

Skills

A player chooses one Skill at 4, two skills at 3, and two skills at 2. It costs 1 DP to gain a new skill or to increase a skill by one point. Once a skill reaches 5, it costs 2 DP to increase the skill. Once the skill reaches 9, it will cost 3 DP to increase the skill to 10.

Base Time: How much time an action takes. If the roll fails, the character must wait that period of time before trying again.

Lore (Mental + *Appropriate Skill*, 1 minute base time)

The character is attempting to recall facts or information in relation to a skill they possess. The base Difficulty is determined by how obscure or specialized the information is. If the character has appropriate books on the subject, they can use the book to assist them – the rating of the book is added as a bonus to the die roll. Each success provides one fact about the information the character is attempting to recall. The Skill used depends on the field of knowledge the lore would be related to. A knowledge of fine swords would use the *Blades* Skill, for instance.

Difficulty	Information is...
1	a common part of the character's homeland or upbringing.
3	a common part of another nation's lore and history.
5	an obscure part of the character's homeland or upbringing.
7	an obscure part of another nation's lore or history.
9	an esoteric bit of rare information almost unknown.

Academia

The character has a professional education and has a good grasp of history and the sciences. The character gains *literacy* upon taking this skill. This skill can be used for doing research, allowing the character to discover information in a short period of time.

Research (Mental + Academia, 60 minutes base time)

This roll is made when the character is attempting to discover information through book-learning, such as accessing historical records, ancient tomes, or similar sources of recorded information. For every success on this roll, the time taken is reduced by 10 minutes. The Difficulty depends on how obscure the information is, as per the *Lore* roll mentioned at the beginning of this section, while bonuses are granted for how complete the library or archives being used are. (A library has a *Rating*, from 1 to 10, depending on how detailed it is, and can be purchased as *equipment*, with a Cost equal to the Rating + 5.)

Acrobatics

The character is trained in acrobatics and gymnastics, capable of performing impressive feats of balancing and tumbling. When using this Skill, the character subtracts their *Size* to all rolls. (Negative *Size* grants a *bonus*).

Acrobatic Defence

The character may use Acrobatics for active defence. This costs 5 Essence and allows the character to add their rank in *Acrobatics* to their Defence Trait. Acrobatic Defence can be used to defend against Ranged attacks. The character's *Size* is already a modifier against Ranged Attacks, and does not modify the Acrobatics Skill for active Defence.

Animal Empathy

The character understands animals and is capable of training them and keeping them healthy. The character knows how to handle wild animals as well as tame ones, and can specifically train and prepare an animal companion.

Animal Training (Social + Animal Empathy, 1 month base time)

The character can spend one month to train an animal, getting a feel for the animal's personality and helping it become healthy and alert. At the end of the month, the character can roll, with a Difficulty equal to the number of months the character has already attempted to train the animal. Each success on this roll grants the animal 1 XP. The character can grant XP to an animal a maximum number of times equal to their *Animal Empathy* skill.

Artistry

The character is skilled in creative pursuits. The character knows how to create art, or to perform in such a way as to be pleasing to those who are observing. This skill is used for detailed work, while larger projects use the *Inventor Skill*.

Busking (Social + Artistry, 1 hour base time)

The character performs for money, hoping to gain income through this method. The Difficulty of the roll is equal to the desired Resources the character wishes to earn. This is the maximum potential Resources that the performance will generate. Each success on the roll creates the *actual* Resource the character generates, up to the Resources desired by the performer. Every *two* successes beyond that point generates 1 Essence for anyone viewing the performance. Note that if the character's Resources is already higher than the successes generated, the character gains no effective Resource boost. The character can gain a +1 die bonus to their roll for every additional hour beyond the base time before rolling, to a maximum bonus equal to their Artistry Skill.

Creating Art (Mental + Artistry, 1 hour base time)

The character attempts to create a work of art which inspires and pleases. When creating a work of art, the artist has two decisions to make: whether their work is *sale-worthy*, or whether or not it is inspiring. If the art is sale-worthy, the Difficulty of the roll is equal to the desired Cost. This is the maximum potential cost that the art will be worth. Each success on the roll creates the *actual* Cost of the art work, up to the Cost desired by the artist. Every *two* successes beyond that point creates one level of *inspirational* work.

Inspiring artwork can be used to recover *Essence*. A character who views *inspiring* art can recover Essence by spending an hour admiring it in the way it was intended, gaining a number of points of Essence equal to the artist's Artistry Skill. The artist decides how many 'sessions' a viewer has and still be inspired by the work, which sets the Difficulty. This sets the maximum potential number of sessions for the artwork. Each success on the roll creates the *actual* number of sessions the art will grant, up to the limit set by the artist. Every *two* successes beyond that point creates one level of Cost that the artwork is worth on the market as *sale-worthy*.

Performance (Social + Artistry, 5 minutes base time)

The character can perform for an audience, helping the audience feel better for the experience. Those witnessing the performance (listening to a musician, or watching a dance, or experiencing a massage) can regain Essence. The performer can grant a number of points of Essence per success up to their Artistry Skill. Every five minutes of work can potentially grant one point of cumulative Essence per success, but increases the Difficulty by one after the first five minutes. Thus, a dancer can decide to dance for fifteen minutes, potentially granting viewers 3 Essence per success, but faces a Difficulty of two in doing so. If she danced for 30 minutes, she could grant 6 Essence per success (if she had an Artistry skill of 6), but would have a Difficulty of five.

