Skills

By Robin

This is again one of my compilation works using the source list as presented here;
http://www.pandius.com/Monster_Manual_sources.pdf .

Any 1st level character begins with at least 4 skills; these are reflections what the character has learned in his youth. If the character has a higher Intelligence than he gains another skill for each Intelligence bonus the character has from his Intelligence score. This means that if he has Intelligence of 13-15, he has one extra skill, 16-17, he has two extra skills, and 18, and he even has three extra skills. Some nationalities or races have another way of raising their youngsters, by schooling them as an example and enable the character some extra skills. But this is rare and the amount of skills attained this way is never more than 2 in total. All these skills are determined by several factors. The character could have chosen them himself; some can be chosen for him; some are based upon the character's race, culture, religion, nationality, social class, profession of parents, the character's origin and who knows what more.

How are skills used.

Each general skill is based on one of the character's abilities (Strength, Intelligence, Wisdom, Dexterity, Constitution and Charisma). To know the score of a single skill a character begins with roll 8+1d10, that was the score equal to that from the last teacher, if this is higher than the ability the character has, the score is derived from the use ability instead. For example a character has Intelligence 14, and has a knowledge skill learned from a teacher who had a score of 12 for that skill, then the character will also have only a 12 on that skill. But if the teacher had a 15, his skill score would be 14 basically, his own limit. Whenever a character's skill is appropriate to the current situation, the player rolls a 1d20 against his current score with the ability. If the roll on the 1d20 is equal or less than the ability score, the skill use succeeds. A roll of 20 always fails, no matter how high the chance for success. For example, if the character is riding a horse and the horse is suddenly spooked and begins rearing. The character's player than rolls 1d20 against his skill score. If the character's skill ability is a 15, the player has only to roll a 15 or less to successfully use the skill. This roll is called a "skill roll" or "skill check". A successful check means the character succeeds in the task he was attempting. If a character is trying to track an animal through the forest, and he successfully makes his tracking skill check, then he is able to follow the tracks of his prey. Of course, to use a Skill, the character must have any tools and materials needed to do the job. A carpenter can do very little without his tools, and a smith is virtually helpless without a good forge. The character must also have enough time to do the job. Certainly, carpentry Skill enables your character to build a house, but not in a single day. Some Skill descriptions state how much time is required for certain jobs. Most, however, are left to the DM's judgment.

Races, classes and their skills

Most creatures have 4 beginning skills, with additional skills according the Intelligence bonus. The only exception to this rule is the Nagpa who has 6 beginning skills. Lots of skills are compulsory for the different species of creatures, as listed below, or in the racial description. Only characters not raised according their class or race aren't obliged to follow the compulsory skills, they are often trained in other ways, and thus will have pother skills.

Race/class	Compulsory skills	Advised skills	
Bard	Music	Story Telling	
	Skald	Art	Singing
Cleric	Honor Immortal	Codes of Law and Justice	Detect Deception Riding
Druid	Honor Immortal	Knowledge Plant	Hunting Tracking
	Honor Nature	Horticulture	Farming or Woodsman profession
	Knowledge local animals		
Forester	Alertness	Danger Sense	Signaling Elf/Forester
Fighter	Military Tactics	Riding	Muscle
		Intimidate	
Magic-User	Knowledge History	Knowledge Magic	Knowledge Planar Geography
	Riding	Sciences	
Thief/Rake/Scout	various		

Lycanthropes and skills.

Newly infected Were-creatures have no skill slots to spend. They must gain experience as a Werecreature before learning any skills. A Lycanthrope gains one skill at each level through 1st except cub. A whelp has thus 1 skill slot, a Scamp 2, a normal monster has 3, and a 1st level Lycanthrope has 4. If he has a 13-15 Intelligence, which would lead to an additional skill, he may spend this at 1st level; if he has an Intelligence of 16-17 he may spend this at normal monster level and the second at 1st level. When he has an Intelligence of 18, he may even add a skill slot at Scamp level, further as if he has an Intelligence of 16-17. Further he follows the same order of gaining skills as any other creature. The skills **Fighting Instinct, quick Change, Resist Wolfsbane, Self Control, and Transformation** can be learned without a teacher, but will take a full moon (four weeks=28 days) of training and trying. This period must include a full circle of moon changes. So he can't start it at full moon, but must at least start 4 days ahead, or after full moon.

Humanoids and skills

Many skills simply don't exist in Humanoid culture. These are the skills that are normally found in highly developed civilizations, such as poetry, dance, entertainment, art, philosophy, law, alchemy, science skills, papermaking, most agricultural skills, navigation and most aquatic skills, raising and handling horses, and basically anything that could be perceived as an Elven skill, and so on.

Learning More Skills

Character's skills can be increased to higher scores. Simple use more skill choices to Improve skill rolls, and the character will get a +1 bonus to his rolls for each skill choice spent on that skill. A skill choice can be used to either improve an existing skill or to get a new skill, not both.

Example: Alaric has only a Charisma of 12, yet as a youngster he wants to be a natural leader. Instead of more different skills he fixed his attention on the Leadership skill, and used three skill slots on that skill. The first slot gives him the leadership skill; he must use his Charisma of 12 as a maximum limit. But now he adds 2 to his roll (1 basic skill slot +1 for each skill slot used to Improve) to make his skill limit of Leadership 14 instead of 12. If his skill is lower than the ability based upon, the extra skill slots count from that number. So if he ever improves his skill later, it will affect that also.

A skill can be altered when the ability it is based upon is increased or decreased. So when a character is severely wounded and his Constitution is affected, his Constitution skill can be affected accordingly. This chance is never more than the change of the ability. So if an ability is reduced by 2, the affected skills are also reduced only 2 (even if they were different from the ability originally). A drunken character will have all his abilities at –4, thus also all his skills.

Improving Skills

The character can choose more skills or improve existing ones. All characters and races get a new skill slot for every four-experience levels, according to the following table. Nagpa and Tabi gain more skills in addition to this list. A new skill **can't** be instantly used or be chosen when a new experience level is gained, the character needs to find a teacher to learn the skill, and uses time and money to learn the skill (even when autodidactive).

Chances to learn a skill from another character trained in the skill.

A Character needs always training to gain a skill or skill improvement, he could do it himself or use a teacher. The chance to find a teacher by questioning around is determined in the table, by a single roll for each week searching, but this teacher, if found, could be localized up to 500 miles away. The higher ranking specialists are more likely to be found in large cities than in smaller villages. And the chance to be accepted must be rolled separately. When a skill is learned from a character of a rank lower than the student could attain according to his character ability, it

Skillslots	Moment gaining new skill slot based on Experience level or xp			
Initial # skill slots	Human(oid)	Dwarf	Elf	Halfling
4 (+1/Int bonus) (Nagpa 6)	1	1	1	1
1	5	5	5	5
1	9	9	9	300.000xp
1	13	1.200.000xp	1.350.000xp	1.500.000xp
1	17	2.000.000xp	2.350.000xp	2.700.000xp
1	21	2.800.000xp	3.350.000xp	3.900.000xp
1	25	3.600.000xp	4.350.000xp	5.100.000xp
1	29	4.400.000xp	5.350.000xp	6.300.000xp
1	33	5.200.000xp	6.350.000xp	7.500.000xp

will never be higher than that of the teacher. When he finds a teacher of only Journeyman (that means the teacher's skill is 9 to 12 high), he learns the skill as being a Journeyman rank, even when his own ability would suggest that it would be higher. The character can later learn how to improve his ranking, up to the ranking his ability would suggest, by studying himself (he is Student and Trainer as well, and thus has 1% chance to improve) for the normal time used to train. If he is unskilled, he has a maximum of 1% chance to learn to improve each week. * He can't try to teach others his skill, since even if he succeeds to become skilled, he makes to many mistakes to learn the skill rightfully to others, and thus this would always fail. A character can improve his skill above what is possible for the same cost in time and gold, as it would take to again another ranking.

Students Knowledge	current Skill	Trainer's knowledge						Time needed	Cost/week
		Apprentice	Skilled	Journeyman	Expert	Master	Grand-Master		
None	0-2	1%*	0%*	80%	95%	99%	99%	1 week	100gp
Apprentice	3-5	-	1%*	50%	70%	90%	95%	2 weeks	250gp
Skilled	6-8	-	-	1%*	40%	60%	80%	4 weeks	500gp
Journeyman	9-12	-	-	-	1%*	30%	50%	8 weeks	750gp
Expert	13-15	-	-	-	-	1%*	20%	12 weeks	1000gp
Master	16-18	-	-	-	-	-	1%*	16 weeks	2500gp
Chance to find teacher, and Chance to be accepted by teacher		0	1d10	1d8	1d6-1	1d4-1		number of pupils(1d3 ranks lower)	
None	0-2	0%*	0%*	30%	15%	11%	1%	1%*= is also Selfstudy Chance	
Apprentice	3-5	-	0%*	50%	30%	20%	5%		
Skilled	6-8	-	-	70%	45%	35%	15%		
Journeyman	9-12	-	-	-	60%	50%	30%	0%*= Only Journeymen or	
Expert	13-15	-	-	-	-	65%	45%	higher ranking	
Master	16-18	-	-	-	-	-	60%	specialists can be teachers	

Example; Alaric with a Dexterity of 16, has the possibility to learn a new skill as a Bowyer (bow maker) because he gained enough experience, he must search for a teacher. After a week he could only find a Journeymen (since this is the lowest ranking which is able to learn the skill to others), thus could only get as high as 12 for the Bowyer skill. Still he accepted, since there where no other teacher's in the region of higher ranking. It took him 1 week to become apprentice and another 2 weeks to become skilled at the cost of 250 gp per week. He failed his training roll to become Journeyman (which was only 1%). He now had used 7 weeks of training that did cost him 850 gp.

If he wanted to use the skill to his fullest (thus according to his ability of 16), he had two choices. The choice of finding another teacher who could train him further, or do it himself or with the same Journeyman at a chance of 1% per time period needed to gain the new ranking.

Let's say he tried to do it himself, since he was now in no dire need of new adventure and had enough time on hand. By doing it himself he didn't need to do menial tasks students often had to do, but he had to rent his own residence and also take care of food etc., which was otherwise supplied by the teacher. He studied and studied and tried and tried, and finally after a period of 1 years (12 x 4 weeks at 500 gp costs each, for a total of 6000 gp) he rolled a 1 on his 1d100 and gained another ranking, and became so a Journeyman.

He then heard rumors of the danger of an Impending war where Bowyer's could be needed, and decided that it would take to much time to do it all by himself. So He searched for a more experience teacher. It took him 2 weeks to find the legendary Grand Master Garry who was also attracted to the rumors of a new war and more profits. He offered his help to Garry for training. Since Alaric was now Journeyman and had a basic ability of 16, Garry saw the possibilities of creating easily (50% chance) an expert Bowyer, and thus accepted. Alaric paid the good man 750 gp, and trained for 8 weeks successfully and so became an expert.

Totally it did take Alaric 1 week (searching) +1 (apprentice) +2 (Skilled) +4 weeks training (last 4 unsuccessfully) + 12 x 4 weeks self-study (Journeyman) +2 weeks searching + 8 weeks (Expert) training =56 weeks (1 year + 4 month and 2 weeks). It did cost him a total of (100 apprentice) + (250 x 2 journeyman) + (12 x 500 journeyman) + (750 expert) =7350 gp. At least he would have no more difficulties of finding work now.

If they money was too low to pay this in the time used, it could prolong the time of being of lower skilled rank much longer, unless payments are done. (Alaric could have stayed an apprentice indefinitely if he could not acquire the money to become skilled, a common case in most situations, though he still would be paid according his skill level).

If he wanted to become Master (his normal limit since the ability based upon is only 16), he needs training under the guidance of Garry at 20%, or by self training at 1% chance, for each 12 weeks at 1000 gp/each week, which could only be done after the war, if he had enough time. So after the war he chose for self training for another long period of time at 1% chance per 12 weeks at 1000 gp each week to become Master and 1% chance per 12 weeks at 1000 gp each week to get a +1 bonus to his skill. He rolled his first 1 on 1d100 after 16 tries and the second after 23 tries. In total it thus took him (16+23=39) x 12 weeks=468 weeks=9 years and 3 months (thus costing a tremendous total amount of 468.000 gp). Also take in mind that if you learn directly from a higher ranking skill teacher, that time and costs have been used to acquire the score for the character, and thus would be much more expensive. In the case of Alaric at the same success/time rate 468+56 weeks at 1000 gp a week. Which is not 7350 gp but 56.000gp. So study from lower ranking teachers is cheaper, but lasts longer.

If Alaric would have had the chance to improve his Intelligence by Magic for 2 points, then he could now even become a Grand Master Bowyer, as long as the magic would last. He could also spend more skill slots to Improve in the skill instead of relying on unreliable magic). If he instead got a major accident and thus lost an Intelligence point (16 to 15), he would fall back to Expert Bowyer, even if his training made him Master. This is due the difficulty understanding the master principles. Extra skill slots used for the same skill are affected accordingly.

It can clearly be seen that you can only become Grandmaster by self-study or by a Grandmaster at 1% chance per 16 weeks at 2500gp/week. This also clearly explains why Grandmasters are so rare, and well known.

It is very rare for a teacher to take on a new pupil when he still has others. If he is willing though, the pupil will often be send to one of his former successful pupils of lower rank. Many craftsmen are more accomplished in their fields than player characters, having devoted all their energies to Improving a single Skill. Likewise, old masters normally have more talent than young apprentices—unless the youth has an exceptional ability score. However, age is no assurance of talent. Remember that knowing a skill and being good at it are two different things. There are bad potters, mediocre potters, and true craftsmen. All this has much less to do with age than with dedication and talent.

What Different Rolls Mean

If skill is:	The character has this level of skill;	and is named:
3-5	**Very Basic Skill Ability**	**Apprentice**
	Can do undemanding tasks (ones not requiring skill checks)	
	Mostly fails difficult tasks.	
6-8	**Fair grounding in skill**	**(Skilled) Student**
	Can do competent work	
	Often fails difficult tasks.	
9-12	**Solid Grounding in skill**	**Journeyman**
	Can train Apprentices, And Students	(Weapon Master Skilled)
	Often succeeds in hard tasks	
	Sometimes known by deeds	
13-15	**Excellent command of skill**	**Expert**
	Can train Journeymen (who are especially trained Apprentices)	
	Almost always finds work	
	Usually succeeds in hard tasks.	
	Known by deeds	
16-17	**Marvelous command of skill**	**Master**
	Can train Experts	
	Always finds work	
	Can act as efficiency expert	
	Well known by name and/or Deeds	
18	**Genius command of work**	**Grand Master**
	Can train Masters	
	Always finds work	
	Can act as efficiency expert	
	Uses skill with amazing results (masterpieces and classics of his field).	
	Very well known by name and/or Deeds	

For a standard comparison, here's what different levels of skill rolls mean to a character.

Skill Modifiers

When the character is using a skill, it can be possible that the skill will be easier to or more difficult to complete successfully (your DM will know this, and apply any modifiers). Factors that can affect a Skill check include availability and quality of tools, quality of raw material used, time spent doing the job, difficulty of the job, and how familiar the character is with the task. Circumstances, which make a job slightly harder, warrant a –1 or –2 modifier. Those which make the job substantially more difficult warrant a –3 to –4 modifier. Those which make the job very hard—such as not being able to see, working on a rolling deck of a ship during a severe storm, etc, —can warrant modifiers of –5 on to –10 or even –15. On the other hand, circumstances, which make the job easier—such as having all the materials needed, having lots of help—warrant positive modifiers at the same approximate scale. The character always has a chance of success, however bad the odds, as long as it is remotely possible to succeed. A natural roll of 1 on 1d20 is always an automatic success if possible, as a 20 is always a failure, even when possible.

Using Skills Together

Often, when the character making his skill roll has failed, all the other characters with the same skill will say:"he failed? Let me make my skill roll!" This isn't a good thing, since every task will thus become eventually successful. Instead the circumstances which let one character fail, also lets the others fail. As an example tracking an animal, could be losing the tracks because the animal went into the trees, or rain obscured his path, or some other cause—whatever the reason, there are no tracks to find. Therefore, the other characters can't make their own tracking skill rolls here.

However, sometimes it's reasonable for two or more characters to use their skills together to solve a task. For example, when two healers are trying to diagnose a disease, two heads may be better than one. In such a case, the characters choose which of them is the Chief-Problem-Solver for this situation (usually this is the character with the highest skill), and that character and others with the same skill make their skill rolls. The Chief-Problem-Solver gets a +1 modifier to his roll for each of his friends who made the roll, and a –1 for everyone who failed. The bonus can never be more than +3, as having too many assistants is sometimes worse than having none.

Another way to solve this problem is by making one single roll, and if another character tries his skill too, but after the first character did try, then use the same roll, to check. But the DM may warrant penalties or bonuses as normal together with additional ones. Example; in the case of tracking, the first character, could have disturbed the original tracks. If his failure was greater than 4, give the rest of the failure as a penalty to the second try.

Using Skills Against Each Other

Sometimes situations will come up where two skills are in conflict. A character with Deceive may try to fast-talk a character with Detect Deception, or two Bargaining characters may haggle. The outcome of the skills in these cases is the one who makes his skill roll by the most. When a tie-roll occurs, a re-roll can be made for a clear situation, or the situation becomes unchanged.

Using Skills for the Group

Although a character with the Bowyer skill can make Bows for everyone, he can't do this for free, materials have to be bought, equipment used and maintained etc. The normal price could be lowered no more than 50% according to the local price; otherwise the items could never be made. It is possible though to pay the materials and so from his own pocket and give the item as a present.

Ability Improving Skills

Although most abilities are permanent fixtures of a character changing only by magic or natural growth and aging, some skills enable a character to permanently improve the basic abilities a character has. This can only be done with a few Strength and Dexterity based Profession, Craft or Labor Skills (or specialized training procedures like weightlifting), and will take as many months + the adjustment of continuous work as the single step of the ability is improved to.

In this period nothing else can be done, no adventuring, study, long periods of neglect, food or water deprivations, lack of rest or whatever else, except the Craft, Profession or Labor itself. An appropriate skill check must be made for each month for this purpose only, based upon the adjusted skill in the Profession skill list. When this period is interrupted or a skill check failed, it must start all over again. In the craft/profession/Labor skill table they're marked by ♦ when Strength is adjustable or with ♣ when Dexterity is adjustable. Remember this adjustment will be completely lost at old age. If an ability is improved from 12 to 18, it must thus be improved from 12 to 13 to 14 to 15 to 16 to 17 to 18, and will take a minimum of 12+13+14+15+16+17+18=105 months = 8 years and 9 months. Elves multiply this by 20, Dwarves and Halflings by 5, Humanoids and Humans use the given number. There is a 5% chance that the first improvement (thus never more than 1 point) could also increase the genetic base. Any changes by other methods, magic, age, draining, growth, etc. will be based on these "natural" body abilities.

Time and manpower

So, how much time and manpower does it take to build things, make weapons and armor, and sculpt statues? First find out if the job is a craft; involves the making of a weapon, armor, artwork, a construction involves the making of a dwelling, building, ship, wagon, or public work (dam or road). The second to find out is the value of the item created (see "tables http://www.pandius.com/whatbght.html If it's a craft use the following method next. Look at the next table. Multiply the cost by the given divisor to get the number of days work. Remember Humans and most other races have working days of 8 hours, while Elves have 6 hours at most and Dwarves have 10 hours each day. Example; a piece of jewelry will cost 500 gp. Thus multiply 500 by the divisors of 1/20. The result is 25; this is the number of normal workdays the job will take. The last column reveals the minimum skill level a character must have to create an item of this level. If more than one person work on the same item, they all must have this minimum level. If it's possible for more people to work on the

Market value in gp	Divisor	Minimum Skill level
1-8	1/2	3
9-32	1/5	5
33-125	1/10	7
126-500	1/20	9
501-1000	1/50	12
1001-2000	1/100	14
2001-16.000	1/250	16
16.000+	1/500	18

same material, will take the same time divided by the amount of workers. If they fail their skill checks the item becomes flawed by 1% per failure point, if more than half fail the item will be ruined. And all time will be lost.

Value of job in Gp	Work force size	Boss's minimum skill level
1	1	3
2	2	3
3-4	2	3
5-8	3	4
9-16	3	5
17-32	4	6
33-64	4	7
65-125	5	8
126-250	10	9
251-500	20	10
501-1000	25	11
1001-2000	30	12
2001-4000	35	13
4001-8000	40	13
8001-16.000	45	14
16.001-32.000	50	14
32.001-64.000	55	15
64.001-125.000	60	15
125.001-250.000	65	16
250.001-500.000	70	16
+ each 100.000	+5	17

For constructions another method is used. An average of one day is needed for each 500 gp being spent in the construction. The larger a project is, the larger the work-force must be in order to maintain that one-day-per-500-gp figure. This is because most grandiose projects require more workers and speiali9sts, and with larger teams you'll see a little more inefficiency (failed skill checks) than with smaller teams. But the larger number doesn't make the project doesn't cost any more, the salaries of all the workers and cost of materials are figured in the construction costs table in :"What Can Be Bought". Most of the cost goes into material or labor costs, much goes into taxes.

Craftsman / Profession/Labor

This is a comprehensive list of different crafts and almost never can be fully complete, but at least we try. A craft is actually almost equal to a profession, with one basic example a craft creates an object that can be handled afterwards. A profession often handles several crafts at once.

A profession often includes knowledge and other skills. Though they are not used so intensively as when trained that skill singly, they still belong to that profession skill. Therefore these extra skills have basic penalties to use. When such a single extra skill is also taken as a skill slot, the penalty would instantly disappear. Study time in this case will be halved, at 10% higher chances.

These extra skills included in the profession are always rolled upon Intelligence, however when that ability is lower than the profession skills apply the adjustments from that ability instead. Ex. A Journeyman Boatwright his skill is 11 (his Intelligence is 13 so he could become an Expert), but his Strength is weak-8 (he's still young) so his Muscle skill (based upon Strength) will be not 11-3 (the adjustment for that profession)=8, but 8 (his Strength)-3=5.

A character can have no more than one craft or profession skill at once, but a craft or profession can be slowly replaced. A character will slowly learn the new skill and forget the old one. This means that when a character is allowed to take another skill, due to gained experience, he can exchange his profession/craft skill with another. This can be done only once in a lifetime, and takes at least 5 years minus the Intelligence bonus x years of the character to finish. In the meantime he has minimum knowledge of both professions. Thus only the basic skills are used (at 50% skill level), all extra skills included will not be usable anymore, unless both professions use this skill, or the skill is also taken singly.

A craft or profession skill is often passed from parents to children and thus an integral part of the character's life. It can also be learned from a "master", by learning the skill from a local craftsman, this will also effect the character's life as this often starts from early age (about 6) and will rarely be finished before the character reached adultery. When a profession skill is learned from a local guild it takes much shorter time to learn, with the same effect as learned from a single teacher, but then the character will be obliged to follow guild rules and laws, or suffer very hindersome or sometimes even dangerous effects. Almost any profession, but at least any craft belongs to nearby guild, which have often-great power.

Almost everybody has learn a Craft, Profession or Labor, either from its parental background (see character creation) or from a teacher, craftsman or workplace. To find out which craft a character has learned and became more or less adept in, find out its social class, then look in the following table. As can be seen some professions or crafts seem to run more often in one social class than others, and farmers and fishers are common. To know which craft, profession or Labor a character has find the social class and look in the following list, or roll a 1d100 and find under the class the craft.

Keep in mind that when a farmer is rolled while the character originates from and lives on an island or sea-bound nation, (which has more than 30% of its border that is either lake, or sea) that this has 75% chance to be a fisherman instead. This percentage is 25% in land-bound nations which still has many small lakes or rivers, or only 10% in other nations. Rockhome, the Dwarven nation has 2 large lakes thus has 25% of farmer being fisherman instead. Ierendi, a sea-bound nation has 75% chance of this, while a nation like Bellisaria(Alphatian continent) has only forest, thus only 10%. Of coarse, other sea- or land- bound professions (marked with *) will be exchanged by their opposite in according situations. In Bellisaria (Alphatia) no barge or boat maker would exist, but would have Cartmaker or Wagonmaker instead. The DM always must keep in mind if a profession would be logical in the nation the character originates from a horse trainer would be logical in grass bound Ethengar, but illogical in Frost bound Quedhar. The DM may insist the character to reroll, or choose the farmer/fisher solution (the easiest and most common choice). A player may be not content with the profession choice, but remember, this was an era where the parental guardians forced their offspring to learn what they wanted to have for him or her. The player must follow this rule, but may try to learn another profession he has chosen himself at own cost (monetary, time) and own social effects (parents may be discontent with the character and act accordingly). A good player may use this professional discontent as a role-playing hook.

When 'none' is given, the character has never learned any craft, profession or labor. He's still able to learn it at a later time if a skill slot is available. The reason for this lack of knowledge/training/work can be poverty or wealth. In either case, they have their own reason, not to learn a craft or profession. Instead they have learned other skills, related to their experiences in live according to their social class. A poor thrall, would rarely be able to learn, etiquette, dancing, or politics, while a wealthy noble rarely would have learned skills dedicated to manual labor.

