

Classic D&D Skills

A d% System

Rules by: Havard Frosta and Brian Mathers

Basic Mechanics

When you are attempting any non-combat action, roll a d% below a number.

Unskilled (Ability Check): Roll below your Ability Score +10%.

Example: A character with a 16 Strength making an unskilled Climb check takes their 16 and adds 10 for a total of 26. This 26 serves as 26% that the character must roll under to attempt a successful climb. Actions or traits such as equipment or claws may add to this number or may render a check unnecessary. A GM should only check if there is dramatic chance of failure.

Skilled

If you possess a relevant skill, roll d% below your Ability Score and add the bonus from the following chart:

Level Range	% Bonus
1 st - 3 rd Level	+30%
4 th - 14 th Level	+50%
15 th - 25 th Level	+60%
26 th - 36 th Level	+70%

The system should replace all previously held ability and general skill checks from the game.

Optional Rule: Expertise

At the GM's discretion, characters may add one of their skill points to gain "Expertise" in a skill field. This Expertise treats the character's ability score as double for the purposes of skill totals.

Example: Talon the mercenary has a 16 Wisdom and spends 2 skill points to gain Expertise in "Perception". For the purposes of this skill the 16 is treated as 32 (16x2) and then adds the Skill bonus, which for 1st level is +30%. Final total is 62% (32+30). A very sharp sensed fellow indeed.

Suggested Skill List

Starting Skills: 4

Starting Thief Skills: 6

Rate of New Skills: Every 4th level after 1st (5th, 9th, 13th, 17th, and etc). The character gains 1 skill point to either buy a new skill, gain expertise in an existing skill (with GM's permission) or purchase a *Special* (Noted below)

At the start of play characters can put their skill points in the following areas. This is just a suggestion and a GM is certainly encouraged to add Skills they see fit.

Strength

Athletics – Covers actions such as Jumping, Swimming, & Climbing

Craft – Strength based crafts such as smithing or mining.

Intimidation – Using presence and power to coerce a target to do something.

Dexterity

Acrobatics – Includes flips, cartwheels, and balance

Craft – Dexterity based crafts such as glassblowing or rope-making.

Delicate Tasks – Deals with both lockpicking and handling traps.

Escape Artist – Used to break binds or out of irons. Skill total is modified depending on type of binding and quality of material.

Performance – Includes physical spectacles such as knife throwing or dancing

Riding – Depending on the GM this can be an all-encompassing skill, or it can be split up based on animal.

Sleight of Hands – Includes picking pockets or removing objects from a location as quietly as possible.

Stealth – Includes both hiding and moving silently.

Constitution

Often used for raw stamina or endurance. A character might petition the GM to gain a skill bonus if they feel their character is quite enduring, such as a specialization in holding their breath.

Intelligence

Lore: Specialized form of knowledge that includes subjects such as: Arcana, Engineering, Geography, History, Laws, Arcane Engineering, Nature, Religion, Nobility. GM may add more depending on the wants and needs of the campaign

Wisdom

Cooking – Includes creating a fire and cooking an item until it is safe to eat.

Craft – Covers more cerebral crafts such as artistry or writing.

First Aid – Treatment of wounds. A successful treatment takes time and typically heals between 1d4 and 1d4+1 points of damage depending on treatment used, environment conditions, and skill roll.

Lip Reading – Allows character to interpret what is being said by lip movements alone.

Navigating – Using charts, equipment, and natural landmarks such as geography or the stars to navigate the party. Character receives bonus depending on equipment available and landmarks they can use to help pinpoint their location.

Perception – Allows the character to notice the world around them. This can include finding secret doors, hidden figures, and traps.

Tracking – Allows the character to track target using footprints, environmental disruption such as broken branches, scent, and fur deposits.

Sense Motive – Senses the motives and possibly the alignment of an individual the character is dealing with. Bonuses and penalties typically apply depending on race and what features the creature may have (a truly alien looking creature has fewer tales than a character dealing with a humanoid like an Elf or a Dwarf)

Charisma

Bluff – The ability to bluff, lie, or deceive a target. Penalties and bonuses can be applied depending on how vigilant or trustworthy the target is.

