy, 10th level character

Cost: 5

The character can craft potions, poisons, elixirs, and other alchemical items of third-tier difficulty.

Master Alchemy {M}

Prerequisites: Expert Alchemy, 20th level character

Cost: 6

The character can craft potions, poisons, elixirs, and other alchemical items of advanced difficulty.

Apprentice Tinkering {M}

Prerequisites: None

Cost: 3

The character can craft basic engineering and tinkering items. These can include armor patch kits, basic items such as swords, and other engineered items.

Journeyman Tinkering {M}

Prerequisites: Apprentice Tinkering, 4th level character

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Cost: 4

The character can craft intermediate engineering and tinkering items.

Expert Tinkering {M}

Prerequisites: Journeyman Tinkering, 10th level character

Cost: 5

The character can craft third tier engineering and tinkering items.

Master Tinkering {M}

Prerequisites: Expert Tinkering, 20th level character

Cost: 6

The character can craft advanced engineering and tinkering items.

Apprentice Enchanting {M}

Prerequisites: None

Cost: 3

The character can pull Foundation Resources from the ether and enchant basic items for a period of time. These can give extra armor, extra shield points, or more miraculous effects.

Journeyman Enchanting {M}

Prerequisites: Apprentice Enchanting, 4th level character

Cost: 4

The character can pull multiple pieces of foundational energy from the ether and enchant more advanced items for a period of time.

Expert Enchanting {M}

Prerequisites: Journeyman Enchanting, 10th level character

Cost: 5

The character can pull multiple pieces of foundational energy from the ether and enchant even more advanced items.

Master Enchanting {M}

Prerequisites: Expert Enchanting, 20th level character

Cost: 6

This skill allows the character the ability to create powerful enchanted objects.

Apprentice Divine Ritual Magic {M}

Cost: 3

Prerequisites: None

The character can perform any Apprentice Divine rituals.

Journeyman Divine Ritual Magic {M}

Cost: 4

Prerequisites: Apprentice Divine Ritual Magic skill, 4th level character

The character can perform any Journeyman Divine rituals.

Expert Divine Ritualist {M}

Cost: 5

Prerequisites: Journeyman Divine Ritual Magic, 10th level character

The character can perform any Ritualist-tier Divine rituals.

Master Divine Ritual Magic {M}

Cost: 6

Prerequisites: Expert Divine Ritualist, 20th level character

The character can perform any Master Divine rituals.

Apprentice Arcane Ritual Magic {M}

Cost: 3

Prerequisites: None

The character can perform any Apprentice Arcane rituals.

Journeyman Arcane Ritual Magic {M}

Cost: 4

Prerequisites: Apprentice Arcane Ritual Magic skill, 4th level character

The character can perform any Journeyman Arcane rituals.

Expert Arcane Ritualist {M}

Cost: 5

Prerequisites: Journeyman Arcane Ritual Magic skill, 10th level character

The character can perform any Ritualist-tier Arcane rituals.

Master Arcane Ritual Magic {M}

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Cost: 6

Prerequisites: Expert Arcane Ritualist, 20th level character

The character can perform any Master Arcane rituals.

Mastercrafter {M} (4)

Prerequisites: Master level of one Crafting Skill and Artisan - Apprentice.

Cost: 6

Once per event, the crafter may create an item that she can submit to game staff for an artistic boon. An artistic boon will be a special benefit granted to that item, often at random. Depending on the setting, gaining the artistic boon may have some in-game process, such as being left to absorb power in an Arcane Kiln, or getting the blessing of some powerful being. This skill may only be taken once per Apprentice Crafting skill the crafter has. If the mastercrafted item falls into a category of item for which the character has Artisan skill (such as Tinkering a sword and having Artisan - Weaponsmith), the chances of good or multiple boons will be increased. Exceptional, immersive items (items submitted for a boon along with a physical prop of high production value) that are submitted have a chance of gaining more powerful boons than others.