Social Class Rank	Rich Noble Gold Wealthy/Rich	Typical Noble Silver Upper Class	Poor Noble Silver Middle Class	Rich Freeman Silver Middle Class	Typical Freeman Copper Low Class	Poor Freeman Brass Very Poor	Servant/Thrall/Vagabond Tin Squalid to Poor	Slave/Scavenger Dirt Very Squalid
Monthly Income 1d100	5000 / 10.000 sp / level	1000 sp / level	500 sp / level	500 sp / level	100 sp / level	40 to 50 sp	20 to 50 sp	10 sp
1	Advocate	Advocate	Advocate	Advocate	Assassin	Assassin	Assassin	Assassin
2	Advocate	Advocate	Advocate	Advocate	Advocate	Apothecary	Baker	Bricklayer
3	Advocate	Advocate	Advocate	Astrologer	Apothecary	Armorer	Barber	Bricklayer
4	Advocate	Advocate	Advocate	Astronomer	Armorer	Artisan	Barber	Butcher
5	Advocate	Advocate	Astrologer	Apothecary	Artisan	Baker	Bookbinder	Candlemaker
6	Advocate	Astrologer	Astrologer	Apothecary	Baker	Barber	Brewer	Candlemaker
7	Advocate	Astrologer	Astronomer	Architect	Barber	Blacksmith	Brewer	Canvasmaker
8	Astrologer	Astrologer	Astronomer	Armorer	Bargemaker*	Boatwright*	Bricklayer	Cobbler
9	Astrologer	Astronomer	Astronomer	Artisan	Bargemaker*	Bowyer	Bricklayer	Cobbler
10	Astrologer	Astronomer	Apothecary	Bargemaker*	Bowyer	Bookbinder	Broommaker	Canvasmaker
11	Astronomer	Apothecary	Apothecary	Blacksmith	Blacksmith	Bookbinder	Butcher	Canvasmaker
12	Astronomer	Apothecary	Apothecary	Boatwright*	Blacksmith	Brewer	Candlemaker	Carpenter
13	Architect	Apothecary	Architect	Bowyer	Boatwright*	Brewer	Candlemaker	Cobbler
14	Architect	Apothecary	Architect	Bowyer	Boatwright*	Bricklayer	Canvasmaker	Cobbler
15	Artisan	Apothecary	Armorer	Bookbinder	Broommaker	Butcher	Cobbler	Farmer
16	Artisan	Architect	Artisan	Brewer	Broommaker	Butcher	Cook	Freighter*
17	Banker	Architect	Artisan	Brewer	Butcher	Candlemaker	Dairyworker	Geologist
18	Banker	Architect	Artisan	Bricklayer	Butcher	Candlemaker	Dairyworker	Glassblower
19	Banker	Armorer	Artisan	Broommaker	Butcher	Candlemaker	Healer	Hunter
20	Banker	Artisan	Banker	Butcher	Candlemaker	Canvasmaker	Drover*	Hunter
21	Banker	Artisan	Banker	Candlemaker	Candlemaker	Canvasmaker	Drover*	Laborer
22	Doctor	Banker	Bricklayer	Canvasmaker	Canvasmaker	Cartmaker*	Drover*	Laborer
23	Doctor	Banker	Candlemaker	Cartmaker*	Canvasmaker	Carpenter	Farmer	Laborer
24	Dentist	Banker	Cartmaker*	Cartmaker*	Cartmaker*	Carpenter	Farmer	Laborer
25	Engineer	Banker	Carpenter	Carpenter	Cartmaker*	Cobbler	Farmer	Laborer
26	Falconer	Banker	Cook	Carpenter	Carpenter	Cobbler	Farmer	Laborer
27	Falconer	Cook	Doctor	Cobbler	Carpenter	Cook	Farmer	Laborer
28	Farmer	Doctor	Dentis	Cook	Cobbler	Cook	Farmer	Laborer
29	Gemcutter	Dentist	Engineer	Cook	Cobbler	Cook	Farmer	Laborer
30	Hunter	Dentist	Falconer	Dairyworker	Cook	Dairyworker	Farmer	Laborer
31	Jeweler	Engineer	Falconer	Doctor	Cook	Dairyworker	Farmer	Laborer
32	Judge	Falconer	Farmer	Dentist	Dairyworker	Healer	Forester	Laborer
33	Judge	Falconer	Farmer	Healer	Dairyworker	Healer	Forester	Leatherworker
34	Judge	Farmer	Farmer	Drover*	Healer	Drover*	Freighter*	Leatherworker
35	Judge	Farmer	Farmer	Engineer	Healer	Drover*	Freighter*	Leatherworker
36	Judge	Farmer	Farmer	Engineer	Drover*	Engineer	Freighter*	Lumberjack
37	Judge	Farmer	Farmer	Falconer	Engineer	Falconer	Geologist	Lumberjack
38	Judge	Farmer	Farmer	Falconer	Engineer	Farmer	Geologist	Lumberjack
39	Judge	Farmer	Farmer	Farmer	Falconer	Farmer	Glassblower	Lumberjack
40	Judge	Finesmith	Farmer	Farmer	Farmer	Farmer	Glassblower	Mason
41	Judge	Freighter*	Finesmith	Farmer	Farmer	Farmer	Glassblower	Miner
42	Judge	Gemcutter	Finesmith	Farmer	Farmer	Farmer	Hunter	Miner
43	Judge	Harbormaster*	Forester	Farmer	Farmer	Farmer	Hunter	Miner
44	Judge	Hunter	Freighter*	Farmer	Farmer	Farmer	Laborer	Netmaker
45	Judge	Hunter	Freighter*	Finesmith	Farmer	Farmer	Laborer	Netmaker
46	Moneylender	Jeweler	Furnituremaker	Finesmith	Farmer	Farmer	Laborer	Netmaker
47	Moneylender	Judge	Gemcutter	Freighter*	Farmer	Forester	Laborer	None
48	Navigator	Judge	Gemcutter	Freighter*	Farmer	Forester	Laborer	None
49	None	Judge	Geologist	Furnituremaker	Finesmith	Freighter*	Leatherworker	None
50	None	Judge	Harbormaster*	Furnituremaker	Forester	Freighter*	Leatherworker	None
51	None	Judge	Hunter	Gemcutter	Forester	Freighter*	Leatherworker	None
52	None	Moneylender	Hunter	Gemcutter	Freighter*	Furnituremaker	Locksmith	None
53	None	Moneylender	Jeweler	Gemcutter	Furnituremaker	Geologist	Lumberjack	None
54	None	Moneylender	Jeweler	Gemcutter	Gemcutter	Glassblower	Lumberjack	None
55	None	Navigator	Jeweler	Glassblower	Geologist	Glassblower	Lumberjack	None
56	None	Navigator	Jeweler	Harbormaster*	Glassblower	Harbormaster*	Lumberjack	None
57	None	None	Judge	Harbormaster*	Harbormaster*	Hunter	Mason	None
58	None	None	Judge	Hunter	Harbormaster*	Hunter	Mason	None
59	None	None	Judge	Hunter	Hunter	Jeweler	Miner	None
60	None	None	Judge	Jeweler	Hunter	Judge	Miner	None
61	None	None	Judge	Jeweler	Jeweler	Laborer	Miner	None
62	None	None	Laborer	Jeweler	Jeweler	Laborer	Netmaker	None
63	None	None	Laborer	Judge	Judge	Laborer	Netmaker	None
64	None	None	Laborer	Judge	Judge	Leatherworker	Netmaker	None
65	None	None	Laborer	Judge	Laborer	Leatherworker	None	None
66	None	None	Locksmith	Laborer	Laborer	Locksmith	None	None
67	None	None	Lumberjack	Laborer	Laborer	Lumberjack	Papermaker	None

Social Class Rank 1d100	Rich Noble Gold Wealthy/Rich	Typical Noble Silver Upper Class	Poor Noble Silver Middle Class	Rich Freeman Silver Middle Class	Typical Freeman Copper Low Class	Poor Freeman Brass Very Poor	Servant/Thrall/Vagabond Tin Squalid to Poor	Slave/Scavenger Dirt Very Squalid
Monthly Income	5000 / 10.000 sp / level	1000 sp / level	500 sp / level	500 sp / level	100 sp / level	40 to 50 sp	20 to 50 sp	10 sp
68	None	None	Mason	Leatherworker	Leatherworker	Lumberjack	Papermaker	None
69	None	None	Miner	Locksmith	Locksmith	Mason	Potter	Papermaker
70	None	None	Moneylender	Mason	Locksmith	Miner	Potter	Potter
71	None	None	Navigator	Miner	Lumerjack	Miner	Paint/Inkmaker	Potter
72	None	None	Navigator	Moneylender	Mason	Miner	Paint/Inkmaker	Potter
73	None	None	None	Moneylender	Miner	Navigator	Ropemaker	Ropemaker
74	None	None	None	Moneylender	Miner	Netmaker	Ropemaker	Saddlemaker
75	None	None	None	Navigator	Moneylender	None	Saddlemaker	Sailor
76	None	None	None	None	Moneylender	None	Saddlemaker	Sailor
77	None	None	None	None	Navigator	Papermaker	Sailor	Sailor
78	None	None	None	None	Netmaker	Papermaker	Sailor	Scribe
79	None	None	None	None	Papermaker	Potter	Sailor	Shipwright*
80	None	None	None	None	Potter	Potter	Sailor	Skinner
81	None	None	None	Papermaker	Paint/Inkmaker	Paint/Inkmaker	Scribe	Skinner
82	Sailor	Saddlemaker	Papermaker	Ropemaker	Ropemaker	Ropemaker	Shipwright*	Skinner
83	Scribe	Sailor	Saddlemaker	Sailor	Saddlemaker	Saddlemaker	Skinner	Skinner
84	Scribe	Sailor	Sailor	Sailor	Sailor	Sailor	Skinner	Soapmaker
85	Scribe	Scribe	Scribe	Scribe	Sailor	Sailor	Skinner	Soapmaker
86	Scribe	Scribe	Scribe	Scribe	Scribe	Scribe	Smelter	Soapmaker
87	Scribe	Scribe	Shipwright*	Scribe	Shipwright*	Shipwright*	Soapmaker	Stonecutter
88	Scribe	Scribe	Shipwright*	Shipwright*	Shipwright*	Shipwright*	Soapmaker	Stonecutter
89	Shipwright*	Scribe	Smelter	Shipwright*	Skinner	Skinner	Soapmaker	Tailor
90	Shipwright*	Shipwright*	Tailor	Smelter	Smelter	Smelter	Stonecutter	Tattoer
91	Tailor	Shipwright*	Taxidermist	Stonecutter	Stonecutter	Soapmaker	Stonecutter	Tattoer
92	Taxidermist	Tailor	Taxofficial	Tailor	Stonecutter	Stonecutter	Tailor	Tanner
93	Taxofficial	Taxofficial	Taxofficial	Tailor	Tailor	Tailor	Tattoer	Tanner
94	Taxofficial	Taxofficial	Taxofficial	Taxofficial	Toolmaker	Tattoer	Tattoer	Tanner
95	Taxofficial	Taxofficial	Taxofficial	Taxofficial	Trapper	Tanner	Tanner	Thatcher
96	Taxofficial	Taxofficial	Wagonmaker	Wagonmaker	Wagonmaker	Trapper	Tanner	Thatcher
97	Taxofficial	Weaponsmith	Weaponsmith	Weaponsmith	Weaponsmith	Thatcher	Trapper	Trapper
98	Taxofficial	Weaponsmith	Weaponsmith	Weaponsmith	Weaver	Wagonmaker	Thatcher	Undertaker
99	Wagonmaker	Weaponsmith	Weaponsmith	Weaver	Wheelwright	Wheelwright	Wheelwright	Undertaker
100	Weaponsmith	Weaver	Weaver	Weaver	Woodcarver	Undertaker	Undertaker	Undertaker

Professions tend to run in families. There is 50% that a couple will have the same profession, and 30% that the child will follow the same direction. (This will affect the beginning skills). Roll separately for each parent and sibling. Certain races and countries or cultures will gravitate toward certain professions. Like miners, blacksmiths, and engineers toward Dwarves. A lot of other professions do exist where one can be chosen from, most are rare though, but can be more common in local regions, like diver in Ierendi (Pearldivers).

1d100	Parent's Profession (also others)
1-30	Adventurer Class (Roll according Character class Table)
31-80	Fisher or Farmer
	or as rolled above (Choose!) remember 80% of the population was fisher or farmer to sustain the rest.
81-100	1d100
	1-2 Animal Trainer
	3-mei Artist or Artisan (Painter, Sculptor, Goldsmith, etc.)
	6-13 Blacksmith, Shopkeeper
	14-16 Carpenter/Woodworker
	17-18 Carter/Hauler
	19 Clergy (housekeeper, Florist, Groundskeeper, etc.)
	20-21 Cobbler/Leatherworker
	22-24 Cooper(Barrelmaker)
	25-32 Criminal (Assassin, Thug, Bandit, etc.)
	33 Engineer/Architect
	34-35 Entertainer(Actor/Dancer/Musician, Etc.)
	36-38 Fisherman
	39 Forester/Hunter/Gamekeeper
	40 Gravedigger
	41-48 Guard/Watchman
	49-50 Innkeeper
	51-53 Laborer
	54 Locksmith
	55-57 Mason/Bricklayer/Roadmender
	58-60 Merchant (Im-, or Exporter, Caravan Master, etc.)
	61-62 Miner
	63-64 Peddler
	65 Potter
	66-75 Sailor (includes Pirate)
	76 Sage
	77 Scribe/Cartographer
	78-87 Soldier/Mercenary
	88-90 Storekeeper (Choose type)
	91-93 Tailor
	94-95 Tanner
	97 Wainwright (Wagonmaker)
	98-00 Weaponmaker(Bowyer, Fletcher, Swordsmith, etc.)

Craft/Profession	Primary Skills	Secondary Skills	Adjustment	Based upon
		* =border crossed or 50miles traveled from foreign nation		
Advocate	Local laws and Justice		0	Int
		Foreign laws and rules	-1*	Int
		Diplomacy	-1	Wis
		Etiquette	-2	Cha
Alchemist	Alchemy		0	Int
		Apothecary (main)	-1	Int
		Knowledge of Diseases and Afflictions	-5	Int
		Knowledge of Herbs	-3	Int
Animal Trainer	Animal Training		0	Int
		Knowledge Animal Behavior	-1	Int
		Veterinary Healing	-2	Int
Apothecary	Apothecary		0	Int
		Knowledge of Herbs	-1	Int
		Healing	-1	Wis
		Alchemy	-1	Int
		Knowledge Diseases/Afflictions	-3	Int
Armorer	Armorer		0	Int
		Wiremaking	-2	Int
		Leatherwork	-1	Int
Artist/Sculptor	Art		0	Cha
Artisan		Wood/Stone-cutting	-3	Int
		Jewelry	-5	Int
		Paintmaking	-3	Int
		Inkmaking	-3	Int
		Etiquette	-3	Cha
Assassin	Alchemy	(main)	-2	Int
		Apothecary (main)	-2	Int
		Healing	-2	Wis
		Knowledge of local hierarchy	-1	Int
Astrologer	Astrology		0	Int
		Astronomy	-1	Int
		Psychology	-2	Int
		Etiquette	-3	Cha
Astronomer	Astronomy		0	Int
		Astrology	-2	Int
		Knowledge of Planes	-5	Int
		Mathematics	-2	Int
Baker	Baking		0	Int
		Food tasting	-1	Con
		Firebuilding	-4	Dex
Banker	Mathematics		0	Int
		Knowledge of local taxes	-1	Int
		Knowledge of foreign currency	-1*	Int
		Knowledge of local Thief guilds	-1	Int
		Etiquette	-1	Cha
Barber	Grooming Humanoid		0	Int
		Etiquette	-2	Cha
		Local fashions	0	Int
		Hygiene	-1	Cha
Bargemaker	Making flotation devices		0	Int
		Woodcraft	-1	Dex
		Shipbuilding	-2	Int
		Architecture	-3	Int
		Muscle	-2	Str
		Rope-use	-2	Dex
Basketweaver	Weaving		0	Dex
		Knowledge of local plants	-2	Int
		Woodcraft	-2	Int
	Firebuilding		-2	Int
Blacksmith	Blacksmithing		0	Str
¨		Musle	0	Str
		Firebuilding	-1	Dex
		Metallurgy	-3	Int
		Animal Handling (Horse)	-3	Int
Boatwright	Woodcraft		0	Dex
		Shipbuilding	0	Int
		Architecture	-2	Int
		Leadership	-2	Cha
		Muscle	-3	Str
		Rope-use	-1	Dex

Craft/Profession	Primary Skills	Secondary Skills	Adjustment	Based upon
		* =border crossed or 50miles traveled from foreign nation		
Bowyer	Woodcraft		-2	Dex
♣		Bowyer	0	Int
		Rope/Stringmaking	-3	Int
Fletcher	Fletching		0	Int
		Art (fine stone/metal/bonework)	-1	Int
Bookbinder	Bookbinding		0	Int
		Forgery	-2	Dex
		Cartography	-2	Int
		Appraisal (books, document, maps only)	-3	Int
		Paper/Papyrus making	-3	Int
Brewer	Brewing		0	Int
		Drinking	-1	Con
		Foodtasting	-1	Con
Brick layer	Alchemy		-4	Int
		Architecture	-2	Int
		Engineering	-4	Int
Brickmaker	Brick/Tilemaking		0	Int
		Bricklaying	-1	Con
		Knowledge Ceramics	-1	Int
Broommaker	Woodcraft		-1	Dex
		Rope-use	-1	Dex
Butcher	Butcher		0	Str
		Skinning (removing hides)	0	Dex
		Knowledge; Preparing flesh to food	-2	Int
Candlemaker	Candlemaking		0	Int
		Art	-4	Wis
		Rope-use	-2	Dex
Canvasmaker	Canvasmaking		0	Int
		Leatherwork	-1	Int
		Rope-use	-1	Dex
Cartmaker	Cartmaking		0	Int
		Wheelwright	-3	Int
		Wagonmaking	-3	Int
		Woodcraft	-1	Dex
Carpenter	Woodcraft		0	Dex
		Trapbuilding	-4	Int
		Architecture	-2	Int
		Rope-use	-3	Dex
		Muscle	-4	Str
Cobbler	Cobbling		0	Int
		Leatherworking	-1	Int
		Knowledge of local fashions	-1	Int
		Etiquette	-1	Cha
Cook	Cooking		0	Int
Choose 1 primary skill	Cooking Military		0	Wis
		Food tasting	-1	Con
		Drinking	-2	Con
		Butcher	-1	Str
		Skinning	-2	Dex
		Art/sculpting	-3	Int
Dairyworker	Dairywork		0	Int
		Animal handling	-2	Wis
		Foodtasting	-2	Con
		Alchemy	-4	Int
Doctor/Dentist	Healing		-1	Int
Healer	Veterinary healing		-1	Int
Dentist	Natural Healing		-1	Wis
Choose 1 primary skill	Tribal Healing		-1	Wis
		Alchemy (Main)	-2	Int
		Apothecary (main)	-2	Int
Dentist; all skills at-1 extra		Knowledge of local herbs	-3	Int
		Knowledge of diseases/afflictions	-2	Int
		Butcher	-2	Str
		Skinner	-3	Dex

Craft/Profession	Primary Skills	Secondary Skills	Adjustment	Based upon
		* =border crossed or 50miles traveled from foreign nation		
Drover	Animal handling		-1	Wis
		Wagonmaking	-2	Int
		Weather sense	-4	Wis
		Direction sense	-3	Wis
Engineer	Engineering		0	Int
		Etiquette	-2	Cha
		Architecture	-1	Int
		Mapping	-1	Int
Falconer	Animal handling	to other animals than small bird of prey.	-3	Wis
		Etiquette	-1	Cha
		Hunting	-2	Int
		Tracking	-4	Int
Farmer	Agriculture		0	Int
		Knowledge of local plants	-2	Int
		Knowledge of local tales	-1	Int
		Animal handling	-2	Wis
Fisher ♣	Swimming		-2	Dex
		Nets handling	-1	Dex
		Netmaking	-3	Int
		Sailing	-1	Int
Finesmith	Finesmithing (Choose material)		0	Dex
		Gemcutting	-2	Dex
Forester	Woodlore		0	Int
		Knowledge of local region	-1	Int
		Lumbering	0	Str
Freighter	Wheelwright		-1	Int
		Knowledge of local roads	0	Int
		Knowledge of foreign roads	-2	Int
		Knowledge of local Humanoid tribes	–1	Int
		Animal handling	-1	Wis
Furniture maker	Woodcraft		0	Dex
		Trapbuilding	-4	Int
		Architecture	-2	Int
Gemcutter	"Making" gems from raw ore.		0	Dex
		Stonecutting	-2	Str
		Appraisal	-1	Int
Geologist	Stonecutting		0	Int
		Knowledge Local History	-2	Int
		Knowledge of minerals	-1	Int
		Prospecting	0	Int
		Alchemy	-2	Int
		Knowledge SFP's	-2	Int
Glassblower	Firebuilding		-1	Int
		Knowledge of Sands, Salts, metals vs.fire	0	Int
		Alchemy	-1	Int
		Muscle	-2	Str
Harbormaster	Knowledge local taxes/customs		0	Int
		Appraisal	-2	Int
		Intimidation	-2	Str
		Etiquette	-3	Cha
		Knowledge of Ships	-2 *	Int
		Knowledge of Flags	-1 *	Int
Hunter	Hunting		0	Int
		Woodlore	-1	Int
		Butcher	-2	Str
		Tracking	-1	Int
		Knowledge local fauna	-1	Int

Craft/Profession	Primary Skills	Secondary Skills	Adjustment	Based upon
		* =border crossed or 50miles traveled from foreign nation		
Jeweler	Appraisal (gems and jewelry only)		0	Int
		Art Making jewelry	0	Int
Judge	Local laws and Justice		-2	Int
		Intimidate	0	Int
		Knowledge Foreign laws/ rules	-1 *	Int
		Diplomacy	-1	Wis
		Advocacy	-1	Int
The amount of knowledge and bureaucracy makes it very difficult for characters to learn this skill, and that is why the skill starts with a penalty of 8 which reduced by 1 for each 3 years using the skill.				
Laborer	Woodcraft		-2	Dex
Choose 1 primary skill	Stonecutting		-3	Str
♦	Brick-laying		-4	Con
	Mining		-4	Wis
		Lumbering	-3	Str
		Rope-use	-2	Dex
		Muscle	-3	Str
		Climbing or	-20%	Dex
		Mountaineering	-2	Dex
		Grovel	-2	Cha
		Endurance	-1	Con
		Healing	-5	Wis
		Firebuilding	-3	Int
		Knowledge of Materials	-2	Int
		Cooking Military	-3	Wis
Leatherworker	Leatherworking		0	Int
		Tailoring	-2	Int
		Firebuilding	-2	Int
		Knowledge armor styles	-1	Int
		Heraldry	-4	Int
Locksmith	Craft Fine metal work		0	
		Trapbuilding	-1	Int
		Remove traps	-10%	Dex
Lumberjack	Lumbering		0	Str
♦	Woodlore		-1	Int
Mason	Stone-cutting		-1	Str
♦		Brick-laying	-2	Con
		Leadership	-3	Cha
		Muscle	-2	Str
		Archtecture	-2	Int
Miner	Prospecting		0	Int
♦		Stonecutting	-2	Str
		Muscle	-2	Str
		Gemcutting	-5	Dex
Moneylender	Mathematics		-1	Int
		Knowledge of local taxes	-1	Int
		Knowledge of foreign currency	-1 *	Int
		Knowledge of local Thief guilds	-1	Int
		Appraisal	-1	Int
		Etiquette	-1	Cha
Navigator	Astronomy		-2	Int
		Sailing	-2	Int
		Swimming	-4	Dex
		Navigation	-1	Int
Netmaker	Netmaking		0	Int
		Ropemaking (thread/string only)	-2	Dex
		Rope-use	0	Dex
		Net handling	-1	Dex
Paper/Papyrusmaker	Woodcraft		-1	Dex
		Knowledge Wood and fibers	0	Int
		Paper/Papyrus making	0	Int
		Bookbinding	-1	Int
Potter	Baking/Shaping Pottery from Clay		0	Int
		Art	-2	Cha
		Knowledge 0f Clay sorts	0	Int
		Fire building	-1	Int
		Art/sculpting	-1	Int

Craft/Profession	Primary Skills	Secondary Skills	Adjustment	Based upon
		* =border crossed or 50miles traveled from foreign nation		
Paint/Inkmaker (+1 Sv vs. Poison) -2 Con and Cha/Com	Paint/Inkmaking		0	Int
		Knowledge local minerals	-1	Int
		Knowledge local Plants	-1	Int
		Alchemy	-1	Int
Rope maker	Rope/Stringmaking		0	Dex
		Rope-use	0	Dex
		Knowledge of plant/animal fibers	0	Int
Saddlemaker	Saddlemaking		0	Int
		Leather work	-1	Int
		Heraldry	-4	Int
Sailor ♣	Sailing		0	Int
		Knowledge Nautical	0	Int
		Netmaking	-5	Int
		Rope-use	-1	Dex
		Shipbuilding	-5	Int
		Fishing	-2	Dex
		Weather Sense	-2	Wis
		Swimming	-2	Dex
		Knowledge legends/history of sea tales	-1	Int
Scribe Eyesight-1d6 x 10%	Writing/Reading/Deciphering		0	Int
		Knowledge symbols	-4	Int
		Inkmaking	-2	Int
		Papermaking	-1	Int
		Heraldry	0	Int
		Mathematics	-2	Int
Shipwright	Woodcraft		0	Dex
		Shipbuilding	0	Int
		Architecture	-2	Int
		Muscle	-2	Str
		Rope-use	-1	Dex
Skinner	Skinning hides from animals		0	Int
		Tanning (Basic)	-2	Int
		Knowledge of animal species	-1	Int
Smelter	Smelting		0	Int
		Art (Sculpting molds)	-1	Int
		Firebuilding	-1	Int
Soapmaker	Soapmaking		0	Int
		Alchemy	-2	Int
Stonecutter	Stonecutting		0	Str
		Muscle	-2	Str
		Brickmaker	-1	Int
		Art/Sculpting	-1	Int
Tailor Seamstress	Tailoring.		0	Int
		Art (Cloth design)	0	Int
		Etiquette	-2	Cha
		Knowledge Local fashion	-1	Int
Tattooer	Tattooing.		0	Int
		Art (painting)	-1	Int
		Inkmaking	-1	Int
Tanner	Tanning		0	Int
		Butcher	-3	Str
Taxidermist	Taxidermy		0	Int
		Science Anatomy	-1	Int
		Skinning	-l	Dex
		Art (Modeling)	-2	Int
		Woodcraft	-2	Dex
Taxofficial	Knowledge of local taxes		0	Int
		Knowledge of foreign taxes	-1 *	Int
		Knowledge of local customs	-1	Int
		Appraisal	-2	Int
		Knowledge of foreign laws	-2 *	Int
Thatcher	Thatching		0	Int
		Climbing	-10%	Dex
		Architecture	-2	Int

Craft/Profession	Primary Skills	Secondary Skills	Adjustment	Based upon
		* =border crossed or 50miles traveled from foreign nation		
Toolmaker	Toolmaking		0	Int
		Woodcraft	-1	Dex
		Firebuilding	-1	Int
Trapper	Trapmaking		0	Int
		Codes law and Justice	-2	Wis
		Outdoor Stealth	-20%	Dex
		Tracking	-2	Int
		Woodlore	-3	Int
Wagonmaker	Wagonmaking		0	Int
		cartmaking	-2	Int
		Woodcraft	-1	Dex
		Animal Handling	-2	Wis
		Rope-use	-2	Dex
		Wheelwright (Basic)	-3	Int
Weaponsmith	weapon/tool maker		0	Int
♦		Firebuilding	-1	Int
		Muscle	-2	Str
Weaver	Weaver		0	Int
		Knowledge local fashion	-1	Int
		Knowledge Textiles	-1	Int
		Paintmaker Textiles only	-2	Int
Wheelwright	Wheelwright		0	Int
		Woodcraft	-1	Dex
		Wagonmaking (Basic)	-3	Int
Woodcarver	Art (sculpting)		-1	Int
		Woodcraft	0	Dex
Undertaker	Woodcraft		-2	Dex
Cha -3 in work clothing and local		Healing	-3	Int
		Organic Preservation	0	Int
		Stonecutting	-2	Str
		Ceremony	-1	Wis
		Local history	-2	Int

Creating new professions, crafts.

This list can be expanded with new professions, as it can never be truly complete. Each campaign world, each time period, cultural region or society will have its own cultural, sociological and religious habits, and skills or crafts and professions are chosen and used along these habits. The DM must carefully research the new profession, and make one primary skill with 1 to 8 secondary skills, as directionary. It is possible for a class to have multiple primary skills, but this is very rare. Secondary skills are mostly penalized. Each of these professional skills has their own ability corresponding to it. Thus do not use the primary skill and its corresponding ability as a basis for the new skill. When using secondary skills in a fashion not corresponding to its profession (like an undertaker trying to heal a wounded friend, instead of readjusting body parts for visual exposition, or for rituals.), penalties must be applied to the DM; this is reflected in the penalties given to each secondary skill.

Strength-based skills

Blacksmith

A character with Blacksmithing Skill is capable of making tools and Implements from iron. Use of the Skill requires a forge with a coal-fed fire and bellows, as well as a hammer and anvil. The character can't make armor or most weapons, but can craft crowbars, grappling hooks, horseshoes, nails, hinges, plows, and most other iron objects. This skill takes as much time as with crafts.

Boxing

This skill does not need a skill slot until becoming more experienced in it. That means that every character has basic skill in boxing equal to his strength rating. To increase however, one needs a skill slot. Read further under Weapon Mastery, Unarmed Combat Mastery, Boxing, (see Rules Cyclopedia). Boxing as a skill takes actually no extra time, but only improves the Boxing in itself.

Brawling

This skill allows you to fight crowds using furniture pieces, knocking attackers off-balance, swinging down chandeliers and so on. **Brawling damage is not lethal**, it just knock victims unconscious when reaching 0 hit points. A successful check allows the character to double damage for each +1 in Strength bonus the character has. Damage is spread among attackers in the same group, up to ten characters. This skill takes as much time as needed, but activation can be used in an instant.

Butcher

This primary skill of the Butcher enables a character to cut and slice all usable parts of a creature for use as food. He also knows how to remove which organs, bone, claws skin etc. some primitive preservation methods also include in this skill like salting, spicing and drying or smoking. This skill is also used like an assassin; it enables the character to kill an incapacitated or held creature in one stroke with a sharp weapon, bare hands or a slaughter hammer. The use of this skill takes from mere minutes for slaughtering to several hours by preparations.

Diskos Throwing

The character has studied the various techniques of throwing the diskos. During competitions, the athletes roll a skill check. The one who succeeds by the most is the winner. The diskos can never be used as a weapon; it is simply too inaccurate. This skill takes a full round to use.

Intimidate

This is the ability to bully non-player characters into doing what you want them to do. Success means that NPC's are intimidated into doing what you want. **This skill can't be used against other PC's**. NPC's who have this skill used upon them are not likely ever to become friends with the intimidating character. (In effect his Charisma is lowered by the same amount as the Intimidate succeeded). Use of the skill means the character is either implicitly or explicitly threatening the target with violence or other bad results if the target does not comply. For this reason, it works better against lower level characters. It does not work at all on PC's, or other characters of level or HD5 or higher. The skill also does not work on someone who seems to be in a current stronger position than the character, a low-level ruler surrounded by many strong guards, is not likely to feel threatened. Intimidation takes at least one round of uninterrupted action, without other characters mocking the intimidating character.

Lumbering

This primary skill for the Lumberer enables a character to recognize a useful tree, climbing in it, fell it, skin it, remove branches, transport it, (including river-floating transport) or even harvest roots and trunks. This takes several minutes to turns and at most several hours depending on the size, species and difficulty of the tree.

Muscle

This skill is experience with heavy lifting and hard labor. The character can direct groups of laborers to make their efforts most effective. He understands the use of simple machinery like wedges, pulleys, and levers. When appropriate tools and a successful skill check, the character receives a +2 bonus on his open door, shove object, break/bend bars roll. The character with this skill may actually try twice in the action he intended, once without the use of the skill and once with the use of the skill. Muscle takes one turn minimum action, of placing, using and removing the tools to be used. Sometimes the usage as such can take much longer, this depending upon the action.

Pankration

The Pankration is a fighting technique that combines maneuvers from both boxing and wrestling. During combat, the pankratiast can choose to perform either a wrestling or boxing attack. The character can also gain levels of weapon mastery in the Pankration. However, each level of weapon mastery requires one extra skill slot to be spent. 0 at unskilled, 2 at basic, 3 at skilled, 4 at expert, 5 at master, and 6 at grandmaster. Otherwise it follows the normal rules for weapon mastery. This skill is only known in the Hollow World in the empire of Milenia, and nowhere else. It was never developed on the Outer World, and will never be learned to members of another race. Pankration as a skill takes actually no extra time, but only improves the Wrestling/Boxing in itself.