Diplomacy – Honest and fair negotiation. Penalties and bonuses can be applied depending on how flexible or inflexible an opponent is.

Disguise – Using makeup, wigs, and superb acting, the target can disguise themselves and perhaps pretend to be a specific person altogether. Bonuses and penalties are applied depending on familiarity with a specific subject, quality of makeup, and other factors.

Etiquette – Skills in comporting oneself in a formal setting. This includes eating the right cutlery and holding pleasant, if rather stiff conversation.

Gambling – Covers the ability to gamble in a game. Games covered by this skill are games that typically require some form of psychology, bluffing, or second guessing to win. Participants roll a

Gambling (or Charisma check) lowest successful d% roll wins the pot. If all participants roll above, then the one who fails the least (the one closest to their d%) wins.

Performance – This covers more cerebral performances such as poetry reading, singing, and acting.

Thief Note: Obviously this allows other classes to take skills that were normally reserved for Thieves. This is somewhat compensated by allowing Thieves to have skill points. They also keep such actions as *Backstab*, *Read Languages*, and *Use Magic Scrolls* as natural skills. *Read Languages* is a 4th level ability that is tied to Intelligence and treated as if the Rogue had put a skill point into it (they can also spend a point to gain Expertise at GM's discretion). *Use Magic Scroll* is a 10th level ability that a Thief is treated as having a point in (Like above, they can gain Expertise at GM's discretion).

Specials

Characters may not be interested in having skills and instead may want special abilities. Below are *Specials*. These cost a single point and grant the character some kind of ability. Like above, extra Specials can be added at the GM's discretion.

Danger Sense: Allows an additional Perception check to avoid surprise, wake up if danger is near, or other acts that can act as almost supernatural warning.

Rapid Fire: Allows the character to make 2 bow shots at a -3 penalty to each.

Rapid Reload: Reduces reloading of mechanically based weapons (Crossbows, Pistols) by 1 round.

Dodge: Adds +1 AC when wearing Leather or lighter armor.

Blind Shooting: Allows the target to shoot while blinded at only ½ penalty (generally at -2 instead of -4).

Quick Draw: +2 to Initiative when using bows or small weapons (such as daggers or slings).

Prepare Poison: Grants the target the skill: Craft Poison (Wisdom). They can also prepare poison on their weapons without the possibility of poisoning themselves due to accident.

Martial Arts: The character is dangerous even without weapons. They are always treated as *Armed* even against characters who brandish a weapon. Their attack deals 1d4 + Strength instead of 1d3 for man-sized and 1 for small creatures.

Optional: Racial Traits

The following is altering racial traits generally found in the iconic races of fantasy tabletop, specifically Men, Elves, Dwarves, and Halflings.

Dwarves

Stonelore (Intelligence): Dwarves begin play with the 'Stonelore' skill for free. This skill allows a Dwarf to detect things such as sloping passages, workmanship in stone or metal, traps that are based in stone (such as falling stones or a dart system in a stonewall), and gem-type with a rough idea of the value. A Dwarf is treated as trained in this skill and begins with a base 30% plus Intelligence score.

Elves

Keen Senses (Wisdom): Elves begin play trained in Perception with a +5 bonus due to have some of the best senses in the game. Perception is a Wisdom based skill with a base of 35% plus attribute. Not only do Elves have great senses, they can passively notice things such as secret doors or obscure walls. This score is derived by taking the Elves total Perception (Base + Attribute) and halving it (round-down).

Halflings

Stealthy (Dexterity): Halflings begin with the Stealthy skill with a +5 bonus due to their small build and expertise at avoiding detection. Stealth is a Dexterity based skill that includes both hiding and moving silently. The base of this skill for a Halfling is 35% plus Dexterity.

Humans

Quick Learner: Humans begin play with 1 extra Skill of choice. This can be spent to buy an extra skill, add Expertise to a skill they have already purchased, or buying a Special (See above).