Rip

This skill can only be used by character's who have a biting attack. This skill is available to any creature with a movement rate of 50' or more per round. Slower creatures may combine this with the dart skill if they are swimming creatures. The character moves forward at full speed for at least one round before attempting to hit his opponent, and he must at least move half his moving speed further to carry out this attack. If the Rip was declared in a previous round, but the character did not have enough movement to reach the target, then any movement at all in the next rounds qualifies the character for a Rip attack. It involves making a high speed swimming move similar to a ram, but the character rips a chunk out of his opponent, and then keeps moving for a full round. Resolve the attack normally, and then make a skill check. A successful check inflicts triple damage; +1 for every point the skill was improved. A failed check causes no damage, but the attacker must keep moving for the entire next round. This skill takes a full attack to use.

Ram

This is the ability to ram into an opponent using the head and snout. While this is an effective attack, the attacker always takes damage from it, except when the character has biological adaptations like enforced skull with adapted neck. This skill is available to any creature with a movement rate of 50' or more per round. Slower creatures may combine this with the dart skill if they are swimming creatures. The character moves forward at full speed for at least one round before attempting to hit his opponent, and he must at least half his moving speed to carry out this attack. If the Ram was declared in a previous round, but the character did not have enough movement to reach the target, then any movement at all in the next rounds qualifies the character for a Ram attack. The attack is carried out normally and if a successful hit is made the character makes his skill check. On a successful check, the character hits his target for damage equal to half the character's Strength (round up), +1 for every point that the skill was improved. A failed roll means the character takes one point of damage for every point the skill was failed. On a successful check the character takes 1d4 points of damage (AV not counted). On a failed check, but a successful hit the target takes damage equal to the character'' Strength bonus. When horns are on the character's skull they will add 1 point of damage as follows (1"=+1, 2-4"=+2, 5-8"=+3, 9-16"=+4, 16+" dm x ½). This skill takes a full attack to use.

Stonecutting

This primary skill for miners and stone workers enables a character to make correct use of the right tools to mine, dig tunnels, free gems, coals or metals and minerals from stone. It also enables a character to cut and transport stone blocks from the basic stone, or to prepare it for sculpting. And it enables the character to find the right blocks of stone to cut shapes from. It does not however reveal the sorts of stone cut, not even the primary sort (Volcanic stone, sandstone, limestone etc.). This skill takes several hours to use, as an average; 5 cubic feet of medium hard rock can be cut from surrounding rock in a day.

Wrestling

In wrestling combat, a successful roll enables the character to use special movements and twists that enable him to escape pins, or make better ones. This skill does not need a skill slot until becoming more experienced in it. That means that every character has basic skill in boxing equal to his strength rating. To increase however, one needs a skill slot. Read further under Weapon Mastery, Unarmed Combat Mastery, Wrestling in Rules Cyclopedia. Wrestling as a skill takes actually no extra time, but only Improves the Wrestling in itself.

Intelligence based skills

Advocacy

This skill is used to defend a person attacked by the law with that same law. The amount of knowledge and bureaucracy makes it very difficult for characters to learn this skill, and that is why the skill starts with a penalty of 8, which is reduced by 1 for each 2 years using the skill. This skill takes several hours research at minimum (or penalties to the defense are given) to several weeks, after research, defense, counter-demands, etc.

Agriculture/Farming

This skill provides the character with the basics of farming. This includes planting, harvesting, storing crops, tending animals, breeding animals, butchering and other typical farming chores. If a skill chore is used more specialized version (like trying to butcher several animals) make them at –2. A character with Farming skill is able to evaluate soil quality for plant growth, to identify the best methods of growing plants (particularly fruits, vegetables, and spices), and to identify edible plants in the wild with a chance equal to one-quarter the normal percentage in the skill. It also gives the character knowledge of farming tools, machinery, ground use, harvesting techniques, irrigation, good and bad plants and/or animals local, temporary storing, transporting, partially protecting (against heat or frost). This skill takes several hours to days per task used, depending on the task, the crop, the ground, the season, etc.

Alchemy

This skill provides the character to recognize and identify common alchemical substances, potions and poisons. Success with this skill will allow a character to create an antidote potion for one specific poison type when possible. Alchemy is an integrated part of the profession skill Alchemist. Identifying will take 1 round to one turn, depending on the rarity of the product to be identified, and the accessibility to a laboratory and its quality (DM!!). A traveling alchemy-box will induce a penalty of 5 in addition to other penalties. This penalty will be raised by 1 for each test done after the box is first used, unless restocked (a box can generate the materials for 10 tests at most). Making alchemical substances can take much more time, ranging from one turn to several days, depending on the alchemical substance, the accessibility and its quality of a laboratory (DM!!). Antidotes to poisons can be created with at least an alchemy box at hand, at –5, or in a well-stocked laboratory. This takes 1d10 hours minimum, for each success roll smaller than 8 , add one hour, and the need of extra components in 1d4 hours minimal, or fail.

Alternate Magics

This skill gives a character basic familiarity with Magics that are not related to spellcasting. It includes knowing many magical abilities of well-known monsters of the Prime Plane and some of the Extra-Planar Planes or Immortal beings. The more common the creature, the more knowledge is accessed by use of this skill. The more rare the creature the longer it will take to identify the effect, or by the effect identifying the monster. The minimum is 1 round and this can take up to several hours when given access to a well-filled library.

Ancient History

This skill gives the character detailed knowledge of the history of a specific region, and general knowledge of the races living along the borders of the region. The character has learned the legends, lore, and history of some ancient time period globally or all history of a specific region. The knowledge must be specific in era or region. The knowledge acquired gives the character familiarity with the principal legends, historical events, characters, locations, battles, scientifical, cultural and magical breakthroughs, unsolved mysteries, crafts, and oddities of the time. The character must make a skill roll to identify places or things he encounters from that age. This skill take at least one round to use, but can take much more. This skill may be used a second time if a sufficient library is available, there it will take 1 hour + (20-1 Turn per point the skill was made successfully).

Animal, Fish or Monster Lore

The character knows how to observe the actions of an animal and interprets what is going on. Actions show how dangerous the creature is, whether it is hungry, protecting its young, is in its mating period, defends a nearby den or lair, etc. Furthermore, careful observation of signs and behaviors can indicate the location of a waterhole, animal herd, predator, or Impending danger, such as a forest fire. A successful roll means the character has understood the basic actions of the creature. The character has always an idea of what the animal is trying to do; a failure will indicate just a wrong idea. A failure greater than half needed to roll will give the character the opposite idea of what the animal intends to do or feels. This skill increases the chance of successfully setting snares and traps for hunting, since the character knows the general habits of the creature hunted. The DM will secretly roll a Skill check. A successful check means the character understood the basic actions of the creature. If the check fails by 4 or less, no information is gained. If the check fails by 5 or more, the character misinterprets the actions of the animal. Training a character takes several weeks to months for the basic animal behavior and 1d4+HD animal months for non-basic animal behavior.

Apothecary

This primary skill for the apothecary enables the character to make Healing equipment, Medication, and supplying other treatment materials (like leeches). Absolute equipment, tools and work space are necessary, therefore is the profession skill much better. Most brews and concoctions made by druids or Hedgewizards can also be made by an apothecary (double or more time and cost) and a higher chance of failure (they often can't get the best of ingredients and use often mediocre or low (sometimes even worse) quality ingredients). They also know how to make (or let be made) specialized equipment. Time depends on whatever is done.

Appraisal

This is the skill to figure out what a specific item (antique, art object, piece of jewelry, cut gemstone (uncut can't be appraised), or other crafted item) is worth to, according known rates, and extra check has to be made to know the value in foreign regions, penalized by 1 per border crossed or 50 miles traveled to reach the region from the normal are. A character must have the item in hand to examine. **The DM must make the rolls!!** A successful Skill check enables the character to estimate the value of the item to the nearest single, decade, hundred or thousand according his latest local value of the item and to identify fakes. A failed check with an even difference will seem to make the item more valuable, odd differences will make the item less valuable, if the roll is failed, refer to the table to determine the character's wrongly appraised value. Those failed can't determine the authenticity of the item. Any who wants to buy an object will always tries to appraise the item, and make his own buying and selling price. Any differences between the seller and buyer price are treated as any normal person would. An item clearly valuable offered cheap must have something wrong (maybe a Curse, damages, or it is illegal, stolen etc.), while an expensive object of low real value will have no interest it is often more a way how the buyer/seller react towards each other. This skill takes about 1 round for small items (1" or less), 2 rounds for normal sized items (several inches to 1'), large items 4 rounds (1' to 6'), Giant items of 6' or larger will take 1 turn.

Failed by	Off by
1	-10%
2	+10%
3,5	-50%
4	+50%
6,8	+100%
7,9	-100%
10+ Odd	-1d100x10%
10+ Even	+1d100x10%

Area knowledge

This skill is similar to Ancient History except that it deals with recent events, and with local geography. A successful check on this skill allows a character to remember a piece of useful information relating to the geography of a particular region, or where to go to go to contact a useful NPC. This skill take at least one round to use, but can take much more. This skill may be used a second time if a sufficient library is available, there it will take 1 hour + (20-1 Turn per point the skill was made successfully).

Architecture

This skill informs the character about building styles of other races and through history. Basic building plans can be devised when a successful check is made. This person has the talent to design and supervise the construction of structures. Further, if encountering an unsafe bridge or structure within the proper environment, a roll against this skill allows the character to note the danger. Someone with this skill can also act as his own construction "expert" when building a castle or other building, avoiding the cost of hiring such help. And the character gains the chance of finding secret doors on a chance of 1 on 6 instead 1 on 12. The character is familiar with many different styles of architecture, as well as famous buildings in large or ancient cities. He has the chance to know many things given close examination of a particular structure, including the race that build it and how long it has been standing, when and by whom it was renovated. Other facts could be more specific, such as important rooms, secret or concealed doors, traps, etc. the DM gives modifiers according the rarity of the race who build the structure. For instance, a Dwarven structure is easier identifiable than one build by Stone Giants the character gets a +2 bonus for structures build by his own race. When successful, in a room, the character could locate secret or concealed doors or construction trap (although he does not really see them—it's more a case of there should be a secret door or trap). The area or map must be studied for 1+ 2d4 hours, to use the skill to its fullest.

Art

This is the skill of creating Art. Characters with artistic ability are naturally accomplished in various forms of the arts. They have an inherent understanding of color, form, space, flow, tone, pitch, and rhythm. There are different types of Art skill (Painting, Sculpture, Woodcarving, Mosaic, Etc). They can attempt to create art works in their given field. Although it is not necessary to make a Skill check, one can be made to determine the quality of the work. If a 1 is rolled on the check, the artist has created a work with some truly lasting value. If the check fails, the artist has created something aesthetically unpleasing or just plain bad. Artistic ability also confers a +1 bonus to all Skill checks requiring artistic skill—music or dance—and to attempts to appraise objects of art. The character can take different Art skills to be proficient in several different forms of Art. An Art skill can be used to improve the reaction of NPC's to the character and his group of companions; if the artist can present an NPC with a portrait or sculpture of that person (and makes his skill roll); the artists will receive a +2 bonus to reaction. This skill can also be based on Intelligence instead, and then the Art will be more realistically. To make a piece of art will take at least 1 hour when sufficient tools and equipment are available, and can take up to several months depending upon difficulty and size of the piece of art.

Artillery/Shooting

The character must have this skill if he is to command the crew of a piece of artillery (catapult, trebuchet, ballista, etc.). He does not have to make his skill roll with each shot; merely knowing the skill will then be enough. But he must make a skill roll with each new target. The skill allows the character to make all pertinent calculations of trajectory, distance, and thrown height. Targeting will take 1 round + 4 rounds per 10% turned around.

Artillery/Construction

This skill will allow the character to oversee the building and repair of al varieties of siege equipment. The character can take both the artillery shooting and construction skill to be all-round. Construction will take several hours to several days if sufficient materials are nearby.

Astrology

This skill will give the character some understanding of the supposed influences of the stars and other celestial bodies. Knowing the place and time of birth of any person, the astrologer can study the stars and celestial events and then prepare a forecast of that person. The astrologer's insight is normally limited to two moons (2x28 days) and the knowledge will be vague at best. When the skill check is made successful the astrologer can foresee some general event (DM). This skill will also give the character a +1 bonus with the navigation skill. Astrologists dislike Astronomers, who they see as blind men with the light in front of them. Kings and other rulers use astrologers, therefore the profession skill Astrologer will also have Etiquette and Psychology, so they know how and when to tell how and what, be it real, wrong or just manipulative. This skill will take a lot of time; roll 2d30, this will be the amount of calculating hours needed to make a Horoscope or prediction.

Astronomy

This skill will give the character some understanding of the movement of the stars and other celestial bodies. Movements of celestial bodies, planets, comets, stars, and such can be precisely calculated. The astrologer's insight is unlimited in time but the more calculation will be needed. The skill will also reveal how exact the astronomer has calculated the information. When the skill check is made successful the astronomer can foresee some general event, be it a conjunction of stars or planets, a comets coming, or a meteor (DM). This skill will also give the character a +1 bonus with the navigation skill. Astronomers dislike Astrologists, who they see as fantasist. The astronomer will also have knowledge of the Planes as they are an intricate part of the Multiverse. This skill will take a lot of time; roll 2d30, this will be the amount of calculating days needed to make a basic calculation.

Baking

This is the skill to bake bread or cookies and cakes. (One is called a baker the other is called a Traiteur). A bread takes about one hour to prepare, cookies and cakes about double that minimum time.

Bargemaker

This primary skill of the Bargemaker enables the character to make, control and repair flotation devices like boats for local water transport or work plateaus. They can be used for longer travel over water, but are hard to steer and are easily overswept like a raft (which is some kind of a Barge). Time depends on size and design.

Boatwright

This character can make boats and ships of all kinds, but mostly are bound by local "fashion" or rules. It takes a Boatwright with 10 Laborers 1 day per 10 gp standard value to construct a vessel.

Bowyer

A Bowyer skill is primary used by Bowyer professional for making, repairing bows and crossbows from finished materials. A Fletcher is required to fashion arrowheads, but the Bowyer can perform all other necessary functions, therefore are most Bowyer also Fletcher. When not, he may later learn Fletcher skills without a skill-slot being used, but at normal training. (The Fletcher may do this for the Bowyer skill also) This is the only dual-profession existing. The construction time for a long or short bow is one week, while composite bows require two weeks, and 1d6 arrows can be made in one day. When the construction time for the weapon is completed, the player makes a Skill check. If the check is successful, the weapon is of fine quality and will last for many years of normal use without breaking. If the check fails, the weapon is still usable, but has a limited life span: An arrow breaks on the first shot; a bow breaks if the character using it rolls an unmodified 1 on his 1d20 attack roll. If a character wishes to create a weapon of truly fine quality (and DM allows it), the player uses the following for determining the success of his attempt. When the Skill check is made, any failure means that the weapon is useless. However, a successful check means that the weapon's range is increased 10 yards or is of such fine work that it is suitable for enchantment.

Fletching

This skill enables a character to make Arrows and quivers. Therefore they cut blades from iron, bone, stone or similar materials. With feathers they make the end of the shaft. They use special woods. This is the primary skill of a Fletcher. This skill does not enable the construction or repair of bows or crossbows. 1d6 arrows can be made a day. A Fletcher is required to fashion arrowheads, but the Bowyer can perform all other necessary functions, therefore are most Bowyer also Fletcher. When not, he may later learn Fletcher skills without a skill-slot being used, but at normal training. (The Fletcher may do this for the Bowyer skill also) This is the only dual-profession existing. The construction time for a long or short bow is one week, while composite bows require two weeks, and 1d6 arrows can be made in one day. When the construction time for the weapon is completed, the player makes a Skill check. If the check is successful, the weapon is of fine quality and will last for many years of normal use without breaking. If the check fails, the weapon is still usable, but has a limited life span: An arrow breaks on the first shot; a bow breaks if the character using it rolls an unmodified 1 on his 1d20 attack roll. If a character wishes to create a weapon of truly fine quality. When the Skill check is made, (and DM allows it), the player uses the following for determining the success of his attempt. Any failure means that the weapon is useless. However, a successful check means that the weapon's range is increased 10 yards or is of such fine work that it is suitable for enchantment.

Bookbinding

This Skill enables the character, to know the usage of the right paper-like materials, leather, threads and other materials to make a single book. A book takes about a single week to prepare minimum. The skill must also be checked extra by using rare materials as coverage. A coverage takes about a day per gp value.

Brewing

The character is trained in the art of brewing beers and other strong drink. The character can prepare brewing formulas, select quality ingredients, set up and manage a brewery, control fermentation, and age the finished product. The skill uses a lot of time, and depending on the liquids may need more checks, (mostly done with each change of fermentation vats). The fermentation of liquids will take a week cumulative per Alcohol Point (AP). 2 AP=1+2=3 weeks, as a rule, but some rare circumstances, as high temperature, spoiled or perfect water, may increase or even decrease this time period.

Brick/Tilemaking (Choose one)

This skill enables the character to make any sort of tiles, or bricks from ordinary clay. These can be glazed, enameled or other, but will double the already high time used in baking them. A large oven is used, access to great amounts of clay, clay molds, and lots of storing area. It takes 10 man-hours to make 10' x 10' tiles, or bricks. Any failed check will ruin the whole amount baked, and is first revealed after baking.

Calligraphy.

This skill allows the character to write in a flowing, attractive script. In the event this skill is used to create a petition to a noble or educated person, the writer's Charisma bonus is added to any reaction roll (if no Charisma bonus is possessed, or if a penalty exists, a bonus of +1 still applies). Note that a character must also purchase or possess the equivalent of a Read & Write skill to obtain Calligraphy. This skill takes at least 1 Hour per page.

Candlemaker

This Primary skill enables the character to make candles from basic materials (like animal fat, wax, etc.). The making of a candle takes 2 hours each millimeter thickness if the wax and rope are prepared before, else the time is doubled for each foot (or part thereof) length the candles must become.

Canvasmaking

This skill enables the character to make from ordinary cloth and adequate liquid oils a sturdy 90% waterproof canvas. This can be used as coverage for goods, surfaces or persons. The character can shape and structure the material, by imbedding rings for ropes, shaping it in a simple cloak etc., canvas can never be repaired, when stitched it loses there its waterproof ability. This skill takes 1 hour per square foot.

Carpentry

The carpentry Skill enables the character to do woodworking jobs: building houses, cabinetry, joinery, etc. Tools and materials must be available. The character can build basic items from experience, without the need for plans. Unusual and more complicated items (a catapult, for example) require plans prepared by an engineer. Truly unusual or highly complex items (wooden clockwork mechanisms, for example) require a multiple Skill checks. Construction will take 1 day/1 gp value; larger constructions (like houses) have their own time-rules. Carpenter's tools typically cost about 100 gp and weight around 50 lbs. (which includes a wooden storage locker).

Cobbler

This Primary skill enables the character to make and repair shoes and boots, to create and design shoes and boots, the profession skill should be taken instead. Repairing takes several hours, making a ready design several days, if enough adequate materials and tools are available. As leatherworkers they need a workspace and often carry a special smell.

Cooking

This person enjoys fashioning culinary dishes of quality from even mundane food staples. He can further create iron rations at a cost of 5 gp (five ration units per day of work). As can a barkeeper, a cook can roll against his skill to detect such things as poison in food. Although all characters have rudimentary cooking skills, the character with this Skill is an accomplished cook. A Skill check is required only when attempting to prepare a truly magnificent meal worthy of a master chef. The skill level also reveals how many servants the Cook can control in making larger amounts of food (like in castles or with feasts). The skill also enables the character the best way to prepare an animal, or to hide/remove vermin/fungi/rot or their damages on food if at all possible. This skill takes at least 3 turns for one simple meal or broth but can take several hours for exquisite dinners (a feast is mostly started 4 days ahead, and the warm food is reheated just before serving).

Coral Manipulation

This skill gives knowledge of the process of coral formation. It includes training in how to speed up the life cycles of corals, and how to form them into pleasing and exotic shapes. A character with this skill can sense the approximate thickness and Strength of coral structures on a successful skill roll. A survey of an area takes 3 rounds per 10 square feet of coral surveyed. Forming corals takes several months to years.

Dairywork

This skill enables the character to make Cheese, Butter, Yogurt, Milk drinks, from fresh Goat, Cow, Camel, Horse, or other Mammal Milk. He also makes it more or less resistant against spoilage, as some cultures know boiling kills bacteria (DM knows if a country knows this). Special Cheeses with Fungi also belong in their skill, although they have absolutely no understanding where these fungi originate from and have great difficulties specifying them (edible, or not, or even dangerous). A Cheese takes about 3 to 15 weeks to make, butter about 2 days, yogurt 3 days, milk drinks only a few hours to no more than 2 days (Buttermilk).

Disguise

This is the ability to make the character look like someone else. He can make himself look like any general type of person of about the same height, age, weight, and race. A successful Skill check indicates that the disguise is successful, while a failed roll means the attempt was too obvious in some way, but this is unknown to the character himself unless failed by 5 or more, and a mirror is available. The character can also disguise himself as a member of another race or sex. In this case, a -7 penalty is applied to the Skill check. The character may also attempt to disguise himself as a specific person, with a -10 penalty to the Skill check. These modifiers are cumulative, thus, it is extremely difficult for a character to disguise himself as a specific person of another race or sex (a -17 penalty to the check). The target that the disguised is trying to fool must make a Wisdom check in order to penetrate the disguise. Making a disguise depends on how perfect the disguise has to be but takes a minimum of 1 turn per character. To make a better disguise use the skill to the fullest and it will take as many turns as the skill is being used against. So if the character has an Intelligence of 13 it will take 13 turns (which is 2 hours and 10 minutes).

Dowsing:

The character has been trained in the use of a divining rod. While all Rhabdomancers begin with the spell to craft an effective rod, this skill covers the insight necessary to interpret the finer meanings of the wood's tugging and twitching. Apprentice Rhabdomancers are taught in the guild the following tenant: The fork is held by the two limbs, one in each hand, with the point going first and the rod held horizontally. Then the Rhabdomancer walks gently over the places where he seeks an object or affection. He should walk with care to not risk dispersing the emanations that rise from the spot where these things are and would cause the rod to slant. For example, if the Magician is seeking a deposit of gold ore, upon finding a vein a successful dowsing check reveals the purity of the metal. The skill also affects the casting of various divination spells. Some of these are blocked by stonework, thick wood, or metal deposits. A skilled Rhabdomancer is able to pierce these "walls" with a successful dowsing check. Also, using this skill a Rhabdomancer can locate the proper sapling with which to craft a suitable divining rod. This skill takes as much time as the character uses the rod, but a survey can take from a Turn to several Turns.

Cartmaker
This skill lets the character make and repair carts (not wagons). It takes about 1 hour per gp cost of the cart to make it.

Engineering
This is the skill of planning, designing, and building large construction such as houses, bridges, dams, and so forth. Unless built under the eye of a trained engineer, a large structure—whether built by manpower and materials of pure magic—will inevitably collapse or suffer some other calamity. Engineering skill can also be used to evaluate constructions the character is passing to or over; whatever shape they are in when and by whom they were built, and so on. The character is trained as a builder of both great and small things. Engineers can prepare plans for everything from simple machines (catapults, river locks, and gristmills) to large buildings (fortresses, dams). A Skill check is required only when designing something particularly complicated or unusual. An engineer must still find talented workmen to carry out his plan, but he is trained to supervise and manage their work. An engineer is also familiar with the principles of siegecraft and can detect flaws in the defenses of a castle or similar construction. He knows how to construct and use siege weapons and machines, such as catapults, rams, and screws. If a skill is failed, the engineer will not notice it, and the construction has flaws like, lesser hp, worse AC/AV/THAC0 or similar. Planning and Designing takes several days to several weeks. Building takes several weeks to multiple years. It is not rare that great projects like cathedrals, great castles have several engineers following each other up, to complete the project. A cathedral could take 100 to 500 years to complete.

Epicure
This skill is used in food and drink. The user can tell the expertise of the cook, the used ingredients, and the year/location/ground of a specific bottled wine. If this character also has the cooking skill, he can make truly masterful meals. The tasting takes at least 1 round, but may take as long as a minute.

Exploration
This Intelligence-based skill allows the character accurately to map and record discoveries, to communicate primitively through sign language if the languages don't match normally, and to interact with natives naturally (+3 bonus to encounter reaction checks). This skill takes several rounds depending on the chosen actions.

Falconry.
This typically upper-class skill allows for the training and use of falcons in hunting, requiring about a year to fully train a bird.

Fire-Building
This is the ability to start a fire without a tinderbox. A character with a tinderbox and this skill is able to make a fire automatically (no roll necessary) in ordinary conditions. If the character is trying to build a fire without a tinderbox, he will eventually succeed; he must make a 1d6 roll each round he tries, and on a 1 or 2 he ignites the fire. If the character is trying to build a fire in adverse conditions (during high winds or using wet wood), he must make a skill check with penalties applied by the DM!! The skill is also used to heat up the fire for other uses like smithing, baking etc. or to keep the fire alive.
The usage of this skill takes 1 round in normal and 1 turn in adverse conditions. Controlling fire takes also only 1 round.

Furrier
A furrier is able to fashion articles of dress from the fur of animals, later selling the items for a value normally five times that of the pelt itself. The character can also skin fur-bearing animals and preserve the pelts until back at his base. This skill takes several days for preparing fur, and several hours to days for preparing a dress.

Heraldry
This is the ability to make shields and ruling and/or class depictions like flags, banners, shields insignia and such. See further under Heraldry. The knowledge of heraldry enables the character to identify the different crests and symbols that denote different persons and groups. Heraldry comes in many forms and is used for many different purposes. It can be used to identify noblemen, families, guilds, sects, legions, political factions, and castes. The symbols may appear on flags, shields, helmets, badges, embroidery, standards, clothing, coins, and more. The symbols used may include geometric patterns, calligraphed lines of script, fantastic beasts, religious symbols, and magical seals (made for the express purpose of identification). Heraldry can vary from the highly formalized rules and regulations of late medieval Europe to the knowledge of different shield patterns and shapes used by African tribesmen. The character automatically knows the different heraldic symbols of his homeland and whom they are associated with. In addition, if the character makes a successful Skill check, he can correctly identify the signs and symbols of other lands, provided he has at least a passing knowledge of the inhabitants of that land. His heraldry skill is of little use upon first entering a foreign land. The skill will take only a few rounds to search the owners and depictions of a shield or such item point cured, the basic depiction will be "read" in only one round on a successful check. To make a shield, flag or such will take at least a month, and can be a year if it is magically.

Hieroglyphics, Ancient
Because of the complexity of this writing system, only characters with an intelligence of 13+ can begin to learn this skill. Each time an ancient text is encountered, a skill check is needed in order to understand it. The DM modifies this check based on the text age and contents. Very old texts employing strange ideograms can have up to –5 penalty. This will be with all hieroglyphs found on the outer world, in the hollow world, they are all more recently. No matter what skill level character is at he can always read his own writing. This can also be said of family and friends with whom he often shares written works. This skill takes at least a Turn for each use and can take even several hours.

Hieroglyphics, Modern
This system of hieroglyphics is much simpler than the ancient method. If a character has this skill, he should be able to read any modern hieroglyphic writing without making a skill check. Instead of simply telling players what a specific writing says, the DM may add a level of realism to the game by giving players a copy of the phonemic to hieroglyphic table found in the DM tome of HWR2 Kingdom of Nithia. This skill takes at least a round per square foot text.

Herbalism/Foraging

Someone with Herbalism or the Foraging skill, who must almost certainly have come from a rural environment, can identify edible fruits, plants, and fungi in the wild. Plants can be edible or inedible. If he is trying to supply for more than himself, he must make a skill roll if he is supplying one other person, and he takes a –1 penalty to the roll for each additional person after the first he is trying to supply. He must roll every day, and failure indicates that he has not found enough food to feed everyone that day. (The amount of failure indicates the less food found)—if an herbalist with a skill of 14 was trying to gather food for 5 people beyond himself he must make a skill check at –4 for the other people. If he rolls a 12, he can only find 14-4=10, 10-12=-2 people to feed, meaning that two persons don't get enough food. A character with the Herbalism skill forages automatically in fertile areas (even when on the move) and uses his skill roll to determine how successfully he is during full days spent in search of food.

When the check is failed the DM rolls a 1d8 and checks the following.

1	Inedible plants can be poisonous (cramps in 1d10 r for 2d10 turns, for –1d4 damage/turn<regained if water intake and resting at 1d4/hr>). A save vs. poison half the rolled numbers. A Slow Poison spell will act as a successful save; a Neutralize Poison will halt any further damage and cramps, but not cure already taken damage.
2 to 4	Plants can be tainted or spoiled (cramps in 1d10 r for 1d10 turns, for –1d2 damage/turn<regained if water intake and resting at 1d4/hr>). A save vs. poison half the rolled numbers. A Slow Poison spell will act as a successful save; a Neutralize Poison will halt any further damage and cramps, but not cure already taken damage.
5 to 8	Plants can fill the stomach and give no nutritional value, treat this as if not eaten at all.

The Herbalist, thus not the Forager, can also locate and gather natural remedies to cure poisons or diseases, then use these materials to effect the cures. To use this skill, the herbalist first rolls his skill to see if he possesses the knowledge to deal with a particular form of toxin or disease. Then a roll is made against half his skill level to see if he actually neutralizes the particular agent (of course, this assumes healing materials are at hand). If poison or disease from a monster is involved, and if there is any nonmagical chance of curing the ailment, then the herbalist must roll against a value one-quarter of his skill level to cure it. If a poison or disease is magical in nature, no mundane cure will be useful. The components necessary to make use of this skill will take up about 100 cn of encumbrance to carry. Should the materials not be handy, they may be sought out and found if available, but unless a stricken comrade is under the effects of a slow-acting poison or disease, the herbalist generally has but three rounds to apply first aid. An herbalist may further affect minor cures of wounds by rolling against his skill. In this event, he may cure 1-3 hp per person per 24hour period if healing materials are possessed. This skill is limited to Elves, Hedge-Wizards, Druids, Healers, Dervishes, Humanoid Shaman or Wokani, Wicca's or to Clerics intending to later become druids, or Herbal salesmen, like apothecary.

Those with herbalist knowledge can identify plants and fungus and prepare nonmagical potions, poultices, powders, balms, salves, ointments, infusions, and plasters for medical and pseudo-medical purposes. They can also prepare natural plant poisons and purgatives. These poisons are as per poison list. Only chaotic persons and then often only those of Evil intend will make use of Poisons other than Sleep Poisons. A character with both Herbalism and healing Skills gains bonuses when using his healing talent (see the Healing Skill), but only if the right and useful herbs have been found (make skill checks wit penalties based upon rarity and region -DM). This skill is primarily used by Hedge-wizards, Apothecaries and Druids to concoct their Brews, Potions, Teas, Ointments, Vapors, or whatever more. Concoction of whatever can take several hours, but rarely less than 3 hours.

A Character with the herbalist skill may use herbs as an adjunct to the healing skill. However, some Characters possess exceptional herb lore, which enables them to produce magical herbal brews. Characters who have Herbalism at least 17+ can create these brews. An herbal brew is a concoction of several herbs (and sometimes fungi or tree bark) that produces exotic effects. The name of a brew doesn't refer to the herbs in it, but to its effects. Herbal brews require no magical plants; power comes from the combination of herbs and the secret techniques herbalist Characters use in each stage of preparation.

Locating the Herbs

Finding an herbal brew's ingredients requires first locating the right place to look. The Character must search in the proper terrain for the time indicated in the brew's listing. Then, make an Herbalism check, applying the brew's search modifier and a -4 penalty for snow-covered ground or darkness, if applicable. Success means the Character locates enough herbs to produce one brew; failure means the character finds none. In either case, additional searches may be made, though a Character really should search only once per square mile of appropriate terrain. Repeated searches of an area carry a cumulative -2 penalty—there may be nothing there to find!

Some Common Herbs

Characters find these herbs especially useful in their magic, and may include; Angelica root, Mustard seed, Anise seed, Myrrh gum, Cassia buds, Peppermint leaf, Chamomile flowers, Poppy seeds, Cloves, Sage leaf, Damiana leaf, Sarsaparilla root, Elder flowers, Thyme leaf, Gentian root, Valerian root, Marjoram leaf, Yerba mate leaf

Preserving Herbal Ingredients

Most herbs work best while fresh, but Characters may wish to store some for future use rather than immediately turning them into brews. All these brews have an expiration date, after which they stop working or even become dangerous. Preserving ingredients by drying, powdering, and packing the herbs takes six hours per set of ingredients (enough for one brew) and requires a successful Herbalism check. The DM informs whether found or long unused, exposed ingredients have spoiled only when the Character tries to use them in a brew. A successful roll ensures the herbs stay fresh while in a waterproof container. Failure indicates they will spoil in 1d6 days.

Making an Herbal Brew

To create an herbal brew, the Character must have the appropriate ingredients, either fresh or preserved. The brewing process requires a quiet place that fosters deep concentration. It involves both physical work (chopping and cleaning herbs, mixing the ingredients in proper portions, steaming them, etc.) and ritual gestures and prayer. As with granted powers and spells, if the Character has not remained faithful to the Order, the herbs fail to take on their magical properties. After preparing the concoction as long as the brew's description requires, the Character rolls another Herbalism proficiency check, using the modifiers shown. In addition, a -2 modifier applies if the Character used preserved rather than fresh herbs. A successful check means the Character creates the brew. Failure means the Character ruins the ingredients; a roll of 19 or 20 always fails. A

Character with several sets of ingredients for the same herbal brew may mix multiple batches at the same time. If the final proficiency check succeeds, the Character concocts all the batches; if it fails, the ingredients all go to waste. Hedge wizards also know how to make these items and often do to use or sell them later.

Types of Herbal Brews

This offers descriptions of various brews. Feel free to create new ones for your own characters. Each entry includes these details:

Terrain	Where to find ingredients for the brew, as well as any special notes (gather only at night, etc.).
Search Time	How many hours search for the brew's ingredients and Herbalism skill check that determines whether it is found.
Preparation Time	How many hours it takes to prepare the brew and Herbalism skill check needed for successful brewing.
Application	How to apply the brew: either as a tea, ointment, poultice, meal or vapor.
Orally taken;	
A *Tea*	Consists of a mix of broken or crushed dried herbs infused into water. The herbal teas, keep 1d100 year in absolute dry form. 10cn.
A *Meal*	A mixture of components that must be eaten to be effective.100cn+
A *Drink*	A mixture of components that must be drunk to be effective. 20cn
Corporeal taken;	10cn
An *Ointment*	A brew mixed with lard, beeswax, lanolin, or another similar base and rubbed onto skin. Applying a powder takes 2 rounds
A *Poultice*	Consists of a damp herbal bandaged applied onto a wound or area of skin. The contents of the poultice soaks into the skin gradually. Applying a poultice takes 4 rounds; it can be applied only to an unresisting or grappled subject.
A *Powder*,	A mixture intended to be powdered on the patient's affected areas. The ingredients must be kept absolutely dry to prevent instant spoilage. Applying a powder takes 2 rounds
Nasal taken;	
A *Vapor*,	A mixture intended to be inhaled, usually affects an area. The dry ingredients must be stirred into boiling water so the brew's recipient can breathe in the steam. Administration requires two Turns and a source of hot water. 100cn
A *Smoke*	A mixture intended to be inhaled, usually affects a person and its direct area (10'). The dry ingredients must be burned to be inhaled. Administration requires 2d20 rounds and a source of fire. 25cn
A Perfume,	A special, often expensive liquid, giving of a powerful scent. Must be sprayed on the target to have a more continues effect. It will also affect those nearby 10' for 50% chance and smelling creatures are always able to track the patient. 20cn.

Hunting

This is the ability to locate, stalk, and hunt large and small game with the bow, sling or spear. When in wilderness settings, the character can attempt to stalk and bring down game. A Skill check must be made with a -1 penalty to the ability score for every non-skilled hunter in the party. If the die roll is successful, the hunter (and those with him) have come within 101 to 200 yards (100+1d100) of an animal. The group can attempt to close the range, but a Skill check must be made for each 20 yards closed. If the stalking is successful, the hunter automatically surprises the game. The type of animal stalked depends on the, weather, time of the day, disturbances, nature, season and climate of the terrain (and the whim of the DM), as is the time used when failed or successful. (Several hours at least). Successful use of this skill give the character a +1 to hit with a bow, sling or spear against an unwary target in a peaceful outdoor setting. The skill is not usable in most combat situations. The character can automatically supply him with food over a long period of time if he is in a fairly fertile area and has a missile weapon, spear or javelin. In areas not normally rich in game he must make a skill roll and receives penalties to the roll (DM!!). If he is trying to supply for more than himself, he must make a skill roll if he is supplying one other person, and he takes a –1 penalty to the roll for each additional person after the first he is trying to supply. He must roll every day, and failure indicates that he has not found enough food to feed everyone that day. (The amount of failure indicates the less game was hunted)—if a hunter with a skill of 14 was trying to hunt for food for 5 people beyond himself he must make a skill check at –4 for the other people. If he rolls a 12, he can only find 14-4=10, 10-12=-2 people to feed, meaning that two persons don't get enough food. A character with the Hunting skill forages automatically in fertile areas (even when on the move) and uses his hunting skill roll to determine how successfully he is during full days spent in search of game. To determine the amount of used missiles make a hunting check. The amount of used missiles is equal to 10 – the amount of success (+ if failed) with a minimum of 1 missile used. If he ever rolls a 20 he is chased away by the game, and must make a second hunting check to prevent damage. In case of a second failure, the character has sustained the failed points x5% of his total hit points as damage, with 1%/ failed point of having broken bones. Hunting takes several hours, but these are part of a normal day (8hr maximum traveling) of traveling, resting, eating, etc. To hunt specifically it takes 20-the skill success in half-hours to hunt for that specific prey. If the check is rolled with 5 points better than needed it will only take 7.5 hours

Jewelcraft.

A character with this talent may roll against his skill to note the value of jewelry and gems. He may also attempt to increase the value of uncut gems. If he is successful, the value of the gem increases by 1% for each point rolled beneath the jeweler's skill. For example, a character with 60% in Jewelcraft tries to improve the value of an uncut ruby currently valued at 100 gp. He rolls a 40 on 1d100; as this is 20 points beneath his skill, the gem increases in value by 20% to a final value of 120 gp. However, should the roll exceed the character's skill, the gem is devalued in the same ratio. On a roll of a natural 00, the gem has shattered, losing 90% of its value. Jewelers' tools cost about 500 gp. This skill takes 1 Turn per gp value of the gem used, and 1 hour per 10 gp of the piece of jewelry it becomes.

Know Market Value

A Character with this skill automatically knows the market value of goods, including weapons, local animals, foods, etc. A successful check allows the approximate value of goods like gems, jewelry and magical items to be evaluated. But these prices are just approximately. The use of this skill takes one round per item.

Knowledge of…
The character is an expert in one field of study such as the culture or geography of an area, history, legends, theology, etc. A character can usually make his living by teaching his skill or acting as an expert on the subject; with a successful roll, he can make expert commentary on information relating to his skill. The skill must be specified to what knowledge it is directed. Of course can a character have multiple skills in different fields of study. Knowledge of Tribal Culture is the main ability of tribal sages versed in the tribal history, in most of the more primitive cultures, tribal history and culture are not written down, but are transmitted by word of mouth from sage to sage. The skill uses normally one round to know something or not, but when a suitable library is at hand a secondary check can be made, which takes 8 hours + 1 hour by which the skill rolled, to find the knowledge wanted if available. To tell the stories of culture or history it takes one to 5 hours, depending on the story.

Know Terrain
The knowledge of the land, water, and weather of a region; including the safest and fastest travel routes and good hunting spots. Use of this skill in the character's home dominion receives a +2 bonus. Use in unfamiliar, but similar settings are at –2 to –5 penalty. The skill is mostly chosen by merchants or residents of a particular region, who rarely travel, or by hunters and trackers. The usage of this skill takes about one round.

Laborer
This character is nothing more than a workman, doing actually nothing more than moving, lifting, hauling, stacking materials, or menial construction. He has basic knowledge of any construction or tools working with. They live such a hard life that their Constitution will drop double at old age, due to erosion. A Laborer is the only skill that can freely be swapped at a later time by specialization of a profession from one of his chosen primary skills. He will lose then all the Laborer skills and gain the specialized skills of that profession. This will take about 5 years of work (at least 8 months/year); he will not lose double Constitution at old age if this change was made before 50% of his life has passed. Laboring needs as much time as needed.

Language
The character can speak, understand (and read, and write if his Intelligence is high enough) a language. The language use this way is more slowly, and simpler. If the character is listening to someone who is excited or using technical speech, he must make his skill roll to understand the language. Failure means he did not understand what was said. The character speaking a skill language communicates in the same way. When he is struggling to explain something fast, complicated, or technical or when flustered or excited, he must make a skill roll to get the idea across.
Languages, Ancient: The character has mastered a difficult and obscure tongue, now primarily found in the writings of pedantic sages and sorcerers. The main use of the language is to read tomes of ancient secrets written by long-dead mystics. This Skill enables the character to either read or write **or** speak the language (his choice, but enough Intelligence is needed).
Languages, Modern: The character has learned to Speak/Read/Understand/Write a language of the known world. To do so, there must be a teacher available.
Languages, **Modern Basic**; the character has spent lifetime studying languages and their origins. On a successful check, the character picks up a few words of a conversation or manages to say a word in a language he's otherwise not familiar with. Modifiers are applied to the frequency of the language. For instance, when the character hears harsh guttural words and recognizes it as Orcish, she could make a check against this skill as she speaks no Orcish. If successful, she could make out words like "prisoner" and "door". Later she runs across some Gnolls, an uncommon race. As they come to attack, she makes a check at –2 to say "friend" in Gnollish, the check fails, and her cry of "cheese" does nothing to stop the Gnolls. This skill takes as much time as the normal conversation would, but a minimum of 1 round or 10 sentences to listen.

Leatherworking/ Tanning
This Skill enables the character to make most articles made of leather and can repair them. He needs special equipment, like needles, thread, and leather patches of the right kind and thickness to use his skill correctly. A Leather Armor will take about a week to make, each AV damaged will take 2 days of repair. Coats, mantles, pants, belts and such articles will take often less time, and are mostly made of thinner leather. Only saddles and equipment like that can't be made with this skill due to the special techniques used. The character will carry a special smell if this is his profession, or uses the skill often. This skill allows the character to tan and prepare hides as well as fashion scabbards, backpacks, etc. This Skill enables a character to tan and treat leather and to make clothing and other leather objects. The character can make Leather Armor, as well as backpacks, saddlebags, saddles, and all sorts of harnesses. (1day/gp standard value).

Lip-reading
To use this skill, the character must be able to see the lips of the target person or creature and understand the language being spoken. A successful check allows the character to "overhear" the conversation; if the lip reader understands the language being spoken, he can understand the speakers' words. The distance to the target and the available light should be taken into account, as would beard and moustache or other facial coverings, and movement of the target. This will give the "reader" penalties to the roll. (DM!!) To use the Skill, the character must be within 30' of the speaker and be able to see him speak (glasses of far-sight or similar must reach this same calculated minimum distance). A check is made. If it fails, nothing is learned. If the check is successful, 70% of the conversation is understood. Since certain sounds are Impossible to differentiate, the understanding of a lip-read conversation is never better than this. This skill takes as much time as a normal conversation would.

Local History
The character is a storehouse of facts about the history of a region the size of a large county or a small province. The character knows when the ruined tower on the hill was built and who built it (and what happened to him), what great heroes and villains fought and fell at the old battlefield, what great treasure is supposed to be kept in a local temple, how the mayor of the next town miraculously grew hair on his balding pate, and more. The DM will provide information about local sites and events as the character needs to know them. Furthermore, the character can try to retell these events as entertaining stories. Once the subject is chosen, he can either make a Skill check and, if successful, add that tale to his repertoire, or actually tell the story to other characters. If the character succeeds in entertaining them, the player need not make a Skill roll for the character, since he has succeeded. The character can tell these stories to entertain others, granting him a +2 bonus to his Charisma for the encounter. But telling stories to hostile beings is probably not going to do any good. Knowing/researching something can take from 1 round to several minutes (DM), telling much longer.

Machine Building/Destruction

This is **unique to Gnomes** and can't be readily taught to other. It is the practical complement to Fantasy Physics—while that skill is the theory and principles, this is the practice. It is the ability to take a Fantasy-Physics construct and make it in accordance with the principles of Fantasy Physics. The skill can be reversed by **Gremlins only**, and is called Machine Destruction in such cases. Further the skill remains the same. The skill will last as long as it takes to make the desired object, or repair it. (see table). A survey of faults, damages, takes time according the difficulty of the design as per table.

Time Required			
Complexity	Skill	Survey	Repair
Easy	-2	1d4 rounds	1d4 Hours
Simple	0	1d4+2 rounds	1d4+2 Hours
Tricky	+2	3d6 rounds	3d6 Hours
Difficult	+4	5d6 rounds	5d6 Hours
Very Difficult	+8	30 +7d10 rounds	30 +7d10 Hours

Magic Energy Conservation

This skill only magic Spellcasters can take this skill. It's learned primarily at the Alphatian University of Magic in Sundsvall until 1009 AC. After the destruction of Alphatia, only survivors on other continents still know this skill. Even the Glantrian Great School of Magic, and other Magic Universities are unaware of it. When in 1011AC the new Magic School of Karameikos (Krakatos) is opened by the former Alphatian Great Master, the skill becomes more widely known. It allows the Spellcaster to conserve energy that normally is wasted, by not casting spells. The energy is collected for use as Cantrips. Each day, a character with this skill may freely cast one Cantrip spell for each 9 not cast spell-levels. The usage of this skill takes 1 Turn of memorization prior Spell memorization of that day.

Magic Trivia.

This skill allows the character to develop a hint as to the contents of a magical scroll, tome, or rune prior to using a read magic spell. The hint is vague but still useful. Further, the character may make use of knowledge possessed by the player with respect to magical effects encountered in the game, in the same manner as is done for the Monster Trivia skill. Usage is 1 round minimum.

Magical Engineering

This is the ability to recognize the basic principles of some unfamiliar magical devices. It does not include practical training in design or fabrication magical artifacts. It does allow the character to recognize uncommon magical items or to distinguish trapped or cursed items from safe ones. This skill will take 20 - the difference of success in rounds of time.

Mapping/Cartography

A character who knows mapmaking can draw maps of overland terrain which, may later be sold for amounts varying with the perceived value of the information. The cartographer can also read maps and lead a group to an indicated spot, assuming he possesses an accurate map. If a map of a particular area is needed, the DM may allow a roll less than or equal to 10-20% of the character's total skill to indicate that he was able to locate such an item for a DM-determined cost (this takes 3 hours at least and is a simplified use to get to maps without arduous searching, trading and role-playing). A special skill can be taken in Marine Cartography instead of Land Cartography, allowing the individual to read and create nautical charts. Note this does not include any navigational skill.

If the character has this skill, he can understand and make maps even if he can't read or write. This skill allows the character to comprehend simple maps without skill roll; the character should make skill rolls to interpret or draft complicated layouts or to map an area by memory. A character does not have to have this skill in order to map a dungeon as the characters explore it. A character that can map but not read can't understand the words on a map, but does know all the signs and symbols commonly used. Using a map takes 20 (minus the difference of success) in rounds of time of undisturbed attention to it. Making a map takes lots and lots more depending on the accuracy and the knowledge or accessibility of necessary information (DM!!).

Mason

A (stone) mason is able to build structures from stone so that they last many years. He can do simple stone carvings, such as lettering, columns, and flourishes. The stone can be mortared, carefully fitted without mortar, or loosely fitted and chinked with rocks and earth. A stonemason equipped with his tools (hammers, chisels, wedges, and block and tackle) can build a plain section of wall 1' thick, 10' long, and 5' high in one day, provided the stone has already been cut. A stonemason can also supervise the work of unskilled laborers to quarry stone; one stonemason is needed for every five laborers. Dwarves are among the most accomplished stonemasons in the world; they receive a +2 bonus when using this skill. They only have a chance (equal to ½ of their normal Skill check) of recognizing magical or magically endowed constructs for what they are. The skill needs the time the construction takes to become finished.

Mathematics

The Character is able to use several mathematical formulae not used by commoners like multiplication, dividing, contents calculations, speed vs. distance and mass etc. and perform basic accounting. He is not likely to be cheated in simple business transactions or in the division of treasure. No skill check is necessary in these circumstances. This will take several turns at minimum, but could be several days (like the calculation of the Impact of an oncoming meteor, where, and how it will hit with what effects, etc. Like Scribes they need lots of paper and writing Implements to work with.

Military Tactics

This skill allows a character to interpret the movement of enemy forces and to move his own forces better. When using this skill the character examines what he has discovered (by any means) and then decides what is right—what he thinks the enemy is doing or how he should set up his units. The DM rolls the character's military tactics roll, when successful, he informs the character if his calculations are right, when the calculations were wrong and the skill was rolled successful, the DM should inform the character with some advice on how the player should set up his forces. If the roll is a failure, the DM should tell the player that his character couldn't interpret the enemy troops well enough to use them to his advantage. The success of the roll determines bonuses or penalties for the troops during mass combat. The usage of this skill takes at least 1 turn, and can take up to one hour.

Mimicry

This is the ability to mimic animal noises. This is a very useful skill in the wilderness especially. When characters use recognition codes or signals that imitate the screech of a hoot owl or the noise from some other animal, this skill allows them to mimic those noises convincingly so that enemy listeners are not automatically tipped off that there are spies in the area. But to use the skill this way the Signaling skill has to be used also. Types of signaling also include Yodeling by Dwarves, whistling by Atruaghin tribes or Primitive tribes. This skill takes as much time as it takes to make a normal sound.

A character may also imitate the calls and cries of animals that he is reasonably familiar with, based on his background. This ability is limited by volume. The roar of a tyrannosaurus Rex would be beyond the abilities of a normal character. A successful Skill check means that only magical means can distinguish the character's call from that of the true animal. The cry is sufficient to fool animals, perhaps frightening them away or luring them closer. A failed check means the sound is incorrect in some slight way. A failed call may still fool some listeners, but creatures very familiar with the cry automatically detect a false call. All other creatures and characters are allowed a Wisdom check to detect the fake.

Monster Lore

This skill indicates a long study of unnatural monsters of many types. It enables the character to identify any monsters and give a chance to know several facts about them, their attacks, and their weaknesses. A separate check must be made for each piece of information. Any failure indicates no further knowledge is available about the monster without further study. Modifiers apply to the rarity of the monster. Creatures with a frequency of rare are at –4 to the roll, while those very rare or unique automatically fail. The DM may decide other creature outside the characters knowledge (alien, new, ancient, etc.). Information about non-living creatures (Golems, Undead, etc.) fall outside the parameters of this skill. The skill takes at least a minute of thinking back about details of the monster and thus isn't simple to use in combat. By the time the character remembers the creature spits acid, the rest of the party is probably well aware of that.

Monster Trivia.

A character with this skill has picked up some knowledge of various monsters from friends or family who were former adventurers. If the DM questions whether the character would actually be aware of a certain monster's abilities that the character's player is aware of, the DM can call for a roll against this skill. Success indicates that the character may act upon the player's knowledge. Under no circumstances does this mean the player may reference a rule book detailing a monster's powers. It means only that the player may run his character as though the latter possessed the former knowledge of the creature in question. If the roll is made but the player doesn't know what the monster is or does—tough. Usage is 1 round minimum.

Naturalist

This character has studied nature from the comforts of a library and has collected bits of knowledge about the natural world. This skill grants an academic understanding of plants and their uses, animals and their habits, and a very rudimentary outdoor survival (is a plant or animal edible or somehow dangerous; yes, a lion can be eaten without danger, or it eats you without danger). Modifiers apply on the rarity of a plant or animal. This differs from the hands-on education represented by the survival skill. Naturalists can make do in the wilderness without the more specific skill, but they're far from comfortable. Naturalists are likely to know that a Faerûnian Flying Squirrel only nests in a Boxonian Sparrow at 4' or higher in the sprocket of a tree limb, directed away from the high sun. But they're less likely to know where to place their tent. The usage of this skill takes 1d20 rounds to remember and apply (if possible).

Nature Lore (choose Type)

This skill is the knowledge of common plant and animal life forms of one specific terrain as given in the table. The character can gain several Nature Lore skills for each different terrain he learns. This skill gives the character knowledge of such things as edible and poisonous plants, healing herbs, and signs of unnatural danger (such as unusual quiet, absence of normal plant or animal life, atypical animal behavior, etc.). When the character uses this skill in his home territory, he receives a –2 to his die rolled for the skill check. When he uses it in territory very similar to his home territory, he receives no bonus. The less it resembles his own home territory, the greater the penalty he will receive, up to +4. This skill takes one round to use.

Various Types Nature Lore	
Desert,	Plains,
Hills,	Arctic,
Clouds,	Special Planar terrain (name)
Forest,	Jungle,
Open Sea,	Broken Lands,
Underground	Clouds
Ether,	Underwater.
Volcanic	Outer Space,

Navigation

By taking directions from the position of the sun and the stars or other atmospheric conditions, the character can always know where he is. Successful rolls, with positive or negative modifiers for the character's distance from his home territory and familiarity with his surroundings, will tell the character more precisely where he is. The character has learned the arts of navigating by the stars, studying currents, and watching for telltale signs of land, reefs, and hidden danger. This is not particularly useful on land. At sea, a successful Skill check by the navigator reduces the chance of getting lost by 20 percent when the character makes use of special equipment, like astrolabe, starcharts, maps, compass, or similar equipment he gains bonuses. This skill takes one turn at least to use, when equipment is used; the time is doubled for each piece of equipment used (like maps, astrolabe, etc.).

Netmaking

This skill enables character to make or repair a net if enough adequate materials are available. The character needs of course the right Implements or tools, but these are often as simple as a needle and a block or large cork, and a line to hang the net on. Each knot takes 5 rounds, and each loop of the net has up to 4 knots, so the larger the net, the more time it will take to construct, closing the rims of the net takes 1 minute/inch. Of course nets made for larger prey are made of thicker fibers and will take correspondingly longer, and be more difficult. This is the primary skill of Netmakers.

Observation

This skill enables the character to survey a specific area for chances since a last visit or during the survey (when guarding the area). Any survey lasts for 4 rounds adjusted by the Intelligence adjustment of the character. This is doubled when the vision is troubled, or hindered by bad light, no light, bright front light, great distances, or long time distances between surveys (all cumulative). The time is halved if the disturbance is moving, or leaves clearly visible tracks. This way a survey can even reveal an invisible creature. When the character wants to look for small disturbances, the time is doubled and the survey chance of success is penalized by 4. For tiny disturbances, it is doubled again, and penalized for a total of 8. For each 20 feet inside or 20 yards outside distance form the surveyed area the chance of success is penalized by 1. Remember that an approaching creature in a great distance seems to be smaller by the distance. For each 50 feet inside and each 50 yards outside beyond the first 50, the creature seems to be one step smaller than he actually is. A normal sized Human will appear to be tiny at a distance of 200 yards. Thus the chance to notice this human approaching will be at –4 when he is moving, when he is standing –8.

Organic Preservation

Organic materials come from plants or animals, and have a habit of decomposing once the life process has been interrupted. A character with this skill is experienced in using materials and processes that can prolong the usefulness of these organic substances. Whether it's properly wrapping and sealing food so it spoils not sooner, using a certain tree-sap to preserve a special spell-component, or pickling a baby-cockatrice in a specimens jar, or embalming a corpse for preservation, this character knows how to keep things from rotting. It also gives knowledge of the Suppleskin spell (see TSR 9521 AD&D2 I Tyrant). The amount of time for which things may be preserved for how long in what environment varies and is determined solely by the DM. The shelf-life of wrapped or sealed materials are extended up to three times as normally, whereas something preserved in chemicals may be kept nearly indefinitely. This skill is needed for any Embalmer. The usage of this skill takes several hours for canning, chemical threatening, several Turns for wrapping and salting, etc.

Orientation

Also named Caving. This skill is best used underground, when moving on long distances. It prevents becoming lost when exploring caverns, tunnels, and underground rivers. Orientations in a maze or outdoors with an overcast sky require skill checks. These checks take 10 +1d4 rounds.

Paint/Inkmaking

This skill enables the character to make from different liquids, animal deposits or fermented bodyparts, to make ink or paints. It is Important that these paints or inks are made especially for a specific kind of surface. An ink made for a scribe is completely different than that for a Tailor or Cosmetician, and a wall paint is different from that of an Artisan. To make an Ink depends on the color created, purple and gold are the rarest and most difficult to create, while, brows, greens and yellows are easy to make. This is the primary skill of a Paint/Inkmaker. At least several days are needed to make a batch of a single color.

Planar Geography

This skill gives the character a general knowledge of the Prime, Inner, and Outer, Astral and Ethereal Planes. This skill includes knowledge of techniques of survival or travel among the Planes and common inhabitants of these Planes. The greater the distance the more difficult the skill becomes, for each Border crossed the character get a penalty of 2. This skill takes 1 Turn at least to use, when equipment is used; the time is doubled for each piece of equipment used (like maps, astrolabe, etc.).

Politics

This skill allows a character to understand the political situation of any given area and to recognize the main political figures and their proclivities. This character could walk into a town and have a chance to know what the political climate is like, who is the mayor or lord, and any unusual rules. Modifiers apply upon the distance from the character's homeland, the size of the affected area, or both. Large kingdoms, even in distant lands, add no modifiers to the roll, as they should be well known to any scholar. Any survey takes at least 3 hours, of looking, speaking with locals, and wandering about for any city or smaller. For countries a day or more are needed instead.

Pottery

A character with this Skill can create any type of clay vessel or container commonly used in the campaign world. The character requires a wheel and a kiln, as well as a supply of clay and glaze. The character can generally create two small- or medium-sized items or one large-sized item per day. The pieces of pottery must then be fired in the kiln for an additional day. The raw materials involved cost 3 cp to make a small item, 5 cp to make a medium-sized item, and 1 sp to make a large item. It takes several Turns to hours and sometimes even days for an item to be ready. This is the primary skill of a Potter.

Prospecting

This skill grants knowledge in the practice of searching for valuables and minerals. There are many techniques available, and the character is fairly familiar with those practiced by his culture (or the culture he was taught prospecting). This includes using metal or wood pans and fine meshes to sift through riverbeds and dirt. A successful check performed on a daily or weekly basis indicates that something of worth was found, though usually such results yield only small gains at most. This skill takes about 3 to 6 Turns to use.

Racial Knowledge

This is the knowledge of other races. All characters know something about other races (assume they have such a default skill at half their Intelligence). But this skill provides detailed knowledge of **two** races. It includes knowledge of their beliefs, the best way to approach them in a friendly manner, a limited vocabulary (in addition to any languages) and their skill with magic. If this skill is taken more than once, other races can be chosen; the skill can't be improved over the Intelligence of the character, even by extra skill-slots. This skill take at least one round to use, but can take much more. This skill may be used a second time if a sufficient library is available, there it will take 1 hour + (20 - 1 Turn per point the skill was made successfully).

Reading/Writing
The character can read and write a modern language he can speak, provided there is someone available to teach the character (another PC, a hireling, or an NPC). This Skill does not enable the character to learn ancient languages (see Languages, Ancient). This skill is only used when a character normally couldn't read/write. Since all main countries on Mystara have some basic form of scholarship due the many religions, this will be only with characters from primitive or foreign settings. The usage of this skill will take double normal reading time by those used to read from child's age on. This skill takes 1 round per line, 1 Turn per page at minimum.

Rope/Stringmaking
This primary skill of a roper enables a character to make from vegetable, organic or magical thread fibers woven strings, and these into ropes, of different quality, strength, diameter and length. These finished products are no more than rolls of fabric, often rolled up for transport on wooden beams. A character with roper Skill is able to create any kind of rope from any kind of thread like fabric. The character requires a very long twisting apparatus, and wooden beams. A roper can create two yards of thread or 1 yard of single twisted rope per day (most ropes are triple twisted, and anchor ropes, or those for great weights have up to 12 twistings). A roper can also make endings, loops, to a rope or string, or add other objects like hooks, blocks/tackle etc.

Sabotage
This skill allows the character to plan or cause a malfunction in a construct or machine or to cause the collapse of a building or portion thereof. Gremlins would love this skill, in addition to their Machine Destruction skills. This can be as simple as rigging a crossbow to misfire or a wagon wheel to fall off or as complex as collapsing a tower. The time involved depends on the complexity of the design and its size. A failed check means that the object is obviously damaged, or the attempt failed completely, whichever the DM thinks would disadvantage the character most. The DM gives also modifiers for more complicated contraptions. A wagon wheel would Imply no penalty, a catapult a +2, and the collapse of a part of a tower +10. The preparation varies upon the sabotage act, but rarely is less than 3 round or more than 8 (often hidden, nightly) hours.

Sailor
The character is familiar with boats and ships. He is qualified to work as a crewman, able to set sails, lower/raise the anchor, do some repair, steer the ship, and know the sea, its legends and reality (though they think all is real), although he can't actually navigate. The sailing of a ship is a continues skill used as long as needed.

Saddlemaking
This primary skill for the Saddlemaker is a specialized form of Leatherworking and often used with it. A Saddlemaker makes saddles/bridles etc. for all kinds of animals and riders. But a character with this skill basically knows how to repair these items, instead of making them. To do more is needing the Saddlemaker Skill wit it's extra skills. A basic saddle takes 7 days to make, bridles only 2. Repairing takes about the same time.

Science (choose type)
The character is an expert in one branch of scientific study such as Astronomy, Geology, Metallurgy, etc. Characters with this skill can make their living with it, usually as specialist in large cities. This skill is greatly unknown in unschooled areas, like the wilderness, and even marginally known in areas outside the great cities. The more civilized the area is the more reasonable it is for a character to have this skill. The character can have several Science skills in different fields. Astronomy, Biology, Geology, Metallurgy, Avialogy, Meteorology, Sociology, Psychology, Theology, Anatomy, Topography, Technology, Oceanography, Botany, Ecology, Zoology etc. The usage of this skill takes upon the task, the accessibility to a library, and other circumstances. This can take from one turn to several hours.

Signaling (choose Type)
Successful use of this skill allows the character to leave messages that can only be understood by another signaling specialists of the same culture, trade guild, military force, or "school". For instance, one Dwarf character with the signaling skill could pile rocks into a cluster; it would communicate nothing to most characters, but another Dwarf character with the signaling skill would recognize it as a signal and be able to determine its meaning. When a character takes a signaling skill, he must specify the type and culture of signals that he will be studying and he must have the opportunity to learn such signals. Appropriate types of signals include military trumpet signals, naval flag signals, smoke signals, drum signals, gypsy symbols, road symbols, etc. Like smoke signs by Ethengerians or those from the Atruaghin tribes. The skill Mimicry can copy the sound signs but does not enable knowledge of them. The usage of this skill takes an instant, for those with the appropriate skill to understand any other skill use will take at least on turn.

Smelting
This primary skill of a Smelter enables a character to use a forge and special smelter ovens in such a way that metals can be extracted from ores or damaged older metals (scrap, etc.). He melts different materials for jewelers, coinsmiths, etc. This skill takes several hours at least, but when the ovens are pre-heated it can be done in half time.

Smithing
This primary skill for Blacksmiths enables the character to hammer and mold metals in shapes, usable as tools. This will take several hours to days depending on the difficulty. Of course must the character have access over a fully equipped smithy with all its tools, fireplaces, anvils, etc. this skill enables making, and repairing basic iron/ steel materials only.

Soapmaking
This primary skill for the Soapmaker enables the character to make soap from fat, perfumes and ash. Depending on the difficulty this will take several hours, and all tools, presses, chemicals, liquids, materials must be present and the fire must be heated. Perfumed or scented soaps are the most difficult and rare to make, mostly made soaps are used for cleaning surfaces are made from animal fat, most scented soaps are made from soap and other chemicals, perfumes, and are less harmfully for the skin.

Snares

This is the skill of building and setting snare traps to capture animals, monsters, and unwanted visitors. Modifiers are applied to the roll based upon the amount of time the character has to set up the trap, the availability of materials, scent, cover, etc. The character can make simple snares, primarily to catch small game. These can include rope snares and spring traps. A Skill check must be rolled when the snare is first constructed and every time the snare is set. A failed Skill check means the trap does not work for some reason. It may be that the workmanship was bad, the character left too much scent in the area, or he poorly concealed the finished work. The exact nature of the problem does not need to be known. The character can also attempt to set traps and snares for larger creatures: net snares, for example. A Skill check must be rolled, this time with a –4 penalty to the ability score. In both cases, setting a successful snare does not ensure that it catches anything, only that the snare works if triggered (DM). Only Thieves with this Skill can also attempt to rig mantraps. These can involve such things as crossbows, deadfalls, spiked springboards, etc. The procedure is the same as that for setting a large snare. The DM must determine the amount of damage caused. To prepare any trap, the character must have appropriate materials on hand. Setting a small snare or trap takes 1 hour of work. Setting a larger trap requires two to three people (only one need have the Skill) and 2d4 hours of work. Setting a mantrap requires one or more people (depending on its nature) and 1d8 hours of work. The time to make a trap is determined by the above mentioned factors and reaches from 1 turn to several hours.

Spellcraft

Although this Skill does not grant the character any spellcasting powers, it does give him familiarity with the different forms and rites of spellcasting. If he observes and overhears someone who is casting a spell, or if he examines the material components used, he can attempt to identify the spell being cast. A Skill check must be rolled to make a correct identification. Wizard specialists gain a +3 bonus to the check when attempting to identify magic of their own school. Note that since the Spellcaster must be observed until the very instant of casting, the Spellcraft Skill does not grant an advantage against combat spells. The Skill is quite useful, however, for identifying spells that would otherwise have no visible effect. This spell takes a minimum of 1 round per casting Time of the studied spell.

Spellflash

A particularly 'Glantrian" skill, this showy ability allows a character to cast a spell in a flashier, more dramatic, and visually impressive manner. Casting brighter, more colorful fireballs, dazzling dancing lights, and fabulously intricate illusions result from spells cast after a successful skill check. Using this skill does not affect game mechanics in any way (except maybe morale by awe). Glantrian wizards merely use the skill in attempts to impress and outdo their fellows. About 75% of the time, a non-wizard will not even notice the extra dazzle. This skill takes no extra time, nor affects the casting time of any spell.

Stone Engineering

Best used underground, it allows the character to understand the complexities of underground mining and stone constructions. A stone engineer can direct slaves or laborers in large building or tunneling operations. This skill takes as much time as is needed, but a survey takes about 1 Turn minimum.

Spell storage (IN or WI);

Important; Spells of magical or clerical origin are stored in the mind of the caster until used. However; when the caster loses consciousness or falls asleep, all spells are lost. This means danger to any caster, because if he/she loses consciousness, he can' t bring any spell out. This is the reason most experienced casters have, several scrolls, rings, staffs or other items able to be used when no magic is memorized or stored within the brain. High-level casters can however, learn a specific skill which enables them to memorize one spell for each intelligence bonus (Wisdom for Clerical classes) even while losing consciousness. This skill can only be learned if the caster is able to cast 5th level magic. The skill adds 10 minutes (1 Turn) to the memorization/praying time to acquire the spells, and the caster chooses which spells will be stored. If the spells are cast prematurely, or the caster is subjected to forget spells, Anti Magic, severe brain damage or similar before the loss of consciousness appears, they will NOT be available. The caster must roll his skill check to this ability, and if successful the spells chosen will be available instantly (as long as the spell is still within the mind of the caster before sleep/KO) when the caster awakes from sleep or resumes consciousness as if still memorized. Nothing changed to the spells themselves. If not successful, the spells will be gone as normal. The skill can be learned from any who has this skill, and needs a free skill slot as per skill rules from the D&D Rules Cyclopedia pages 81-86. The caster is unaware if his skill use is successful or not until he/she awakes. The first time the skill is learned it has a value of 8+1d4, but never more than the current intelligence (or wisdom if clerical) of the caster. This can be increased by learning from another teacher later, but is never higher than the value of that teacher. Casters able to use clerical AND magical spells must choose before which type of spells, and the skill will be based on that type alone, and not the other type. The use of this skill takes no more time.

Tactics

The ability to use troops in the best way possible; a successful check means that it could well influence the outcome of a confrontation in a reasonable way. In effect it enables the character (and those directed by him) to more easily gain surprise, better defense or offence, or both. This skill takes about 1 Minute of investigation, but when the time is shorter it will be penalized by 1 for each 10 seconds (1 round) shorter.

Tailoring/Seaming

This primary skill for the Tailor enables the character to make and repair clothing if fabrics, threads and tools are available. Repairing could primitively be done at a campfire, but a good repair, making and designing takes several days and needs a studio. The character can only design clothing, bedding, upholsteries, curtains, wall coverings, mattresses, beddings, etc. if he has taken the Tailor profession skill. The level of this skill enables what class of clothing he or she can/may make. Apprentice = Copper Class, Skilled = Poor Silver Class, Journeyman = Rich Silver Class, Expert = Gold Class, Master = Upper Gold Class, Grand Master = Ruling class. A seamstress of lower skill is never asked to make clothing for a class he could not do, as this will bring that class its view and respect down. Some individuals accept any seamstress, regardless of skill level and their own class. It takes a character 1 hour per gp value to repair a piece of clothing, and 1 day or more per gp value to make it. The character can sew and design clothing. He can also do all kinds of embroidery and ornamental work. The character must have at least needle and thread and designated material to work.

Survival (choose terrain)

This skill must be applied to a specific environment—I.e., a specific type of terrain and weather factors. The character has basic survival knowledge for that terrain type. Additional Skills can be used to add more types of terrain. A character skilled in survival has a basic knowledge of the hazards he might face in that land. He understands the effects of the weather and knows

Desert, Mountain/Hill, Arctic,	Forest, Open Sea, Broken Lands.	Jungle, Plains, Swamp	Underground, Woodlands, Special,

the proper steps to lessen the risk of exposure. He knows the methods to locate or gather drinkable water. He knows how to find basic, not necessarily appetizing, food where none seems apparent, thus staving off starvation. Furthermore, a character with survival skill can instruct and aid others in the same situation. When using the Skill to find food or water, the character must roll a Skill check. If the check is failed, no more attempts can be made that day unless the weather changes or the location (at least 8 mile). The survival skill in no way releases the characters from the hardships and horrors of being lost in the wilderness. At best it alleviates a small portion of the suffering. The food found is barely adequate, and water is discovered in minuscule amounts. It is still quite possible for a character with survival knowledge to die in the wilderness. Indeed, the little knowledge the character has may lead to overconfidence and doom.

Desert survival doesn't give the character the ability to survive in the forest; he must also take Woodlands survival for that.

A character with the survival skill forages automatically in fertile areas, even when on the move. If he is trying to supply for more than himself, he must make a skill roll if he is supplying one other person, and he takes a –1 penalty to the roll for each additional person after the first he is trying to supply. He must roll every day, and failure indicates that he has not found enough food to feed everyone that day. (The amount of failure indicates the less food was found)—if a character with a skill of 14 was trying to search for food for 5 people beyond himself he must make a skill check at –4 for the other people. The amount of success indicates how many people can be fed. Searching takes several hours, but these are part of a normal day of traveling, resting, eating, etc. To search specifically it takes 20-the skill success in half-hours to search for that specific food. If the check is rolled with 5 points better than needed it will only take 7.5 hours.

Tattooing

This Skill gives the character knowledge of the tools, inks and methods used to make tattoos (often local designs only). Skill checks are made for difficult designs. A Tattooer has this skill primarily and can do more than when this skill is used singly. A tattoo takes several turns to make, but no Tattooer will work longer than 1 hour on a living patient due the stress it causes to both patient and Tattooer.

Taxidermy

Taxidermy is the primary skill of a taxidermist and is used to stuff dead beings for preparation. To use the skill in the best way the profession skill Taxidermist should be taken instead. It takes several days of preparations and drying, fermenting, etc. before a piece is ready.

Thatching

This primary skill of a Thatcher enables the character to make primitive roofs of thatch (Reet) or grasses. This could be used for a temporary use, for permanent use the Thatcher profession skill should be used instead. It takes an hour preparation and two for the construction of a single-sided 10'x10' roof.

Trapmaking

This skill enables he character if he has the right tools to make deadly traps and to design and place traps in furniture, buildings, chests jewelry or wherever. The DM decides the damage according the design of he trap. This skill needs several Hours for a simple trap to several days for more intricate or larger constructions.

Wagonmaking

This primary skill of a Wagonmaker enables a character to repair, design and make wagons, chariot, caravans and similar. This does not include wheels and axes, for this one needs the skill Wheelwright or the profession skill Wagonmaker. Simple repairs can be done however with the basic skill if tools, materials and workspace are available. The skill lasts 1 day for each hp the wagon has or each 500cn load it can carry.

War Machine Engineering

The character knows how to maneuver a War Machine and use its weapons. He can command a War Machine crew to obtain the best use of the Machine's potential. The successful use of this skill also adds a +1 to the morale of the war Machine crew. The skill takes as much time as is needed to work with the War Machine, be it moving or be it using it.

Weapon Sharpening

This skill makes a character adept at honing a blade to its finest possible edge. Of course it works only on cutting or piercing weapons. The character spends half an hour sharpening the weapon with a fine quality whetstone. At the end of this time the character makes a check. Failure indicates it must be done anew. Success means that the blade is at it sharpest and functions with a +1 adjustment to hit and damage for the next three attacks only (or unused a year in dry environments, or a week in wet environments), after which it loses its fine edge and needs resharpening. Weapons can't be sharpened indefinitely, every sharpening removes 0.1% of its size and weight, cumulatively.

Weaving

This primary skill of a Weaver enables a character to make from thread , linen or cloth or other threadlike fabrics woven patters of different design. These finished product are no more than sheets of fabric, often rolled up for transport, that can later be used for upholstery, clothing, mattresses, bedding or similar products. A Tailor skill is needed to do this. A character with weaving Skill is able to create garments, tapestries, and draperies from wool or cotton. The character requires a spinning apparatus and a loom. A weaver can create two square yards of material per day, or one square yard of woven fabric if minor tools are available takes 5 to 100 hours depending upon the design of the pattern, when however weaveracks are available the time will be halved.

Tracking

The character can follow tracks (even if unskilled—see table). But these can be penalized, by weather, hardness of the surface, age and number of tracks followed, etc. This skill is modified according the following list, and is applied cumulative.

The modifiers are cumulative—total the modifiers for all conditions that apply and combine that with the tracker's Wisdom score to get the modified chance to track. For example, if Thule's Wisdom score is 16 and he is trying to track through mud (+4), at night (-6), during a sleet

Time		Experience	
Recent track (within an hour)	+1	Levels 1 to 3	-1
Old Track (more than 6 hours)	-1	Levels 4 to 6	0
Very old track (more than 24 hours)	-3	Levels 7 to 10	+1
Every 12 hours more	-1	Over 800.000 xp	+2
		Weather	
Soft or muddy ground/frozen snow	+4	Fresh Rain or snowfall	-2
Searching in fresh snow	+2	Every hour of rain, snow, or sleet	-5
Normal ground, wood floor	-2	Strong Wind	-1
Rocky ground or shallow water	-10	Poor lighting (moon or starlight)	-6
Target		**Other**	
Every two creatures in the target group	+1	Thick brush, vines, or reeds	+3
Target is large or heavy-laden	+1	Occasional signs of passage, dust	+2
Tracked party attempts to hide trail	-5	Raised in Alfheim	+1
Target not seen	-5	Scout Class	+1
		Unskilled	-6

storm (-5), his chance to track is 9 (16+4-6-5). For tracking to succeed, the creature tracked must leave some type of trail. Thus, it is virtually impossible to track flying or noncorporeal creatures. Thus only possible in rare instances, but with severe penalties to the attempt. To track a creature, the character must first find the trail. Indoor, the tracker must have seen the creature in the last 3 Turns (30 minutes) and must begin tracking from the place last seen. Outdoors, the tracker must either have seen the creature, have eyewitness reports of its recent movement ("Yup, we saw them Orcs just high-tail it up that trail there not but yesterday."), or must have obvious evidence that the creature is in the area (such as a well-used game trail). If these conditions are met, a Skill check is rolled. Success means a trail has been found. Failure means no trail has been found. Another attempt can't be made until the above conditions are met again under different circumstances. Once the trail is found, additional Skill checks are rolled for the following situations:

• The chance to track decreases (terrain, rain, creatures leaving the group, darkness, etc.).
• A second track crosses the first.
• The party resumes tracking after a halt (to rest, eat, fight, etc.).

Once the tracker fails a Skill check, another check can be rolled after spending at least one hour searching the area for new signs. If this check is failed, no further attempts can be made. If several trackers are following a trail, a +1 bonus is added to the ability score of the most adept tracker. Once **he** loses the trail, it is lost to all. If the modifiers lower the chance to track below 0 (for example, the modifiers are -11 and the character's skill is 10), the trail is totally lost to that character and further tracking is Impossible (even if the chance later Improves). Other characters may be able to continue tracking, but that character can't.

A tracking character can also attempt to identify the type of creatures being followed and the approximate number by rolling a Skill check. All the normal tracking modifiers apply. One identifying check can be rolled each time a check is rolled to follow the trail. A successful check identifies the creatures (provided the character has some knowledge of that type of creature) and gives a rough estimate of their numbers. Just how accurate this estimate is depends on the DM.

Chance to Track	Movement Rate
1-6	¼ normal
7-14	½ normal
14 or greater	3/4 normal

When following a trail, the character (and those with him) must slow down, the speed depending on the character's modified chance to track. In the earlier example, Thule has a modified tracking chance of 9, so he moves at ½ his normal movement rate. Tracking needs as much time as needed or chosen, with a minimum of all added penalties +1 round.

Weapon/Toolmaking

This highly specialized Skill enables a character to perform the difficult and highly exacting work involved in making metal weapons, particularly those with blades. The character blends some of the skill of the blacksmith with an ability to create blades of Strength and sharpness. A fully equipped smithy is necessary to use this Skill. The time and minimal material cost of most tools are 5 days and 5 sp or weapons are approximately as given in this table. A character with the weapon maker skill also

Item	time	price	Item	time	price
Arrowhead	10/day	1 cp/each	Hand Axe	5 days	5 sp
Mace	8 days	9 sp	Scythe	10 days	12 sp
Dagger	5 days	2 sp	Spear, Lance	4 days	4 sp
Sh. Sword	20 days	5 sp	2H Sword	45 days	2 gp
Battle Axe	10 days	10 sp	Tongs	8 days	5 sp
Flail	6 days	7 sp	Saw	4 days	5 sp
Fork, Trident	20 days	10 sp	2-man saw	6 days	14 sp
Long Sword	30 days	10 sp			

has access to the Weapon Sharpening skill, but it's inhabited in the Weapon-making skill.
This primary skill enables the character to make repair an know the function and usage to use several tools. It does not enable the character to actually use these tools when they don't belong to his skills. This is a primary skill for the profession skill toolmaker. The skill needs as much time as necessary.

Wheelwright

This primary skill of a Wheelwright enables a character to make and repair axes and wheels for any kind of vehicle. To really make wheels from design to the end one needs the Wheelwright profession skill. A wheel takes 3 days to 30 days to make depending on the simplicity and/or complexity of the design the time is increased by 10% total for each wheel if more wheels are made for the same vehicle. A wagon with for wheels will take 440% of the time of one single wheel.

Winemaking.

This skill enables the character to make wine from grapes or berries. It explains the fermentation process, the harvesting, and the growing and planting of just on sort of grapes or berries, the storing, labeling, transport, and selling of the beverages need skill checks with several penalties (DM). He also knows how to determine the quality of the ingredients prior to buying them or having them planted from seedlings. Checks must be made with each step of a seasonal harvest, and must be made to recognize vintages ever tasted, or more or less similar to already tasted vintages. A successful check reveals, the type of berries, the excellency of the vintage, the average age, what the ground was it grew upon, how many AP it has per liter, existing vintages are revealed and an appraisal check may be based upon the check. This skill takes 1 year per wine made, but no more than 1 Turn has to be used daily/barrel. The initial preparation (i.e. before it is stocked in a barrel) takes a full week (8hr daily) per 100'x100' area harvested.

Woodlore

This basic skill of all characters living in, near or from the woods have this skill. This skill enables the characters to recognize the basic trees, animals, and plants of the woods and basic ways of their material use and how to harvest that. This includes what kind of tree delivers what kind of wood, if it is usable, and how to collect it (it does not include how to lumber a tree, therefore a lumbering skill is needed.), or to recognize blueberries or simple mushrooms when and how to harvest them. This is a knowledge skill and takes a mere check to know, but if used to harvest, or research it takes as long as needed.

Undertaker

This person is adept in burying, ceremonial burning, mummifying or whatever local way of disposing the dead the area may have. Mostly burying or entombing. Due to his "link" with the dead and everybody's fear of death, he won't be liked locally where everybody seems to know him. This is also because their work clothing is well known to be used for undertakers solely, it has the scent of death around it, and animals wherever will react correspondingly (including, Bugbears, Rakasta, Lupin, and Phanaton). Burying a grave (6" deep normally takes 3 hours), a roadside grave only 1 hour, an entombment 4 hours preparation and 2 closing it, burning takes 2 hours. These durations are excluding the local rituals needed.

Wisdom based skills

Animal, Mammal, Fish or Monster Empathy

The character has the ability to sense and communicate basic feelings with one type of animal or monster, within 100 feet. The animal or monster should be a non-intelligent creature (it's inappropriate to use Vampire Empathy for example). It's pointless to have Empathy with a monster, which is completely ferocious and deadly (such as a werewolf, beholder, T-rex or a hellhound); it will not change the monster's range of responses. The character must make a skill check for each attempt to communicate; if the monster is of higher HD than the character's level then the difference between HD and level results in a –1 penalty to the skill check. This skill is only allowed to characters that have a special relationship with one type of monster or animal. The tribe that is friends with wolves for instance (like most Goblins) would have Wolf Empathy. The skill does not allow the character to Charm the animal type, or to make friends forcibly with it. But when confronted with the animal, the character can communicate his own feelings—such as peacefulness, lack of danger, etc. If the animal reacts favorably towards him (DM!!), the character might then be able to become friends with the beast. The skill is penalized by one for each HD the monster or animal is greater than the character using this skill. Fish Empathy enables empathy to creatures of 20' long at most. The variant of the skill works up to 200' away. Shark-kin who have this skill have their Shark empathy extended to 400'. A character with the Mammal version of the skill can sense basic feelings up to a distance of 500' under water. Aquatic Elves and Merrow who take this skill have their Dolphin song ability extended to 1000'. This skill also gives a +2 to Riding skills of the chosen type of creature (if it allows it). This skill takes at least 1 round to use but can take up to 1 turn with an unwilling animal.

Animal, Fish or Monster Handling

The character knows how to exercise a greater than normal degree of control over pack animals, beasts of burden, food animals and such. Choose one of the main forms; be it Animal, Fish or Monster Handling. A successful skill check indicates that the character has succeeded in calming, or directing an excited or agitated animal. Those without this skill trying to do the same without magic must do so with a –8 penalty. This skill takes one to several rounds to complete depending upon the familiarity of the creature to be handled.

Animal, Fish or Monster Training

The character knows how to raise, train, and care for one type of animal. The animal can be taught some simple tricks or simple orders. A character who wants to train two or more different animal types must choose this skill more than once—horse training is one skill, Dog training another. However, a horse trainer can train any other sort of natural horse or pony (even Centaurs) and a dog trainer can train any breed of dog or wolf. Any culture that features a strong bond with some animal type will have members with the corresponding animal training skill. Creatures typically trained are Dogs, Horses, Falcons, Pigeons, Elephants, Ferrets, Parrots and Great Cats (these are as any cat, penalized by -4). The skill is penalized for each HD the creature is greater than the character using the skill. Fish training enables training to creatures of 20' long at most. A trainer can handle up to three creatures at one time. The trainer may choose to teach the creature general tasks or specific tricks. A general task is the ability to react to a number of non-specific commands to do its job. Examples include guard and attack, carry a rider, and perform heavy labor, hunt, track, and fight. A specific trick teaches the animal one specific action. A horse may rear on command, a falcon may pluck a designated object, a dog may attack a specific person, or a rat may run through a particular maze. When enough time is available (this can be several months), a creature can be trained to do both general and specific tricks. A trained animal has a much greater value than a normal untrained animal would bring an animal trainer can also try to tame wild animals, but only when they are young, wounded, weak, or old. A healthy adult animal will always refuse to be tamed. This will take one month of uninterrupted work with the creature. If the skill check fails at then end of this month the animal can never be tamed, the creature retains enough of its wild behavior to make it untrainable. It can be kept, though it must be leashed or caged.

Training a character takes several weeks to months for the basic skills and several months to years for difficult training, this depending on the Intelligence of the creature to be trained. Training for a general task requires three months of uninterrupted work. Training for a specific trick requires 2d6 weeks. At the end of the training time, a Skill check is made. If successful, the animal is trained. If the die roll fails, the beast is untrainable. An animal can be trained in 2d4 general tasks or specific tricks, or any combination of the two.

Art

This is the skill of creating Art. Characters with artistic ability are naturally accomplished in various forms of the arts. They have an inherent understanding of color, form, space, flow, tone, pitch, and rhythm. There are different types of Art skill (Painting, Sculpture, Woodcarving, Mosaic, Etc), with their own art works. One skill check can be made to determine the quality of the work. If a 1 is rolled on the check, the artist has created a work with some truly lasting value. If the check fails, the artist has created something aesthetically unpleasing or just plain bad. Artistic ability also confers a +1 bonus to all Skill checks requiring artistic skill—music or dance—and to attempts to appraise objects of art. The character can take different Art skills to be proficient in several different forms of Art. An Art skill can be used to improve the reaction of NPC's to the character and his group of companions; if the artist can present an NPC with a portrait or sculpture of that person (and makes his skill roll), the artists will receive a +2 bonus to reaction. This skill can also be based on Intelligence instead, and then the Art will be more realistically. To make a piece of art will take at least 1 hour when sufficient tools and equipment are available, and can take up to several months depending upon difficulty and size of the piece of art.

Bloodlust Control

Characters who suffer from bloodlust, notable Lycanthropes or Shark-kin, gain a +2 bonus to their Wisdom check whenever they attempt to control their bloodlust. This skill is always equal to the character's Wisdom. If they fail the skill they may roll as any other bloodlust affected character on their normal Wisdom. This skill actually Implies more control. An additional +1 is gained for each Improvement of this skill. This skill takes one round to use.

Bravery

With successful use of this skill, the character can resist the effects of magical or natural fear. An NPC using this skill can ignore the results of intimidation and morale failure. The skill is also used to calm companions, be it animals or other characters, but it will then not remove the fear itself, only lets the characters react more intelligently about it. The kill must be successful in use and the affected creature must succeed an Intelligence check to be calmed down. The use of this skill takes no time, except when used to calm on other creature, then it will take 1 round + 1 round per Intelligence penalty.

Caving

This is an ability to always know where one is while exploring underground caves, cavern complexes, rivers etc. A character with this skill will automatically know the route he has taken to get where he is (if he was conscious all the time). Many Dwarves, Gnomes, and Shadow Elves have this skill. This caving skill can also be used in a maze; skill checks are necessary when the character becomes disoriented. If he is forced to flee for a long stretch, he must make his skill check to prevent becoming lost. Without this skill characters will automatically become lost. The usage of this skill takes no time, but when used after becoming lost to recover the trail again it takes a lot more time and higher penalties do apply.

Ceremony/Honor (choose Immortal/Religion)

A Character with this skill knows how to honor an Immortal (or a religion like the Church of Karameikos or Traladara who encompass more Immortals) through ritual and ceremony. The skill allows a Cleric to perform normal rituals of his Clerical order and could even permit a character to gain an Immortal's attention (through prayer, fasting, sacrifice of possessions, etc. This skill includes the knowing the code of behavior and the rituals pleasing to the Immortal. Every Cleric, Shaman, Shamani, Paladin, or other servant of an Immortal has this skill **extra** to his basic skills. Ordinary information (religious symbol used, basic faith attitude, etc.) of any religion is automatically known by the character. Special information, such as how the clergy is organized or the significance of particular holy days, requires a Skill check by non-Clerics. Additional Skills spent on religion enable the character either to expand his general knowledge into more distant regions (using the guidelines above) or to gain precise information about a single faith. The usage of this skill takes as much time as the ritual takes.

Cooking Military

The character is able of cooking food for up to a regiment of soldiers. It also allows him to make a relatively palatable food out of unappetizing ingredients scrounged up for the cook. Obviously, this isn't cordon blue cuisine, but it is a useful skill for the adventurer. The food often has an unappetizing taste and often also look, but keeps the soldiers active. The usage of the skill takes from 5 turns to 15 turns, then the food is ready (or not), and will be served.

Codes of Law and Justice (Choose Country)

This skill informs the character of any act of behavior will be against the law the character has learned. It also informs the character with behavior needed to be used in court. This skill use is almost instant, but a secondary skill check may be rolled if a library with access to books of local law is available to the character. The usage of the skill in law is a bit different and must be checked more often during the whole court of Justice. Although this is actually a Knowledge skill about the laws and judicial system of one culture or country it is based more on Wisdom than Intelligence. A character who wishes to be a judge or advocate will have this skill in his profession. Each empire or nation has its own codes, so a character who wishes to be conversant in different nations' codes should either choose this skill for each set of laws they wish to study, or take the Judge or Advocate Profession skill. The amount of knowledge and bureaucracy makes it very difficult for characters to learn this skill, and that is why the skill starts with a penalty of -8 which is reduced by 1 for each 2 years using the skill. The time it takes for usage of this skill is very difficult to set, every case is different. But average it takes one to 400 days.

Danger sense

A Successful skill roll by the **DM!!** (upon request Player) means that the character can detect imminent danger. The character will not know the nature or source of the danger and he should not inform the character that a roll was made unless successful. When a roll was successful, and there was no real danger present, the character just senses that the area can easily be used as a place of ambush or other form of danger. The usage of this skill takes no time at all.

Dark Sense

THe character has an uncanny ability. If he's moving at half normal speed or less, he can sense objects or empty space in complete darkness. This requires total concentration (if distracted by sound, action or magic DM penalizes), and is thus completely useless in combat. Using the ability, the character could navigate through a dark room, avoid collisions with furniture and stopping before stepping into gaping holes or pits. A roll is needed everytime the character comes close to anything that could be sensed. Success means that the character is aware that his path is blocked by an object or that no solid ground exists before his feet. Slow or non moving creatures are considered objects in this case. Fast moving creatures can't be noticed by usage of this skill. Failing the skill is bouncing into the object, with all its effects, or falling into pits. The skill works only at the same horizontal level as the ears and eyes 60º up and down, left and right, and never more than 5' away. The skill is when used of continues function, until stopped using, by distraction of any kind.

Detect Ambush.

A fighter with this skill has the experience and perception to spot potential ambushes outdoors, thus negating any chances for being surprised. This skill takes one round per 100' x 100' area surveyed, 1 Turn per map studied, and 1 round looking over the road as far as they eye can see (thus a farseeing item is of great use to them).

Detect Deception

This is the ability to recognize deceptive behavior in an NPC. This does not reveal the truth or falsehood of specific statements, the motivations of the speaker, or the exact nature of the deception. This skill only warns the character to distrust the deceptive NPC. The DM!! makes the roll for the character, informing him if the skill reveals any deceptive behavior. The skill does not work on PC's. The usage of this skill takes no time at all.

Direction Sense

A character with this Skill has an innate sense of direction. By concentrating for 1d6 rounds, the character can try to determine the direction the party is headed. If the check fails but is less than 20, the character errs by 90 degrees. If a 20 is rolled, the direction chosen is exactly opposite the true heading. (The DM rolls the check.).Furthermore, when traveling in the wilderness, a character with direction sense has the chance of becoming lost reduced by 5%. It's the ability to know which way is up (so to speak) in totally unfamiliar surroundings or in very limited visibility (fog, thick jungle, and the like, even at full speed. It differs from navigation. Navigation requires external clues (where the moss is on trees, where the stars are in the sky), whereas Direction sense is pure gut feeling and intuition. Which way is up and down, east and west, north and south can be detected by a successful check. This way he can determine the average direction to a before known location.

Executioner

The sinister ability to make a prisoner talk, or scare him enough to do the same. A successful check can be ignored if the victim succeeds a morale or bravery check (when Demi-Human-oids). This skill also enables the character to use the local execution or punishment methods on the victim, with the best results (short painless in lawful countries, long painful and shocking in more chaotic countries or with horrendous crimes.) The skill lasts about one Turn, after which at least another Turn of rest must be used, or the victim will get used to the treatment and thus gain a bonus to his morale or bravery check. The preparation of an execution will take a day to a week at most, while the execution itself is more slowed by local rituals and proclamations and such, but could be minimized to one simple axe neck strike or a hanging to quartering by horses in a few turns.

Fantasy Physics

This is a unique skill to Gnomes and a very few Nagpa. It is the ability to design a device for carrying out some relative complex function based on pseudo-technological theory. Fantasy Physics is the principle that if something looks as if it ought to work. Even though its workings may not actually be entirely possible, the odds are that it will work. This skill takes 5 Turns + 1 Turn of continued study and designing per difference in making the skill check. Thus a skill check made by 3 points will take 8 Turns. In fact the better the skill is rolled the longer it takes. This also reveals that a failure will be found out after 5 Turns.

Fire-building

A Character with fire-building Skill does not normally need a tinderbox to start a fire. Given some dry wood and small pieces of tinder, he can start a fire in 2d20 minutes. Flint and steel are not required. Wet wood, high winds, or other adverse conditions increase the time by an additional 3d20, and a successful Skill check must be rolled to start a fire.

Gambling

This is the ability to win money in games of skill (competitive card games, for example) and betting. This involves honest games (although the games Themselves might be illegal), and a successful check increases the character's chances for winning money at the games. The usage of this skill takes as much time as the gambling game takes, which can be several turns to a few hours.

Grooming Animal

The character is adept in grooming a single specific species of animal. This can be used to increase the apparent value of the animal, or to make it simply look and/or feel good. This also removes any ticks the animal might have, fleas and other tiny vermin are located, yet not removed. This skill takes 1 Turn per HD of the animal minimal.

Grooming Humanoid

This character knows how to make people look good or bad through the use of make-up, appliances, hair styling, and clothing. A character with this skill can temporarily increase his Comeliness by 1d4 (1-2=Cha +1, 3-4=Cha+2), max 18, affecting the reactions of those able to see (or feel, Smell) the character. This Improvement lasts a minimum of 1 hour to a full day, depending upon the character's activity and the elements (Wind, Rain, etc) this skill Implies a +2 to disguise checks. This skill takes 1 hour minimal.

Guidance/Council

This is the advisory skill of the kindly old Cleric and other people whose advice is sought by those in trouble. The character interprets the situation, formulates his recommendation, and then makes his roll; if it is successful, it will reveal how accurate or helpful his idea is. This skill takes about a minute.

Healing

A Character proficient in healing knows how to use natural medicines and basic principles of first aid and doctoring on Demi-Human-oids. If the character tends another within one round of wounding (and makes a successful Skill check), his ministrations restore 1d3 hit points (but no more hit points can be restored than were lost in the previous round). Only one healing attempt can be made on a character per day per set of wounds. If a wounded character remains under the care of someone with healing Skill, that character can recover lost hit points at the rate of 1 per day even when traveling or engaging in nonstrenuous activity. If the wounded character gets complete rest, he can recover 1+con hit points per day while under such care. Only characters with both healing and Herbalism Skills can help others recover at the rate of 2+con hit points per day of rest. This care does require a Skill check, only the regular attention of the proficient character. Up to 1 patient/Wisdom bonus (not penalty) can be cared for at any time.

A character with healing Skill can also attempt to aid a poisoned individual, provided the poison entered through a wound. If the poisoned character can be tended to immediately (the round after the character is poisoned) and the care continues for the next 5 rounds, the victim gains a +2 bonus to his save (delay his save until the last round of tending). A Skill check is required, and the poisoned character must be tended to immediately (normally by sacrificing any other action by the Healer character) and can't do anything himself. If the care and rest are interrupted, the poisoned character must immediately roll a normal save for the poison. This result is unalterable by normal means (i.e., more healing doesn't help). Only characters with both healing and Herbalism Skills can attempt the same treatment for poisons the victim has swallowed or touched (the character uses his healing to diagnose the poison and his herbalist knowledge to prepare a purgative).

A character with healing Skill can also attempt to diagnose and treat diseases. When dealing with normal diseases, a successful Skill check automatically reduces the disease to its mildest form and shortest duration. Those who also have Herbalism knowledge gain an additional +2 bonus to this check. A proficient character can also attempt to deal with magical diseases, whether caused by spells or creatures. In this case, a successful Skill check diagnoses the cause of the disease. However, since the disease is magical in nature, it can be treated only by magical means.

The binding of a **Minor Wound** (normally 1d6+1 bleeding) takes 1d6 rounds, and will stop the bleeding unless the patient is exerting itself (new combat within natural healing period), which will give a reopening wounds chance.

The binding of a **Major Wound** (normally 2d6+2 bleeding) takes 2d6 rounds, will restore 2d6 points of bleeding damage or less if the wound was smaller), and makes the wound into a **Minor Wound** after at least 1 Hour of binding the wound. This healing can imply the usage of needle and thread.

Only a Healing Skill at -4 will enable a **Severe Bleeding Wound** (normally 3d6+3 bleeding) takes 3d6 rounds, to close to a **Major Wound**, after at least one hour. This healing mostly implies the usage of needle and thread. The skill takes as much time as needed.

Healing, Natural
A Character with this skill is knowledgeable in the use of seaweed, mollusk and herbal cures. On a successful natural Healing check, any character that has been poisoned is allowed a second saving throw at –2. It also doubles the character basic normal healing, on a successful check and if sufficient materials are available. This skill takes a Turn at least to prepare the Healing materials, and to serve them to the poisoned characters. When the character has prepared the ingredients beforehand, they will remain alive or usable for no more than 2 hour, if living mollusks or 24 hours for other materials. The character knows where and how to find the necessary components. Searching for them will take 3d4 Turns in component native surroundings, and 3d4 hours in component related surroundings.

Healing, Tribal
The character knows some tribal medicinal secrets that help heal wounds. He can reduce further hp loss for a companion under 0 hp, and heal the patient to a maximum of 1point each day. He can also heal someone at 0 hp or above, at the rate of 1 hp each day in addition to the natural healing if the patient is resting, This skill can later be replaced by a normal healing skill after a study of 20- Wisdom in months. The treatment takes several rounds a day spread so that at least one round of treatment is used every two Turns.

Healing, Veterinary
This is the same as Healing, but this skill pertains to creatures that are neither Humans, Humanoids, nor DemiHumans—in other words, non-Humans, monsters, animals, and so forth. A successful roll will allow a character to restore 1d3 points to a wounded character. It can also be used to stabilize a patient below 0 hp, so that patient will not die within the first 8 hours. The skill can't be used on a wounded patient more than once per set of wounds. If the patient receives new wounds, healing can be used only against the second set of wounds. The skill is used against a set of wounds, not individually against each injury. (The term "set of wounds" usually refers to all the hit points lost in a single combat situation). If a healer actually rolls a natural 20 when using the skill, he actually inflicts 1d3 points of damage to the patient, and he can't treat the same set of wounds again. Successful use of the skill will allow the character to diagnose type of illness. A roll made by 5 or more will allow the character to determine whether an illness is natural or magical induced. A character can take this skill in one of two ways; As a general Veterinary healing skill, which means that he makes his roll with a +1 penalty for every type of creature he treats;

or

As a specialized veterinary healing skill that pertains to one class of creatures (such as Equines = horses, Centaur, mules, etc.). The character with the specialized veterinary healing skill takes no penalty when treating the creatures, which are his specialty, but he takes a +2 penalty with all other types of creatures. A character could have this skill twice, one general and one specialized; he would have his listed rolls for creatures that were his specialty and have only a +1 penalty when treating other creatures. A character with a veterinary healing skill that tries to heal a Demi-Human-oid rolls always at +3 penalty, and any failure would cause damage instead of healing (a 20 even double damage). Treatment takes 1 round per point cured, per disease checked it takes 1 turn, all other usage will take at least 0ne turn.

Horticulture
Horticulture is basically gardening. It is Wisdom based skill, because it depends much on non-intellectual understanding of and sensitivity to plants and their lives. This skill takes at least a Turn for each use and can take even several hours. The character though will seem to forget the time and think it took no more than (1d4+1) x 10%

Local Rumor and Gossip
This is a very handy skill for those of curious inclination but rarely (DM) of any facts or reality. Rumors however often lead to facts while gossip mostly leads to jealousy. The skill is used so that the character is able to speak in such a way to easily retrieve locations and persons willing to share the rumor or gossip for free or some payment, trust is automatically gained if the character tells more gossip (Local or Important,) real or fantasy, by himself. The skill takes several turns at least but with local beverages (men beer or ale, women tee, coffee or rarely wine)can lead to several hours with promises to return and chat once more. Almost everybody knows some rumor or local gossip, but most know the same rumors or gossip however.

Mandragora
This allows the Mage to recognize Mandragora plants, and safely harvest them. The roots can be used to make soporic or hallucinogenic drugs. A victim of the drug must make a Constitution check ; if failed he will fall asleep for 1d6 days, or answer the truth to 1d6+6 questions the Mage asks. Later can be learned to make a Manakin from the root of the plant. The locating of the root in its correct landscape (swamp, wet-forest, moor, bog, dead river-arms, etc.)will take 24+2d30 days. The harvesting (only at a full moon) will take at least 4 hours (a black dog, a rope, wax are needed). The making of the concoction (choose while making what sort of effect is wanted) will take 4 hours. The concoction will be usable for 1 moon at most or turn into a poison BB.

Meditation (known only in the Great School of Magic)

This helps the character reach a higher level of intellectual perception by concentration and eliminating extraneous interruptions—in effect, the meditation temporarily raises one's intelligence (18 max). After an hour of preparation (absolutely quiet)the wizard gains a modifier to his Intelligence check according following table. Inform the DM before meditating what problem is wished to be solved. This effect lasts until the ability check meditated for is attempted, this means it can be used only for on task at a time. Meditation improves chances of discovering new spells, enchanting items, or conjuring a companion. Only one meditation check must be made each waking period, but each day the ability meditated for is used, must also be meditated for. This will prolong the ability by 1 hour each waking period.

Level	Effect
1/5	+1
6/10	+2
11/15	+3
16/20	+4
21/25	+5
26/30	+6
31/35	+7
36	+8

Mining

A character with mining Skill is needed to site and supervise the operations of any mine. First, the character can attempt to determine what types of ores or gems can be found in a given area. To do this, he must spend at least a week searching a four-square-mile area. The area must be searched to find anything of value and may thus increase the amount of time required. At the end of the search, the character can say what is likely to be found in this area. After this, the character can site the mine. On a successful Skill check (made secretly by the DM), the character has found a good site to begin mining for any minerals that may be in the area. The check does not guarantee a successful mine, only that a particular site is the best choice in a given area. The DM must determine what minerals, if any are to be found in the region of the mine. On a failed check, the character only thinks he has found a good site. Much effort is spent before the character is proved wrong, of course. Once the mine is in operation, a character with mining Skill must remain on site to supervise all work. Although this is a steady job, most player characters will find it better to hire an NPC for this purpose.

Mysticism

This skill, though similar to Ceremony/ceremony Immortal, is available to non-Clerics. This skill allows the character to instinctively know the best course of action to please the Immortal in general. A successful skill roll, for example, means that the character recognizes an idol dedicated to a specific Immortal and that the characters should give it its due respects. The usage of this skill does take one round.

Psychology

This character is familiar with the twistings and turnings of the mind and can use his knowledge to "heal" or "harm" people. A character with this skill can treat madness and phobias or help modify psychopathic or sociopathic behavior as if he casts the spell Cure Insanity. This is, unlike the spell, not an automatic cure all, and much more time is needed to help someone who is insane. Each case is determined by the DM, based on the time spent (much) and the Intelligence of the subject. It's not the first time a patient dupes its healer by pretending to be cured. This skill is also been used by those of less moral virtue to attempt to brainwash victims, or as an aid to torture and interrogation. Those, of good and lawful or even neutral alignment always refuse to use the skill that way. This can also be use to aid characters who are under a Charm or Fear spell or effect. When the skill is successful, the spell-affected victim may make a new save to resist the same spell. If no save is normally allowed, a save vs. spells at –4 is made instead. This usage of this skill can only be done once a character in any given situation, and takes 30-the victims Intelligence in rounds of calming communication. Lastly a character with this skill is a scholar of a single race or culture its motivations and behavior (choose when skill is taken). The character can make a check to guess the individual of the same race its motives in any given situation or to sense whether that creature is being dishonest or deceptive. This skill Implies a +1 bonus to any skill where deception might be involved (Disguise, Haggling, Detect Deception, Storytelling, etc.).

Quick casting (known only in the Great School of Magic)

This allows a magic-user to cast spells more quickly. If at the beginning of a round, the magic-user states that he has everything ready to cast the spell intended and succeeds this skill roll the intended spell is cast +1 on initiative faster than normal. Spell that take longer than 10 rounds casting time are Improved by 5%, spells that take more than 1 Turn are Improved by 10%. If he changes his mind he must shuffle his components and break of the spell he was casting and can't do anything else that round or let it go off as intended beforehand. This skill in itself does not take time to use.

Self Control

A Lycanthrope with this skill gains a +2 bonus to saving throws vs. spells when attempting to retain his alignment. In addition a character who has failed to retain his alignment may roll a Self Control check once each Turn, at a –2 penalty plus any penalties which affected the initial saving throw vs. spells. On a successful check, the Werecreature regains his own alignment. This skill is always equal to the character's Wisdom. This skill takes no time to activate.

Soothsaying

Astrology and Fortune telling are a vital part to many superstitious cultures. All soothsayers are trained to be intimate familiar with the local calendar, and are consequently aware of the passage of time, as marked by the sun, moon(s), stars, or floating Continents (Hollow World). The calendar is the central tool for predicting the Wisdom of performing an Important action on a particular day. But there are other methods as well—e.g., casting lots, examining the entrails of sacrificial animals, tealeaves, cards, hand reading, etc. The skill takes at least one Turn for each use but may be much more depending on the character and the method used.

Spell combination/mixing (known only in the Great School of Magic)

This technique allows a magic-user to mix his spell-levels in any combination, so long as the total spells don't exceed his capacity or the maximum spell allowed each level based upon his Intelligence (see spell miscasting). For example; a level for wizard normally casts 2 1st level spells, 2 2nd level spells (for a total of 6 spell levels) with this technique , he can choose to memorize 6 1st level spells or 3 2nd level spells, or any appropriate combination. This skill does not need to be rolled for. It is automatically infused in the meditation of the spells as normal, as long as it is known, and the meditation for spells is undisturbed. This skill does take no time to use.

Spell storage (IN or WI)
See under Intelligence Skills

Taunting
This skill causes a victim to become outraged for 1d4+2 rounds. An outraged victim's Wisdom and Dexterity scores are temporarily halved (round up) and the victim must then succeed its own Wisdom check to avoid immediately charging into combat. This skill takes the Wisdom of the target in rounds including the character adjustment of the character taunting.

Teaching
The ability to teach a skill most efficiently. A successful check means the apprentice learns the skill with a permanent +1 modifier, as long as the final skill score remains at best equal to the teacher's. The usage of this skill depends on the skill teached, but will always take a minimum of 1 week. Further follow the rules of learning other skills.

Time Sense
This character is mostly able to give a reasonable close approximation of the time (in Turns at best) and has a chance (skill check) of being able to tell how much time has elapsed during an interval of unconsciousness. This skill is based upon the internal biological clock, not on observation of the natural world, and so even functions under ground or when completely enclosed. If the character is on another plane where time operates differently than on his home plane, this skill will not function, until he returns to his home plane and spends at least one week adjusting to the normal flow of time. In case of any time travel the character does in the same plane he must adjust also one week. This skill takes only one round of usage.

Water Divining
This is the ability to sense underground deposits of water in areas which appear barren or devoid of it (in the specialized form this skill takes here). It is the skill greatly prized among desert dwellers and those who live in arid land, steppes or Savannah. The creature using this skill must work at ground level. The user can only sense water directly underneath it. However, a preliminary Wisdom check allows it to detect signs of terrain fruitful for subterranean water up to a mile away. This skill takes 1 hour per usage.

Weather Sense
This Skill enables the character to make intelligent guesses about upcoming weather conditions. A successful Skill check means the character has correctly guessed the general weather conditions in the next six hours. A failed check means the character read the signs wrong and forecast the weather incorrectly. The DM should roll the check secretly. A Skill check can be made once every six hours. However, for every six hours of observation, the character gains a +1 bonus to his ability score (as he watches the weather change, the character gets a better sense of what is coming). This modifier is cumulative, although sleep or other activity that occupies the attention of the character for a long period negates any accumulated bonus. Sometimes impending weather conditions are so obvious that no Skill check is required. It is difficult not to notice the tornado funnel tearing across the plain or the mass of dark clouds on the horizon obviously headed the character's way. In these cases, the player should be able to deduce what is about to happen to his character anyway. A check needs at least a full turn attention to the skies.

Dexterity based skills

Acrobatics/Tumbling

The character with this skill can perform Impressive feats, balance on taut ropes and wires, etc. A successful skill roll is required to perform any acrobatic feat; failure may result in the character falling. A successful roll allows the character to reduce the effective height from a fall by 10'. It also give a +2 versus mechanical traps where agility would help—such as tilting floors and pit traps if successful rolled. Many entertainers, thieves, and nimble Warriors have this skill. On a successful Skill check, he suffers only ½ the normal damage from falls of 60' or less and none from falls of 10' or less. Falls from greater heights result in normal damage. This skill is not the same as the mystic's acrobat ability or the fall ability of the Scout, but the mystic's ability can be presumed to include the skill; a mystic does not have any benefit from using this skill. A Scout does not improve his falling skill by usage of this skill, but can as normal use all other abilities gained from this skill. All things done while using this skill, except instantaneous reactions, use double normal time, of that of the action if done without usage of this skill.

Agility Training Spellcasters

This allows the Magic-user to be able to cast spells while moving. This can only be done at normal walking pace, riding a mount or dodging attacks will Impose a severe penalty (up to –10) on the check. If the check is failed the spell is disturbed. The usage of this skill takes no time, but can only be done when able to move and act normally.

Alertness

Successful uses of this skill allow the character to draw a weapon without losing any time, to avoid the effects of surprise, and to wake up at the slightest out-of-place noise. This skill does not use any time, but when a character must use this skill over a prolonged period of time (example while exploring a dungeon) he will be so exhausted that he needs one hour more sleep to be without any detrimental effects.

Blind Shooting

This skill is the ability to shoot at a target without being able to see it; it is typically used when the character is in darkness or when the target is outside the range of sight or infravision. The character must be able to hear the target so that its position can be evaluated. If the character makes his skill check, he can then fire at the target; he needs an attack roll to hit the target, but he does not suffer the normal darkness penalties. The usage of this skill is one round.

Chariot Driving

A Character with Skill in this skill knows how to properly harness horses to a chariot, how to drive the horses in order to maneuver it, and how to use his vehicle as a weapon. The chariot driver is skilled at avoiding injuries (skill check needed) during a crash. In most cases a skill check is not required—harnessing a horse, for instance, and normal driving situations don't require skill checks. When unusual conditions prevail (such as swerving through a hail of arrows from enemy archers, or maneuvering at speed over rough ground) then the DM should require a skill check to determine if the driver maintains control of the chariot. He is able to safely guide a chariot, over any type of terrain that can normally be negotiated, at normal movement rate for a chariot (those unskilled move at ½ that movement rate). Note that this Skill does not impart the ability to move a chariot over terrain that it can't traverse; even the best charioteer in the world can't take such a vehicle into the mountains. Chariots can be used as weapons in one of two ways; to attack enemies on foot by trampling or running over them; or (with special war chariots) to attack with wheel blades. To trample, no skill check is required, but the chariot driver must make a regular hit roll. Anyone trampled by a chariot's horses suffer 3d6 points of damage and 1 break per 6 points of damage (round down). War chariots (not racing chariots) are sometimes fitted with blades that extend from the center of the wheels. A river that passes an enemy on foot may make an attack roll to slice the enemy with the blade, which inflict 4d6 points of damage. It is not possible to both trample and slice an opponent at the same time. Blades and spikes may also be used to attack other chariots. By succeeding at a skill check, the driver maneuvers into position for the blades rip into the opponent's wheel or horses. The enemy must immediately make a skill check at a –4 penalty or crash. The attacking driver must then succeed at another normal skill check or crash also. If the driver flips or crashes his chariot, he may attempt a skill check. Success means he has landed without injury. Otherwise he suffers 3d6 points of falling damage, with 1 break chance per 6 points of damage, which may be further modified by the DM depending upon the circumstances. Take careful note of the differences between Chariot Combat and Chariot Driving skills. Chariot Driving allows a character to attack with the chariot itself; conversely, only Chariot Combat helps a character make missile attacks from a moving chariot without penalty. This skill is also needed to drive a Nithian float-chariot. The skill takes as long as used.

Chariot Combat

This skill is important for anyone who wants to fight from a moving chariot. Those without this skill make all attack rolls with a –2 penalty and only inflict half damage. They also loose their weapon on any disarm, natural 1 roll, and natural 20 roll (due impact). Milenians or Nithians seldom use melee weapons from chariots. Most often, they use it as a mobile platform from which to throw javelins or spears. A chariot can carry a large supply of missile weapons. A character can't fight from and drive a chariot at the same time. Without a chariot driver, this skill is unusable. This is true even if the character has both skills. This skill is only known in Outer World Thyatis (primarily Arena's), Hollow world Milenia and Nithia. The skill takes as long as used.

Cheating

This is the skill of winning at gambling games by cheating—by dealing cards from the bottom of the deck, etc. The cheating character should make his skill roll; each character he plays with can make one skill roll (cheating at normal level, Gambling at a –1 penalty, or a base Intelligence check at –4.) against the cheating character's roll. If one or more of the other players makes his roll lower (i.e. Better) than the cheater does, he detects the cheating. This skill can only be used by characters of chaotic alignment. The usage of this skill takes as much time as does the game played within, although the action itself takes a minute moment of time.

Climbing.

A person with this skill can move quickly and efficiently up a hillside, tree, etc. This is not to say a person without this skill can't climb a tree, but in a stressful situation in which the surface must be scaled quickly, someone without this skill takes longer to climb than he might like. This skill gives a base 30% when climbing. This is not Mountaineering, a climber can't guide a not-climber, or clime mountain sides while a mountaineer can. Note that relatively rough surfaces (such as a tree with many branches or a rocky hillside) can be scaled at double the indicated speed, while the base speed refers to a difficult surface or an attempt to climb a rough surface in bulky armor or while encumbered. The usage of this skill takes as much time as used.

Dancing

This skill enables the character to dance according the music available. A check is needed to each different type of music, dance style, or courtesy styles. A failure indicates that the character made as many mistakes as he failed the roll with. When a character makes a failure he will step on the partner's feet 50% chance, which will lower the partner's morale with 2 for each time stepped upon. A failure in a different way is mostly a mismatch of dance moves according the rhythm. If in this case the roll failed by 4 or more the character actually tumbles and falls. The usage of the skill is made once for each dance or each Turn the dance lasts. The rolls are penalized by a cumulative 1 for each 2 Turns of continues dancing, or if the character also has a rolled a successful stamina skill (if he has this skill) for each 4 Turns.

Dart

Using this skill a character can travel at twice the normal swimming speed for one round. A skill check is required every round. It makes ram attacks possible for slower moving creatures and is useful in chase and pursuit conditions. After 10 rounds of darting, or attempting to dart (characters are still expending energy), an endurance skill check is required each round that the character is no longer able to dart. To avoid making an Endurance check a character must have rested for a full Turn before again attempting to dart. This skill takes no time to use.

Dirty Fighting

This skill enables the character to fight with cheap shots and tricks. This skill can't be taken by lawful characters or those who uphold some moral code. Whenever a character wants to use the ability, he must make a check. Success means the trick worked, and the character gains a +2 to hit and damage for that single attack against that single victim, whatever weapon he's using at whatever mastery level. If he fails however, the trick was noticed and the intended victim gains an extra attack in the same round (if more attacks in one round are possible, the victim may choose the attack extra at +2 to hit and damage). Every next round a cumulative –2 penalty is given to the skill check as the victim(s) grow more and more accustomed to the tricks used. This skill takes one round segment to use.

Dismount Rider

On a successful check a character can attempt to dismount a rider. The character inflicts normal damage and the target must make a Riding skill check to avoid being dismounted. The difference between the levels /HD of the two characters is used as a modifier when attempting to dismount a character, and when trying to avoid being dismounted. This skill takes one round to use.

Escape Artist

The character is often able to get loose when tied up or locked up. A successful skill roll means that the character is able to get rid of his ties. Another roll is needed to open a locked door, but this roll is made as a Thief of equal level only when lockpicking tools are available, else the opening of locks will be penalized by 30% round down. In effect the character gains the Thief skill open locks. When the character already has this skill as part of his class (Thief, Rake, Scout, Bard, etc,) he will not get any Improvement, but does gain the primary ability of this skill, the removal of ropes, and such. The usage of this skill takes about one turn per action performed.

Evade

This skill comes through experience in running away from dangers. Successful use permits a movement bonus of 10' per round for 10 rounds, giving the evader a chance to hide or throw the pursuer off trail. The skill may be prolonged after the first 10 rounds, but with a cumulative penalty of 2, for each 10 rounds. This skill uses no time in itself.

Fighting Instinct

The reaction of Impulsive attacking first in order to gain the advantage in combat. Successful use gives a +1 bonus to individual initiative in hand-to-hand combat; roll once at the beginning of a combat. This skill uses no time to use.

Find Traps

This skill allows the character to detect traps after observing a corridor, room or other area. If the character fails the check, it means that he discovered none of the traps in the area. (An ambusher hiding in the are counts as a trap). A separate Find Traps roll is needed for each trap in the area. The DM may make this roll!! To keep the player of the character in the dark of if there exist more traps. . The skill is made as a Thief of equal level and does not need a Dex check to succeed but a FT Thief ability check. The usage of this skill takes 5 rounds of undisturbed examination (from a distance) and a double that if there is much noise or other disturbance.

Fine Smithing (Choose Material)

T Finesmith skill is a primary skill that enables a character to work with **one** material only but work it to great detail and functions. The character must choose a metal (only **the profession** Finesmith enables usage in all softer metals). The metals include but are not limited to Gold, Silver, Tin, Platinum, Electrum, Bronze, Copper, Enamel, and Bronze. Silver and Goldsmith are the most known, but the rare enamel smith uses normal metals and coats them with other metals and pigments. This skill takes several hours to weeks depending on the size, difficulty and rarity of the metal and item made.

Fishing

he character is skilled in the art of fishing, be it with hook and line, net, or spear. This skill depends primarily on where the attempt to fish is made. If the fish in a body of water are abundant and hungry, even a totally unskilled fisherman can drop a hook and line, stake a fisher spear or harpoon, or throw a net into the water and come up with something. And if there are no fish in the area, even the most knowledgeable fisher will come back empty-handed.

Each hour the character spends fishing, roll a Skill check, and adjusts it by the area skill check modifier. If the roll is failed, no fish are caught that hour. Otherwise, a hook and line or a spear will catch fish, crayfish, crab or lobsters if available. To check how many fish are caught see the table.

Fishing Success				
Area	Skill check	Daytime	Twilight	Night
Poor	-2	1d4-2	1d4+2	1d4
Fair	-1	1d6-3	1d6+2	1d6-1
Normal	0	1d4	1d6	1d6+1
Good	+1	1d6-2	1d8+2	1d6+2
School	+2	2d4	2d8	2d6
+2	if skill success if better than fair area.			
-2	if unskilled (or species fish to catch is unknown).			
-1	per cumulative fisher			
-2	per cumulative Hour			

The determination of whether a fishing spot is poor, fair or better is basically up to the DM, as determined by the chosen bait, and equipment; in other words by the chosen fish wanting to catch. A cool, fast-running mountain stream is a good spot for trout, a shallow or muddy pond is a good spot for carp or pike, a clear deep lake is a good spot for bass. Thus all these spots will at least be fair, mostly good however. In general, fishing is better if it is done from a boat moored in the middle of the water, than if it is done from the shore. A swamp or bog is generally a poor place for fishing, as with a stagnant shallow creek. And solitary pools mostly contain no fish, unless placed there, or the pool wasn't isolated in earlier times. There seem to exist some isolated pools, never used to place fish, and never connected to other water, yet still eals live in it. This is because in rain these creatures sometimes even crawl on land following their taste to a good spot to live, they will however always leave the lake and return to the sunlit sea to breed. In hot or sunny weather, fish will congregate in places where they can be shaded by trees or overhanging terrain (Bridges), such a spot will be fair to good, while an unshaded spot nearby on the same body of water will be a poor one. Schools of fish only exist in larger bodies of water, and can be detected from the water surface, by color, reflection of movement, etc. Daily sea fishers look especially for these signs for a big catch.

A net will catch three times the amount of fish as a spear or rod would do, but the fish will often be diverse in size or even species. The DM may modify the results according to the situation. When a 0 or lower are rolled on the success table, that means that no fish are caught. Of every 50% of the weight of the fish is inedible for humans, but Humanoids (especially goblins) know a good deal (75%) how to use them (ex; Fish-head beer, Goblin gruel). Every 150cn constitutes a single meal. Underwater races never fish, but use the hunting skill instead. Shadow Elves and many Broken Lands Humanoids know the existence of Lava Fish, edible fish living in liquid Lava, which the eagerly fish, with metal spears or magical protected wires. This skill takes one hour at least. For Tools see; http://www.pandius.com/What_can_be_Bought.pdf page 36

Forgery

This Skill enables the character to create duplicates of documents and handwriting and to detect such forgeries created by others. The most commonly forged documents are certificates of ownership of slaves, land, military orders, local decrees, receipts of tax payments, a ship's or cargo's manifest, etc. To forge a document (military orders, local decrees, etc.) where the handwriting is not specific to a person, the character needs only to have seen a similar document before. To forge a name, a sample autograph of that person is needed, and a Skill check with a -2 penalty must be successfully rolled. To forge a longer document written in the hand of some particular person, a large sample of his handwriting is needed, with a -3 penalty to the check. It is Important to note that the forger always thinks he has been successful; **the DM rolls the character's Skill check in secret** and the forger does not learn of a failure until it is too late. If the check succeeds, the work will pass examination by all except those intimately familiar with that handwriting or by those with the forgery Skill who examine the document carefully. If the check is failed, the forgery is detectable to anyone familiar with the type of document or handwriting—if he examines the document closely. If the die roll is a 20, the forgery is immediately detectable to anyone who normally handles such documents without close examination. The forger will not realize this until too late. Furthermore, those with forgery Skill may examine a document to learn if it is a forgery. On a successful Skill roll, the authenticity of any document can be ascertained. If the die roll is failed but a 20 is not rolled, the answer is unknown. If a 20 is rolled, the character reaches the incorrect conclusion. To make a forged document or piece of art, several hours will be used(DM).

Gem Cutting

A Character with this Skill can finish the rough gems that are discovered through mining at a rate of 1d10 stones per day. A gem cutter derives no benefit from the assistance of nonproficient characters. A gem cutter must work with a good light source and must have an assortment of chisels, small hammers, and especially hardened blades. Uncut gems, while still of value, are not nearly as valuable as the finished product. If the cutting is successful (as determined by a Skill check), the gem cutter increases the value of a given stone to the range appropriate for its type. If a 1 is rolled, the work is exceptionally brilliant and the value of the gem falls into the range for the next most valuable gem (the DM has the relevant tables).

Hard-Ball (Alphatian Countries Only)

This is the skill of the Alphatian commoner who plays the exciting HardBall sport. The skill wins or loses HardBall contests, of course, but can also help adventurers in tough situations. A successful HardBall skill roll will;

A   Give the character +1 to hit with any thrown missile weapon, or a +3 with anything the approximate size, shape and weight of a game's ball (4"-6" in diameter, spherical, less than 3 pounds/30 cn).

B   Give the character a + 2 on saves which are based on agility (dodging a falling block, evading a lightning bolt, for instance).

C   Give the character a +1 to open door rolls.

D   Give the wielder the ability to hit a target with throwing a bouncing ball against surfaces until it reaches the target.

The usage of this skill takes about 2 initiative segments.

Hear Noise

The aptitude of perceiving faint noises, or some detail among a multitude of sounds, knowing their source and nature. A successful check means that the character can tell approximately how many troops are approaching, if some wear armor, mounts, war machines, and how far away they are. An extra check with a penalty is needed to determine the tribe. This skill also improves the Blind-Shooting skill THAC0 by +1. The skill is made as a Thief of equal level and does not need a Dex check to succeed but a HN Thief ability check. The usage of this skill takes about 3 rounds, with a minimum of 1 round (then penalized by 2).

Hiding (Choose Terrain)

This is similar to the Thief's "Hide in Shadows" ability, with some important differences. The character with the hiding skill can do this only in one type of terrain, chosen from the following list.

City/Outdoors	Roofs/Trees
Corals	Arctic
Jungle	Sea Weeds
Hills	Broken Lands
Indoors	Caves
Mountain	Forest
Plains	Desert

The skill will only work in the listed type of terrain; the character could conceivably spend 14 skills, one for each type of Hiding skill. Humans, Demi-Humans and Humanoids can take the Hiding skill. The character will be able to conceal himself or others in the specified area. This is a useful skill for setting up an ambush or concealing something (without having time to do something as serious as bury it) so that no one will find it. The skill is made exactly as a Thief of equal level, with the following modifiers.

The hiding character makes his skill roll, and the observer makes his Find Traps skill roll; The DemiHumans detection abilities don't affect the observer's checks or apply to the situation. If the skill is made by 25% a lost hidden object can only be found 1 on 1d12 (Elves 1on 1d6), if it is made by 50% or more the object hidden can't be found at all. The skill takes as much time as the character intends to take. Remember that if a character makes sound that can be heard he is not immediately detected or seen, if he remains hidden and succeeds his skill check without making additional sounds he can still be overseen. The problem is that sound always attracts listeners and they can be viewers, and viewers can see the character. The Hide in Corals variant works underwater, but functions further exactly the same, except that Aquatic Elves gain a +5% bonus on their innate ability by taking this skill. This Skill takes as long as chosen.

Instrument Making

Those who take this proficiency must specify whether they are skilled at crafting wind, stringed, percussion, or keyboard instruments. It takes an additional proficiency slot to gain one of the other skills. Three additional slots allow the character to take the title "master craftsman" as he is able to craft instruments of all forms. A craftsman must buy materials equal to a quarter of the instrument's sale value. It then takes a minimum of 1d6 days to craft a wind or percussion instrument, 2d8 days to form a stringed instrument, and 3d10 days to create a keyboard instrument. These times assume that the craftsman is spending 10 hours a day working on the instrument. If craftsman tools (cost 25 gp, weight 5 pounds) are not available, all times are doubled. The quality of an instrument is determined by a final skill check. Failure results in an instrument of poor quality, while success indicates good quality. A natural 20 indicates that the instrument is nonfunctional, while a natural 1 results in a masterpiece worth twice the normal value. Simple repairs take only 1d4 hours and require no proficiency check unless the proper tools are not available. However, repairing severe damage requires 1d8 hours and a check is mandatory for success.

Juggling

The character can juggle, a talent useful for entertainment, diversions, and certain rare emergencies. When juggling normally (to entertain or distract), no Skill check is required. A check is made when trying spectacular tricks ("Watch me eat this apple in mid-air!"). However, juggling also enables the character to attempt desperate moves. On a successful attack roll vs. AC 0 (not a Skill check), the character can catch small items thrown to harm him (as opposed to items thrown for him to catch). Thus, the character could catch a dagger or a dart before it hits. If this attack roll fails, however, the character automatically suffers damage (sticking your hand in the path of a dagger is likely to hurt). This skill takes as long as used.

Jumping

This dexterity skill enables the character to jump at much greater or higher ranges than his strength normally would make possible. On a successful check a running broad jump (if the character has at least a 20' running start) would be improved by 3', a standing broad jump by 2' and a high jump by 1'. When this skill is improved it gives an extra foot of distance per skill bonus to the already enhanced distance by use of this skill. See the Jumping table. This skill takes one round of preparation, except when doing it while running toward the distance to be jumped (this could be penalized up to -6 due unseen circumstances, like slippery surfaces, loose sand, and so on). The character can also attempt vaults using a pole. A vault requires at least a 30' running start. If a pole is used, it must be four to 10 times longer than the character's height. The character must be able to climb the pole to use it this way.

Normal Jumping ranges			
Strength	**Far**	**Run 20'+**	**High**
1 to 6	1d4+1	1d4+5	1d3
7 to 9	1d4+2	1d4+6	1d4
10 to 12	1d6+2	1d6+5	1d3+1
13 to 15	1d6+3	1d6+6	1d4+1
16 to 17	1d6+4	1d6+9	1d6
18+	1d6+5	1d6+12	1d6+1

The vault spans a distance equal to 1½ times the length of the pole. The character can clear heights equal to the height of the pole. He can also choose to land on his feet if the vault carries him over an obstacle no higher than ½ the height of his pole. Thus, using a 12' pole, the character could either vault through a window 12' off the ground (tumbling into the room beyond), land on his feet in an opening 6' off the ground, or vault across a moat 18' wide. In all cases, the pole is dropped at the end of the vault. The use of halteres—jumping weights (known in the Hollow World Milenia only) increases the distance a further 1d4 feet. Jumping takes one single round.

Knot Tying

This skill is commonly learned by seamen, but is also a favorite of thieves. A character with this skill can tie all kinds of knots, ones that slip, hold snug, slide slowly, or come untied with a tug. This skill is also useful for escaping knots. If the character is bound with a knotted rope, he can attempt a skill check once with a –3 penalty (leather –5, but when first wetted then dried -8). If he makes it, he's free. The usage of this skill depends on the complexity of the knot. Making it takes 1 to 6 rounds, freeing one takes 6 to 12 rounds for the same knot, but 1 to 6 turns when the character is bound himself.

Ledge Hopping

With this skill, the character is as surefooted on Cliffsides and in uneven caverns as most characters are on flat ground. The character can safely hop from one ledge to another within 6', even when carrying normal encumbrance loads. Skill checks are required when the task is especially tricky—for example, when the ledges are slippery, or when the character is carrying someone in his arms. The skill only works on ledges; for trees, the character must have the Treewalking skill. A character with this skill automatically gets the skill Jumping included with no bonus and no penalty, on normal ground and ledges, but without the knowledge and training of vaults, poles, and halteres. Elsewhere he will have a penalty of –1. The usage of this skill takes one round of time minimum.

Looting

This skill represents a knack for grabbing the best loot in the shortest time. For instance, a cat burglar breaks into a room in a wealthy mansion. He has about two minutes to fill his backpack, so that he can escape before guards are summoned by magical alarms. If his skill check succeeds, he is able to recognize and stuff into his pack the most valuable combination of items that is feasible, given his limitations of time and space. The usage of this skill takes one round of time minimum.

Martial Arts, Bracers

This Hollow World Nithian skill allows a person to gain a +1 bonus to armor class for wearing any non-magic armlet, bracelet, or anklet. However, only one of these three is gained and must be specified. To gain the benefits of the other two, this skill must be taken for each of them. Thus, if 3 skill slots are used, a character can put on armlets, bracelets, and anklets for a net bonus of +3 to armor class. Of course, bracer skill can only be used in conjunction with partial armor of the Nithians and has no benefit if worn with any type of full armor. In the case of bracers of defense, this skill enhances the bracers' magical protection. The bracers skill is a form of martial arts. The wearer quickly maneuvers the armored section of his arm or leg to deflect missile weapons or physical blows. Thus, if the victim is attacked by surprise, no armor class benefits apply. Due to the active defense form, bracers can't be used during any round in which the character is firing a bow, casting a spell, acting on a agility skill, etc. The usage of this skill takes no time.

Martial Arts, Defensive

Improves the character's AC by one on a successful check, and allows a check to dodge non-magical projectiles. This skill takes no time to use.

Martial Arts, Offensive

Allows the character to add Strength bonuses to open hand or natural attacks. A successful check doubles damage (bonus not included). This skill takes no time to use.

Martial Arts, Nithian Shield

Nithians (only) can use shield to perform amazing feats of defense against missile weapons (not melee). Those possessing this skill gain an improved AC bonus vs. missile weapons based on the shield's size. These bonuses are cumulative with the standard protection of the corresponding shields. This is a near form of martial arts and does not apply unless the shield bearer is actively defending himself (i.e., not attacking someone else). Otherwise, only the normal AC of the shield does apply. This skill takes no time in itself.

Size	vs. missiles	Normal AC
Great	+4	3
Normal	+3	2
Small/Light	+2	1

Mountaineering

This does not replace the Thief's special climbing ability, nor is it a climbing skill; it is the skill of mountain climbing with the use of ropes, pitons, and other climbing gear. A character with this Skill can make difficult and dangerous climbs up steep slopes and cliffs with the aid of spikes, ropes, etc. If a character with mountaineering Skill leads a party, placing the pitons (spikes) and guiding the others, all in the party can gain the benefit of his knowledge. A mountaineer can guide a party up a cliff face it could not otherwise climb. A character that has the mountaineering skill can use such gear to climb difficult mountain and cliff faces and can rig lines to enable non-climbers to tackle those faces as well. A character with this Skill gains a 30% +10% bonus per Skill slot spent above the initial skill slot to his chance to climb any surface. The usage of this skill takes as much time as is needed to scale such a surface.

Move Silent/Stealth/Silent Glide (Choose terrain)

This is similar to the Thief's move silent ability, with some important differences. The character with the stealth skill can do this only in one type of terrain, chosen from the following list. The skill will only work in the listed type of terrain; the character could conceivably spend 8 skills, one for each type of Stealth skill. Humans, Demi-Humans and Humanoids can take the

Mountain/Hills	Roofs/Trees	Plains
Broken Lands	Forest/ Jungle	Desert
Indoors/Caves	Swamp/Moor	Arctic
City/Outdoors	Underwater Glide	Air Glide

Stealth skill. The character will move very quietly in the terrain's for which he has the skill. When he is trying to sneak up on someone or when there is a chance that he will be heard, he must make a check, or the DM does make one hidden. The check is made on a 1d100 like a normal Thief Move-Silent skill of equal level. The skill takes as much time as the character intends to take. The Silent Glide is the underwater or air variant of this skill, and is used to fly/swim silently towards an opponent). The maximum movement by use of this skill is 50% of the normal movement. This skill takes double time to traverse an area while Moving Silently than the character normal could. Successful use of this ability allows the character to move silently. When the character tries to use this skill, he always believes to be successful (therefore the DM makes this roll) but a failed roll means that someone **can** hear his passage if someone is there and able to hear. The roll is adjusted by the following modifiers cumulatively if applicable. The skill will also be adjusted by the successful amount a Hear Noise user is successful, then it will be subtracted from the base percentage.

Net Handling

This skill enables a character to use, make and repair nets. These can be either fish nets, hunting nets or Combat nets. This skill does not give the character any improvement in the use of nets as a weapon (like combat nets), that usage needs the weapon mastery net specialization. But a character will know how to make any specific net for each different usage, for each different kind and size of prey, on a successful skill check (penalized depending upon the character's knowledge of the intended prey as determined by the DM). The making of a net depends of the mazes, and the size of the net and the thread-rope-fibers used. Each square foot takes 3 to 6 turns to make, when tools (Hooks, Needles, Thread or other fibers) are available. The character also knows how to include weights, handholds, buoys, tackle, fish (or hurt hooks for damage). This doubles the needed time to make a net. A successful skill check enables the character to roll out, pull in, haul in (full fish net), hang up, or other wise handle a net professionally. This takes a variable amount of time, decided by the DM.

Odour Scenting

The character has the ability to identify smells and their source. This is often a natural skil (not needing a skillslot) l; Rakasta, Goblin, Lupin, have this skill almost always. Orcs may have it too at 33% chance. A skill check is needed for faint sources this skill improves Tracking and Blind Shooting by +1. The usage of this skill takes one round of time minimum.

Odour Tracking

This skill allows a character to follow the scent of any creature through the sea. Modifiers should be applied according how old the scent is (-1 per hour) and whether it passes through any fast flowing current. The usage of this skill takes one round of time minimum, but can be done while moving. If a character is following a creature with the usage of this skill while moving the skill is penalized by 2.

Piloting (Choose Type)

This is the equivalent of the riding skill but applies to vessels of any kind. It can thus apply to large flying vessels such as aerial ships and flying castles. The usage of flying carpets does not require the usage of the piloting skill, but a broom of flying does. A character must use a different category of piloting for each different

Type of Vessel	Vessels in this category
Small Boats	River Boat, Sailing Boat, Canoe, Ship's lifeboat, Raft.
Galleys	Small Galley, Large Galley, War Galley, Longship.
Water vessels	Large Sailing ship, Small Sailing ship, Troop Transport.
Flying vessels	Aerial Boat, Aerial Ship.
Balloons	Any air vessel using balloons.
Underwater Vessels	Sea Chariot, Underwater Boat.

type of vessel, as defined in the following table. As such, he will spend more than one skill to pilot more than one type of vessel. For Sailing Boats it is called Sailing and is the primary skill of a Sailor. The usage of this skill takes as long as the vessel is piloted.

Quick Draw

A Successful skill check with this skill allows the character to nock and fire an arrow with +2 individual initiative. The character needs to have a quiver filled with enough arrows. This skill takes no time to use.

Quick Tongue

This skill is designed for the mage or priest who wants to cast a spell just a little quicker than usual. A character with this skill is able to speak so quickly when required and may attempt to do so during spellcasting. When preparing to cast a spell, he must make the skill check, if success the casting time is improved by –1. if failed however the spell is disrupted as if disturbed during casting, which can result in dangerous happenings. The skill itself uses no time. With the use of this skill the character can make his wording understandable to those characters in a hasted situation. They can however not return the conversation.

Remove Traps (Choose Type)

This skill is exactly similar to the thief ability with the same name, but the character is specialized only in one type of traps, with the traps including as determined in the table. To remove any other trap the character is penalized an extra 20% above any other penalties.

Small Traps	Medium Traps	Big Traps	Special Traps
Rope traps	Acid Traps	Cave-in Traps	Magical Traps
Trap Triggers	Trap Triggers	Trap Triggers	Trap Triggers
Gas traps	Pit fall Traps	Exploding Traps	Sonic Traps
Blade Traps	Blade Traps	War Machine Traps	Living Traps
Dart Traps	Electrical Traps	Boulder/Avalanche Traps	Undead Traps

The character needs to have a set of thief tools to use this skill at best. Often this skill lets a character only remove a trap for a short period of time, unlike how thief classed characters would do. Most often the Small or Medium Traps are chosen. There is no difference made between indoor or outdoor traps, but only of the type the trap is off.

The Trap Triggers enables a character only to hold a trap-trigger (of the traps in the list) from triggering (temporarily mostly—until let loose by the character), but does never remove a trap. The usage of a remove trap trigger could help the character to go past the trap, but for each extra person that must go past, while the character holds the trap, it is penalized by 5%.

Big Traps often (DM) need a strength of at least 14, but the character may guide someone with this strength (for a 10%+10% penalty per intelligence penalty). This may sometimes also be solved by the usage of intricate construction systems when the skill muscle is known.

The Special Traps need an intelligence of at least 14 to allow to be learned. Magical traps often need magical needs to remove, if successful, the character knows how, and a second roll removes or temporarily disables the trap, if the character met all requirements (DM). The Living or Undead Trap includes the methods used to distract snakes, lowlife, Ghouls or bigger predators, but this distraction only lasts 1 round at most. The time used is similar to that used by thieves, and the percentage success is equal to hat of a thief of equal level, but only in the chosen type of trap. This skill does not enable a character to make traps, but he can, however, retrigger an existing trap, if all components are still available, and resettable (a killed ghoul, or an caved-in ceiling are of course not resettable).

Riding (choose type)

This skill includes the basic care and feeding of a riding animal and the ability to control it under difficult circumstances. Riding rolls are required if the character is; trying to cast a spell, fires a missile or meleeing, when the mount is traveling at full speed, increasing speed to maximum or other difficult maneuvers (like grabbing an object while riding past, handing of objects changing places, striking an object, (dis)-mounting while riding, jumping, passage through narrow/low spaces, etc.); failure means that the weapon

Giant	land-based animals	(Like Elephant, Triceratops),
Large	land-based animals	(like Camels and Land-Striders)
Medium	land-based animals	(like Horses, Land Striders and Dire Wolves),
Small	land-based animals	(like Footpad lizards and Wolves),
Large	air-based animals	(like Dragons or Rocs),
Small	air-based animals	(like Giant Eagles),
Large	water-based animals	(like Whales),
Medium	water-based animals	(like Dolphins or Sharks, Manta Rays),
Small	water-based animals	(like Sea horses)
Specific creature		

means that he mount is moving too much for the character to use the weapon sufficiently. Each riding skill allows the character to ride one type of animal; if a character wishes to ride to different types of beasts, he must buy two different riding skills. Horses constitute one type of animal, Giant eagles constitute another. Goblins get an innate +1 for riding Dire Wolves, as Rakasta with Land-Striders, Traldar with Footpad Lizards, Dwarves with Rockhome Lizards, Krugel Orcs with Land Striders, etc. The table lists the types that exist:

When a character uses his riding skill on the wrong type of animal (for example when a horse rider tries to ride a camel, he suffers a +4 to his riding rolls. When a character with no riding tries to ride an animal, it

Dwarf	+4	Level 1 to 4	+1	Military Cavalry training	-1
Halfling	+2	Level 10+	-1	Born in the Saddle	-2

will succeed under normal relaxed circumstances without difficulty, but when needed to roll a skill check, they suffer a +8 on their Dexterity rolls. But a character needs only to roll in difficult situations, such as when the animal is spooked. In these circumstances the animal will do exactly what it pleases, possibly throwing and trampling the character trying to ride it. Otherwise he can stay on the animal without difficulty. There are other penalties and bonuses to the roll, according to this table: Most nations have Military Cavalry Units. A Fighter or Elf has 50% chance of having had cavalry experience (where they learned the Riding skill), Clerics 5% and Mages or Thieves 1% chance. Makistani, Alasiyani, Ethengar, Atruaghin Horse Clan, and some other nations use the Riding Skill so often they become "Born in the Saddle" (natural +1 bonus to the roll). The usage of this skill is one full turn for saddling, and mounting, further it takes no time at all.

Rope/String Making

This skill enables the character to make rope or strings from any fiber (animal, vegetable, or even magical), it does not make threads as these are seen as fibers, only a weaver can make treads. A rope or thread takes 1 hour per foot per thread used to make. A rope averagely has three or five main ropes with each 20 to 50 threads a string has averagely 1 to 5 threads. If the character tries to make rope out of scavenged materials, the DM makes a secretly check. Failure means there's a weak point in the rope, resulting in 50% less Strength of the rope. Proper testing can reveal this weakness, given time (several hours).

Rope Use

The aptitude of making knots and nets. A check is required to throw a net, a lasso, or a grapple to get a solid hold on an object or a creature (a creature moving needs also be hit by the THAC0 of the character). This Skill enables a character to accomplish amazing feats with rope. A character with rope use Skill is familiar with all sorts of knots and can tie knots that slip, hold tightly, slide slowly, or loosen with a quick tug. If the character's hands are bound and held with a knot, he can roll a Skill check (with a -6 penalty) to escape the bonds. This skill has similarities with the skill knot tying, but is truly different. This character gains a +2 bonus to all attacks made with a lasso. The character also receives a +10% bonus to all climbing checks made while he is using a rope, including attempts to belay (secure the end of a climbing rope) companions. This skill needs only time in making rope objects, which is at least 1 hour per 10 feet of normal rope or a square foot of net.

Sailing.

A sailor is familiar with the operation of either river-, lake-, or ocean-going ships or boats (player's choice). A high skill represents the ability of an experienced deck hand or minor officer. This skill is continuous and requires checks in changing situations.

Skinning

This primary skill enables characters to skin hides from animals or monsters for fabrication into fur. A professional Skinner actually is also a furrier and knows how to prepare furs and hides to make leather or fur from it, when only using this skill only basic leather can be made or temporary furs (the hairs will fall off within several warm days and it will stink. A Skinner will as a Leatherworker carry a strong smell with him. This skill takes several turns to skin depending on size, further preparations depend on moisture and temperature but can take several days.

Swimming

A character with swimming Skill knows how to swim and can move according to the rules given in the Swimming section. Those without this Skill can't swim. They can hold their breath and float, but they can't move themselves about in the water.

Tightrope Walking

The character can attempt to walk narrow ropes or beams with greater than normal chances of success. He can negotiate any narrow surface not angled up or down greater than 45º .Each round the character can walk 60 feet. One Skill check is made every 60' (or part thereof), with failure indicating a fall. The check is made with a -10 penalty to the ability score if the surface is 1" or less in width (a rope), a -5 penalty if 2" to 6" wide, and unmodified if 7" to 12" wide. Wider than 1' requires no check for proficient characters under normal circumstances. Every additional Skill spent on tightrope walking reduces these penalties by 1. Use of a balancing rod reduces the penalties by 2. Winds or vibrations in the line increase the penalties by 2 to 6. The character can attempt to fight while on a tightrope, but he suffers a -5 penalty to his attack roll and must roll a successful Skill check at the beginning of each round to avoid falling off. Since the character can't maneuver, he gains no adjustments to his Armor Class for Dexterity. If he is struck while on the rope, he must roll an immediate Skill check to retain his balance.

Trapmaking

This skill is actually the reverse of the remove traps skill. A character can actually make traps of a specific type if he has the tools, equipment, and knowledge (in the case of chemical, magical, architectural, biological, or necromantic, etc. based traps) available. The character can only make one type of traps. The chance of success is determined by his skill roll,

Small Traps	Medium Traps	Big Traps	Special Traps
Rope traps	Acid Traps	Cave-in Traps	Magical Traps
Trap Triggers	Trap Triggers	Trap Triggers	Trap Triggers
Gas traps	Pit fall Traps	Exploding Traps	Sonic Traps
Blade Traps	Blade Traps	War Machine Traps	Living Traps
Dart Traps	Electrical Traps	Boulder/Avalanche Traps	Undead Traps
1d12 Turn	2d20 Turns	3d30 Hours	special

and his skill level. The amount of success also sets the difficulty of the trap (see table). This thus determines how easy or difficult the trap can be removed. The amount of damage is always determined by the DM, not by the player, but the player can state in what range the damage could lie. This he will do in amounts of singles (up to 12), doubles (2 to 16), triples (3 to 18), quadruples (4 to 20), or more. This so for the DM that he can determine the amount of possible damage. It is very well possible for a player to imagine a trap would do massive amounts of damage, while the DM determines a much lower amount. This he will do because of the importance of game balance.

Failure rate	Difficulty Trap	Remove Trap Adjustment
5 or more	Wretched	+50%
1 to 4	Poor	25%
Succes rate	**Difficulty Trap**	
1 to 6	Normal	+0%
7 to 9	Excellent	-10%
10 to 11	Superior	-25%
12 or better	Masterful	-50%

Trapping.

A trapper can set and camouflage traps for normal creatures. This skill also includes the knowledge of which bait to use in order to capture a creature. It is for the DM to determine whether such creatures are in the area and whether the trap is successful (allow a 20-80% chance of success). This skill is often used by poachers and takes 1-3 hours to find a trap location, and 1 turn to set it at minimum.

Woodcraft

This skill enables the character to work wood with cutting and sawing utensils in a shape wanted. It takes several hours to days.

Treewalking

This is the skill to stay aloft in trees, transferring from one tree to another close by, and working and fighting from a tree branch. A character with this skill can move among the tree branches, assuming that the trees are thick in the area, at the same movement rate as if he were on the ground. He is balanced and poised when running along tree-branches and easily leaps from branch to branch. Characters with this skill don't need to roll in ordinary situations. The skill check is only necessary if the tree is storm-tossed, or the character is fighting or performing some other complex task while trying to move on a tree limb. A character with this skill

Tree		Experience	
Home Tree or Sentinel Oak	+1	Level 1 to 3	-1
Unfamiliar tree or species	-1	Level 7 to 10	+1
Dead tree	-3	800.000 xp	+2
Many small barring branches	-2		
Weather conditions		**Character**	
Snow or Rain falls	-1	Scout class	+1
Icing	-3	Raised in Alfheim	+1

automatically gets the skill Jumping included with no bonus nor penalty, in the area he is used to jump, normal ground and trees there. Elsewhere he will have a penalty of –1. Elves learn how to negotiate tree branches at an early age. Elves with this skill usually succeed with it in normal situations. The skill roll is only necessary if the tree is storm tossed, or the character is fighting, or performing some other complex task while trying to move on a tree-limb. The skill is modified according the following table. The usage of this skill takes one round of time minimum.

Elven treepath traversing need a Treewalking skill every mile covered (or a dex check at-5). Failure means a minor mistake; roll again; failure means a serious fall, roll again; failure means fall down. Elves, and other Forest creatures get a +2 on this roll. Usage of carts give a penalty of -3 due the wheels, but cumulative if failed for each next roll. Carts without spiked wheels give a penalty of -5 instead, with spikes no penalty due the wheels is given.

Constitution based skills

Bricklaying

This primary heavy skill of the bricklayers enables the character to do the arduous and heavy work of cementing (with the deadly white chalk) bricks or stones in different patters together. This skill takes lots of time depending on the height and material of the construction made.

Drinking

This skill gives the character a talent for absorbing greater amounts of alcoholical beverages without being affected. Drinking is actually an Important skill of many creatures, like Centaurs, developed over many lean years when those who survived were those able to consume much while the edibles were there. A successful check in this skill enables the character to consume a much larger portion than normal. This may then mean that the character can go longer without adverse effects. When intoxicants such as alcohol are involved, a successful check means that the character with this skill gets a+10 bonus per skill used on his Drinking level. The skill takes no time to use.

Eating

This skill gives the character a talent for absorbing greater amounts of food. Eating is actually an Important skill of many creatures, like Centaurs, developed over many lean years when those who survived were those able to consume much while the edibles were there. A successful check in this skill enables the character to consume a much larger portion than normal. This may then mean that the character can go longer without adverse effects. When intoxicants such as alcohol are involved, a successful check means that the character with this skill gets a+10 bonus per skill used on his Drinking level. The skill takes no time to use.

Endurance

This skill gives the character the ability to perform a tiring task for long periods of time. A successful check means that the character is able to run (or perform some other demanding task) for an hour without collapsing. The character must make another check each hour he performs the task, with a penalty of -1 for each extra hour. Once the character has completed his task or fails a skill roll and thus collapses, he must rest (or sleep) for three times the amount of time he was performing the task. He is able to talk while resting but further is completely exhausted and has all penalties according to exhaustion. Note that this Skill does not enable a character to extend the length of time that he can remain unaffected by a lack of food or water. The skill takes no time to use.

Fasting

This skill allows a character to go longer period without food, though liquids are still necessary. Any amount under double the characters tolerance level spent fasting causes no ill effects. At one week the character makes a check and has lost 5 Lbs of weight if successful. When failed he suffers all penalties of undernourishment as if the skill is never used. He will also notice he has lost 10Lbs. These losses in weight can never be go lower than 15 Lbs per foot of length of the character. Each following week the skill roll is made with a cumulative penalty of –1. when he decides to end the fasting, he must begin to eat slowly (or die trying). Each day of eating will recover any damages as normal. Any weight loss may be regained after this time if desired, and any ability adjustment gained from the weight loss will be removed accordingly. This skill can be used in survival conditions, but is often used in religious or mystical situations (depending upon the Immortal in question). The DM (The Immortal) should consider granting dome reward to a character who chooses to fast before performing specific rituals. The longer the fast the larger the bonus(DM). This skill is of continues effect until stopped.

Fighting Frenzy

The ability to keep on fighting after being reduced to 0 hp or less. A check is needed for each round of fighting beyond 0 hp. The character instantly collapses when the check fails, or when combat ends. When he passed the death border of –10hp, he can still be fighting, but will die instantly when he fails his skill. The usage of this skill lasts as long as it is successful.

Food Tasting

This is the ability to taste food and drinks to see if they are spoiled. Thus the taster can avoid suffering from food poisoning by carefully tasting food or water first. This ability will not detect poisons to a dish, unless the poison actually has a taste. Some poisons can even affect the taster with such a minute dosage as used while tasting. The skill takes one round of time to use.

Quick Change

If successful, this skill reduces voluntary transformation time of a Lycanthrope character to 1d6 rounds. If level advancement allows a shorter time, use that time instead. This skill will always be equal to the character's Constitution, unless improved by other skill slots. This skill takes no time in itself.

Resist Heat Exhaustion

This skill can only be learned by desert folk, in the corresponding desert. A person skilled in resisting heat exhaustion can "take the heat" longer than most. This skill doubles the time limits on heat exhaustion triggers. Thus a skilled person can perform an 8-hour march through the desert before checking for heat exhaustion. This skill takes no time in itself. But this is known only in Sind, and Nithia and nowhere else.

Resist Wolvesbane

A Successful check adds a +2 to a Lycanthrope's saving throw vs. poison for Wolvesbane for the encounter. This skill will always be equal to the character's Constitution, unless improved by other skill slots. This skill takes no time in itself.

Running

The character can move at twice his normal movement rate for a day. At the end of the day he must sleep for eight hours. After the first day's movement, the character must roll a Skill check for success. If the die roll succeeds, the character can continue his running movement the next day. If the die roll fails, the character can't use his running ability the next day. If involved in a battle during a day he spent running, he suffers a -1 penalty to his attack rolls.

Sleeping

A Habit for being able of sleeping through anything. A successful check means the character manages to sleep through a brawl or a battle. A useful skill for Shaman in need of meditation or rest. The skill lasts as long as the character succeeds to sleep.

Slow Respiration

A Successful check means the character survives in a reduced space after a cavern exit collapses. A check is needed for each day of Imprisonment, with a penalty of –1 for each day. The same could be applied for water, with a penalty of –1 for each minute of immersion. A failed roll means the character suffocates and dies, or releases all air stored in his lungs, and thus reveals himself. The skill lasts as long as used.

Transformation

A Lycanthrope with this skill makes a transformation skill roll (based on his were-form's Constitution score) rather than a check on his Human Constitution score when attempting to change from Human to were-form (or back again). Normal penalties don't apply, but restrictions due to level do apply. This skill takes no time to use.

Charisma based skills

Acting

This is the ability to make one's living as a stage actor, but also Imparts the ability to pretend to be someone else or to show false emotions. Successful use of this skill allows the character to tell convincing lies over a period of time. This skill is often used by rulers and politicians to inspire their people, or by evil priests to use to dupe their flocks, and so on. Acting enables a character to skillfully portray various roles. Acting is most often used as a form of entertainment; it can also be useful in aiding a disguise. If both acting and disguise are known, the proficiency check for either is made with a +1 bonus. Skill checks are required only if the actor must portray a particularly difficult character or is attempting an "ad lib" role (i.e., a nonrehearsed role or on short notice). This skill takes as much time as the action the character takes.

Bargaining

A Successful skill roll allows the character to get the best deal available for goods, services, or information. It's not usually possible to bargain someone into giving you a great deal for nothing. This skill takes about a full turn, less or more will work with less effect.

Bawling

Similar to Intimidating. A shouting and verbal abuse contest to bully people into doing what the character wants them to do. A successful check means that an NPC with fewer HD obeys. NPC's with equal or better HD or levels may ignore a successful check if they succeed a Bravery or Morale check. This skill adds a bonus of +1 to commanding troops Further Improvements of this skill also Improves the commanding bonus. The skill lasts as long as the character intends to do.

Begging

This skill can be used to procure a very minimal daily income. (Many Cutpurses are in fact beggars who aren't getting enough—and vice versa.) Success requires first that there be people to beg from—people with money to give. A character in an abandoned castle or a recently pillaged village is virtually assured of failure. The following modifiers are available. They don't consider the wealth of a locale, just the population density. Impoverished regions might have greater negative modifiers—but then, so might affluent areas with traditions of stinginess.

Uninhabited/Wilderness	Automatic Failure
Countryside	-7
Town	-2
Hamlet, Village	-5
City	0

If a skill check is successful, then a character is able to panhandle enough money, goods or services that day to meet his basic needs (a little food and drink, a place to sleep). The begging skill may not be used to force player characters to give money away; players are always free to decide if and how generous their characters are in response to supplications. The skill takes as long as necessary.

Chanting

The character is an accomplished chanter and can use this ability to help fellow workers or soldiers keep pace. Skill checks are used to determine the effectiveness of the chanting. On a successful check, those who can hear the chanter become slightly hypnotized by the rhythmic sound, causing the time spent on arduous, repetitive tasks to pass quickly. The DM can, at his option, adjust results for forced marching, rowing, digging, and other such tasks accordingly. All Kara-Kara Orcs know this skill in addition to their own skills. They can even increase their combat effectiveness with it. See racial information. This skill is of continuous function and works only after several rounds of chanting.

Crowd Working

Almost every bard is familiar with the ways of a crowd. However, those who take crowd working learn all the tricks of the trade. Such bards are skilled at observing crowds and adjusting their performances accordingly. Any bard who is using a special ability to adjust the encounter reactions of a crowd (e.g., influence reactions) can make a crowd working skill check after observing the crowd for at least a Turn prior to using the ability. If this check is successful, the bard can alter the reactions of the crowd by two levels instead of the typical one. If the bard or his group is soliciting money from a crowd, a successful check indicates that the bard is particularly appealing and the crowd willingly donates twice as much money as it normally would.

Deceive (Fast Talk)

This is the ability to a listener of the truth and sincerity of what is said, despite the fact that the skill user is lying through the teeth. Successful use of this skill causes an NPC (no PC) to believe an untrue statement, or accept a misleading statement as honest and sincere. Failure indicates that the character sounds unconvincing or stumbles over his words. This skill takes as much time as the conversation lasts, and this is a minimum of 5 rounds, and a maximum of 1 turn, any more would spoil what was said.

Diplomacy

This skill enables the character to speak in manners used in higher regions, like courts, castles, temples and such. This Skill gives the character a basic understanding of the proper forms of behavior and address required in many different situations, especially those involving nobility and persons of rank. Thus, the character will know the correct title to use when addressing a duke, the proper steps of ceremony to greet visiting diplomats, gestures to avoid in the presence of Dwarves, etc. For extremely unusual occurrences, a Skill check must be made for the character to know the proper etiquette for the situation (an Imperial visit, for example, is a sufficiently rare event). However, having the character know what is correct and actually do what is correct are two different matters. The encounters must still be role-played by the character. Knowledge of etiquette does not give the character protection from a gaffe or faux pas; many people who know the correct thing still manage to do the exact opposite. The skill is rolled with introduction to new characters met that are of equal or higher social class than the original character. It is also used to say things not so nice in a friendlier manner. The skill is also used in cases of politics. The skill takes as long as necessary.

Etiquette

This skill enables the character to behave in manners used in higher regions, like courts, castles, temples and such. A person with this skill knows proper table manners, styles of dance (although a dance skill would greatly improve this part), how to dress properly, and how to address officials. It is also used to get things done, during eating, during royal courts, or courts of law. The skill is also used in cases of politics. The skill is rolled with introduction to new characters met that are of equal or higher social class than the original character. For unusual situations, such as when meeting a king, emperor or senator, a skill check is needed. If successful, the DM must give suggestions to the player to help his character avoid a blunder or insult. If the roll is a miss, the player is on his own, and must role-play the situation as he sees fit. The skill takes as long as necessary.

Fortune Telling

This skill covers knowledge of a variety of methods of divination—all of them fake, since only a Seer can predict the future and Seers are rare. To be a Seer one must have the special ability of sensing through time. The character with Fortune Telling is familiar with numerous devices and methods, such as tarot cards, palm reading, interpreting the flight of sparrows or the arrangement of a sacrificed animal's entrails, and soon. A successful skill check indicates that the customer or client believes the fortune he was told to be authentic. If the check fails, the sham is discovered in some way, or the prediction is simply not believed. If a natural number secretly chosen by the Dungeon Master before the die is rolled comes up, the event that the Thief predicted actually comes true! This can only happen if the character is a strong follower of any specific Immortal (Time Immortals preferred). The skill takes as long as necessary.

Gain Trust

With this skill a character can gain the trust of NPC's through a combination of courtesy, respect for traditions and honorable behavior. In routine situations, a successful use of this skill is sufficient. In dangerous or threatening situations, or where the NPC has reason to distrust the character. Modifiers are applied, as also when two different races are involved. This skill takes all the time needed.

Gaming

The character knows most common games of chance and skill, including cards, dice, bones, draughts, and chess. When playing a game, the character may either play out the actual game (which may take too much time for some) or make a Skill check, with success indicating victory. If two proficient characters play each other, the one with the highest successful die roll wins. A character with gaming Skill can also attempt to cheat, thus gaining a +1 bonus to his ability score. If the Skill check for the game is 17 to 20, however, the character has been caught cheating (even if he won the game).

Grovel

This skill let's other character's believe that you do obey their order's or commands, while you still do it your own way. This does not Imply however that if a commanding person finds out he is outwitted, he will be very pleased, punishments, if any, will be, more severe if caught. And the DM may Imply penalties on how far the commander "trusts" the character. This skill takes several rounds to a mere seconds (yes, master").

Leadership

Successful use of this skill adds a +1 to the morale of any NPC under the character's control. It may also be used to convince other NPC's to follow the character's commands. There might however be good reasons that a specific group or individual does not want to follow the leader, and is so automatically resistant to usage of this skill. Unlike Intimidate, leadership does not bully and antagonize the NPC's it is used upon. This skill adds one to the number of dice worth of animals a Lycanthrope character could summon, or adds a +2 bonus to the reaction of any NPC the Lycanthrope can communicate with. But for Lycanthropes this skill is based on Strength instead of Charisma. This skill takes as much time as the character wants to, but may not be more than 1 turn, or the NPC's would lose interest.

Music (al Instrument)

This skill allows a character top play one group of related instruments in a skilled manner; the player chooses the group of instruments, which he knows. This skill is often used in conjunction with the singing skill. This skill takes as long as the music is made. Groups include:

Type Instrument	Examples	Type Instrument	Examples
Hand-used stringed	Harp, Banjo, Guitar	Item-used stringed	Violin, Bass
Brass	Trumpet, Horns	Percussion	Drums, Tambourine
Woodwind	Flute, Wood-Horns	Piano	Piano, Clavacimble
Organ	Pipe organ, wind Organ	Named Special	Mouth Harp, Harmonica

Oration

An oration is a speech given in formal, dignified manner. Characters with this skill are able to sway large crowds of people with verbal persuasion. The DM should modify the skill check by taking the nature of the oration and the mood of the crowd into consideration. Typically, successful oration will improve the crowd's reaction by one step. Remember that when the cloud disperses, they will have time to think more clearly about what has been said, and doubts may creep in. This skill takes as long as spoken, but has an after effect of about 1 turn cumulative per successful part of the roll. A roll successful with 4 points will thus have an after effect of 1+2+3+4=10 Turns.

Persuasion

This is the ability to persuade NPC's of your honesty and sincerity. The speaker must believe the truth of what he says. Successful use of this skill means the listener believes what the speaker tells him; it does not mean that the listener will agree to actions proposed by the speaker, Modifiers from –1 to –8 be used if the audience is hostile. This act takes several rounds equal to the success the skill is rolled by.

Poetry

Proficiency in poetry includes the skills of reciting poetry and judging its quality. It also indicates that the character has a repertoire of poems memorized for recital at any time. No proficiency check is required for a normal recital. If the character can read and write, original poems can be written. A successful check indicates that the poem is of above average quality. This skill takes as long as used.

Servility

An aptitude for groveling and appearing so pitiful that a victimizer or a foe might leave the character alone, or spare his life for an extra day. With a successful check and a reasonable penalty, the tormentor might even let the character go (but not the rest of the party). This should be role-played. This skill lasts as long as it is used.

Singing

This is the ability to sing in a skilled manner; a character can make his living with this skill (and if he is entertaining enough can become a famous entertainer or well-known bard (for which this skill is obligatory). The character can also create choral works on a successful Skill check. Hin have an initial penalty of –1 to sing, Fairies of any kind, and Orcs—how rare it may seem have an initial bonus of +2 respectively. This skill is often used in conjunction with the Music skill. This skill takes as long as the song is made.

Singing Marches

A must for some horde leaders! This ability increases the Morale of the troops commanded by the character by +1. A successful check means the rest of the troops start singing too, reducing the enemy's morale by –1. Drinking songs enter this category, a successful check means the character gains a bonus to reaction rolls in inns, taverns, or other drinking locale. In Hin, or Orc populated taverns the character singing will always get an initial bonus of +2 on reaction rolls, if singing—even if false—for the fun of the song itself, (and if non-Hin the dare to sing openly). The skill lasts as long as the character sings.

Toadying

This skill is useful for sucking up to more powerful characters. It allows a character to ingratiate himself by agreeing with an NPC and by generally polishing an NPC's ego. Failure at this skill can have interesting repercussions, as it makes a character sounding highly insecure and sarcastic. This skill also lets the character plead for his life, or to avoid punishment. This skill takes as much time as the character needs with the NPC.

Storytelling

Score	Story Quality	Audience Response
100	Masterpiece	Unforgettable experience teller acquires instant fame and will probably be called upon for a story whenever attending a party or spending an evening in a tavern or inn taproom in the Halfling Shires. He will be regarded as an honored guest; if at an inn, the bill may be reduced at the end of the stay; if a tavern, drinks may be on the house for the night. Unless involved in a dispute or other unpleasantness, teller will be remembered as a "good fellow" and a friend; reputation will spread. Elsewhere he could even be reckoned a saint; and will be treated as kin with an excessive gift. Further reaction rolls +4
90	Remarkable	Audience deeply moved. Teller reckoned wise and worldly and a good friend to have. A small gift may be offered, or drinks and meals paid for; his reputation will spread. Friendship will be offered and a great gift. Further reaction rolls +3.
80	Pleasurable	Audience enthusiastic. The teller earns great respect and will be regarded in a friendly manner. Generous hospitality and large gift. Further reaction rolls +2
70	Interesting	Audience attentive and cordial, teller earns respect and a small gift. Further reaction rolls +1.
60	Tedious	Audience Bored, may be polite or may heckle, Social duties are met, and hospitality extended
0-50	Shameful	Audience offended. They will catcall, boo jeer, or drown out the teller. An old Halfling will always tell a tale to "show how it is done". Hospitality will be withdrawn.

This is the ability to captivate an audience when telling stories. The character can earn his living as a teller of stories; if he also has knowledge skills of such things as tribal history, he can become a sage, or else a Bard. Even Humanoids use the skill of Storytelling, as it is the main ability of the tribal sages versed in Humanoid History. Tribal culture is not written but transmitted through the generations by word of mouth. The art of story telling is popular in the Emirates of Ylaruam and with the Halfling race. Stories are told to entertain and to edify, and dramatic and eloquent storytellers are often honored by their hosts with gifts and praise. Sultans have been known to make a storyteller a vizier on the spot after hearing a story that particularly pleased him. A story is told according the following formula, and a successful roll adds a bonus of 1 for each successful point, to the story telling rating. See the table

A character's Storytelling Rating is computed using the following formula; Intelligence + Wisdom + Charisma = Storytelling Rating. To tell a tale, a character rolls 3d6, adds his story telling rating, and the following modifiers if needed, and compares it with the story telling Chart above. This skill is often used in conjunction with the music skill. This skill takes as long as the story lasts.

Adjustment	When to apply
+5	If based on true character experience.
+5	If illustrates a moral lesson clearly applicable to current circumstances.
+1 to +10	If enhanced with magical effects depending on subtlety (i.e., charm, poetic incantations, visual and auditory effects, etc.). Hin dislike trickery or overbold displays of magical power, but enjoy vocal or auditory storytelling effects, or touches which display great emotion. For example: when an oppressed Hero finally lashes out in revenge or when sundered lovers or family are reunited after long days apart.
-1 to –10	If audience is initially hostile (if storyteller is foreigner, or if audience is captor, enemy, evil Efreet, etc.).
+1 to +4	If tale includes good and fresh one-liners or jests that Hin can re-use later.
+1 to +4	If tale involves good singing, mimicry of voices, acting.
-1	to Hin listeners; If teller non-Hin but Elven or Human and appearing well travelled.
+1	For each success point on the character's Storytelling skill roll.
-1	For each failure point on the character's Storytelling skill roll.
-2 to –10	If teller is foppish, arrogant or snobbish, is a foreigner of nondescript appearance, or is a known enemy.

Ventriloquism

The character has learned the secrets of "throwing his voice." Although not actually making sound come from somewhere else (like the spell), the character can deceive others into believing this to be so. When using ventriloquism, the supposed source of the sound must be relatively close to the character. The nature of the speaking object and the Intelligence of those watching can modify the character's chance of success. If the character makes an obviously inanimate object talk (a book, mug, etc.), a -5 penalty is applied to his ability score. If a believable source is made to appear to speak, a +2 bonus is added to his ability score. The observer's Intelligence modifies are double his Intelligence modifiers. A successful Skill check means the character has successfully deceived his audience. One check must be made for every sentence or response. The character is limited to sounds he could normally make (thus, the roar of a lion is somewhat beyond him). This skill takes as much time as the character needs. Since ventriloquism relies on deception, people's knowledge of speech, and assumptions about what should and shouldn't talk, it is effective only on intelligent creatures. Thus, it has no effect on animals and the like. Furthermore, the audience must be watching the character since part of the deception is visual ("Hey, his lips don't move!"). Using ventriloquism to get someone to look behind him does not work, since the voice is not actually behind him (this requires the ventriloquism spell). All but those with the gullibility of children realize what is truly happening. They may be amused—or they may not be.

Voice Mimicry

Voice mimicry is the art of convincingly imitating the voices of other people. It is a very demanding skill, needing intense training of and practice with the vocal cords. A character with voice mimicry is able to imitate any accent he has heard. Success is automatic unless people who Themselves

Fooling ;	Modifier
"an acquaintance"	0
"a friend of the subject"	-2
"a close friend of the subject"	-5
"someone extremely close" (e.g., parent or spouse—someone who has had close contact with the person for years)	-7

speak in that accent are his listeners; in such a case, a skill roll is required (with a +2 modifier). More difficult is the imitation of a specific person's voice. To do this, the Character must, of course, be familiar with the voice. A skill check is needed to determine if the imitation is detected; modifiers depend on how well the listeners know the voice that is being mimicked. Success is of course certain if the listener is a stranger, someone who has never heard the original voice.

This skill is often used in conjunction with the Disguise skill. Which skill must be checked first depends on whether the character is seen or heard. If the disguise first is successful, there is a +5 modifier to the voice mimicry—the listeners have already accepted the appearance, so they are less likely to doubt the voice. If the disguise fails, it doesn't matter how good the voice imitation is. If the voice is successfully mimicked first, it gives a +1 modifier to the disguise check. The skill lasts as long as the character mimics.

Whistling/Humming

Almost anyone can whistle or hum. Those who take this proficiency are exceptional whistlers and hummers. They can produce tunes as captivating as most songs. A person with this skill is a true master whistler and hummer. It is so easy to learn a new tune to whistle or hum that characters with this proficiency can learn numerous tunes. In fact, if a check is made, a whistler or hummer knows any particular tune in question. In addition, a character with both this proficiency and the animal lore proficiency can mimic any bird call he has heard. However, most adventurers do not take whistling just for the entertainment value. Instead, they are looking for its uses in communication. This communication is possible only among those who know this proficiency. If both characters succeed with their checks, a single concept can be communicated. Some examples are "Go around to the side door," "I hear them coming," "Slowly reach out now, the guard doesn't see you." This skill takes as long as used.

Comeliness based skills

Note;

This basic character ability depicts the actual beauty over the average races, that means is equal to any race. A 12 comeliness kobold will be as beautiful to a 12 comeliness elf. This is of course not really so, but it depicts the chances of physical attraction between members of the same race and same sexual attraction. This ability is used in determining the strength and possibility of falling in love. Therefore it is the least used ability rolled for and most DM's discard it. The DM then must fill in this number, keeping the CH in mind, as a large part of Charisma is determined by Comeliness, and visaversa. Comeliness is used rarely; only the the_seducer_class really needs it.

Allure

A Character with this skill appears beautiful or handsome and desirable to a member of to his or her interest sex (or homosexuals).

The character may direct this skill at any character of the target group regardless of race. On a successful check, a character will be favorable disposed toward the alluring character, willing to offer help and advice, but not to endanger his people or himself in any major way. Requests for aid in a fight are okay, requests to attack comrades or do something dangerous like wrestle a Shark are not. The allurement lasts as long as the character does not attack or harm the admirer in any way. The skill takes no time to use. This skill will be severely penalized when hygiene is absent (as with most adventurers).

Hygiene

This rarely used skill, enables the character to clean itself or its surroundings, with the use of soap, and other items. When the skill is used successfully, the character has a bonus of 1 on his saving throws against diseases for each skill slot used this way. This lasts for 24+ 1 hour for each point rolled better than needed. Upper class females of Human or Elven races may take this skill for free. This skill is also used for applying cosmetics, which could increase the user's Charisma (This improvement this way will not affect any skill uses, but will affect reaction rolls). This skill takes 1 Turn for Men, and 1d4 Turns for female and 2d4 Turns for each average sized room (about 20 x20 x10 feet).