Athletics

The character is athletic, trained in a number of physical activities such as climbing, swimming, running, and sports. This skill proves useful for a number of physical tasks, and is also used to determine how long a character can push themselves for extended physical activities.

Movement (Physical + Athletics + Size, 1 minute base time)

A character can attempt to increase their Speed. For every success, the character's Speed is increased by one for the Round. The Difficulty of this roll is increased by one per minute. If the character is swimming, the Difficulty is increased by one per minute if the character is swimming slow, or two per minute if the character is swimming fast.

Speed (Walking):	Yards per Round (10 seconds)
Speed (Jogging):	2 x Speed +2 Difficulty to Attack / Be Attacked Rolls while Jogging
Speed (Running):	4 x Speed +4 Difficulty to Attack / Be Attacked Rolls while Running
Swimming (Slow):	Half Speed
Swimming (Fast):	Speed

Jumping (Physical + Athletics + Size)

A character can attempt to increase their distance in a jump by making a *Physical + Athletics + Size* roll. For every success, the character's Speed is increased by 2. The character needs at least 10 + Size in feet to run for a running jump. For every foot less the character has, the Difficulty increases by one.

Jump (Standing):	Speed (in feet horizontally, quartered (round up) for vertical)
Jump (Running):	Speed x 2 (in feet horizontally, quartered (round up) for vertical)

Climbing (Physical + Athletics + Size, 1 minute base time)

A character can attempt to increase their Speed. For every success, the character's Speed is increased by 2. The Difficulty of this roll is increased by one per minute.

Climbing:	Speed / 2 (round down) in feet per Round.
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Lifting (Physical + Athletics + Size, 1 minute base time)

A character can attempt to increase the amount they are able to move. For every success, the character can increase their Physical by 1 for the roll. The Difficulty of this roll is increased by one per minute of constant effort. The Difficulty of this roll is increased by one per minute.

Carrying:	(Size + Physical) x 50 pounds (Minimum 50 pounds)
Lifting:	(Size + Physical) x 75 pounds (Minimum 75 pounds)
Pushing:	(Size + Physical) x 100 pounds (Minimum 100 pounds)

Throwing (Physical + Athletics + Size)

A character can attempt to throw an object. The base distance is the character's Physical + Athletics + Size in yards, minus the Size or Bulk of the object to be thrown. Each success adds one yard to the range.

Holding Breath (Physical + Athletics)

A character can attempt to increase the amount of time they can hold their breath. For every success, the character can hold their breath for one more round. This roll is made each time the duration expires. The Difficulty of this roll is increased by one each time the character must roll. If the character fails the roll, they begin to *suffocate*.

Holding Breath:	Physical + Resolve (in rounds)
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Awareness

The character has fine tuned their intuition for reading other people's emotions and has a strong grasp of the world around them. This skill also allows the character to understand the views and perspectives of other people.

Cold Read (Social + Awareness)

The character can attempt to discern whether or not someone is lying or being deceptive. The Difficulty of the roll is the opponent's *Resolve Trait*. For each success, the person being 'read' must give a detail about the nature of the deception. Common examples include:

- 1) Whether the last statement was a complete truth or a partial truth.
- 2) Whether the last statement was a complete lie or partial lie.
- 3) Whether the target is concealing something or leaving something out. (Lie of omission)
- 4) What the target's emotional state is. (Reserved, Guilty, Honest, Sincere, Scared, Angry)

Sense Magic (Spiritual + Awareness, 1 minute base time)

The character can attempt to sense whether magic was used in the region recently, or whether someone is actively attempting to cast a spell. The Difficulty of this roll is 10 minus the Mastery of the spell. For each success, the person can ask for one piece of information about the spell's nature:

- 1) One Aspect for each success of the Spell.
- 2) The Form of Magic that was used.

Business

The character knows how to interact with others in a business environment. This includes knowing how to haggle with merchants for a better price, knowing how much goods may cost, and knowing where to find better deals in a market environment.

Purchase (Social + Business + Resources, 10 minutes base time)

The character attempts to purchase goods. Under normal circumstances, their Difficulty is equal to the *Resolve Trait* of the seller, and the Cost of the item is reduced by the successes of the roll. The final Cost is removed from the character's Resources. If the shop keeper is hostile, they may spend 5 Essence to add their *Business Skill* to the Difficulty.

Chirurgion

The character has knowledge of medicine and surgery techniques appropriate for the time period. They can attempt to patch up wounds, reduce infections, and speed up the healing process. Characters from Naipon, Hinde, Anansie, and Anaitha can also use this skill to perform chi manipulations and therapeutic massage. The usual Cost for a professional healer is equal to the lower of the healer's Mental or Chirurgion Skill.

First Aid (Mental + Chirurgion, 1 minute base time)

The character can attempt to do simple healing on someone who is injured. The Difficulty begins at 0, but increases by one for every 10 seconds the character wishes to reduce the time by (in case of someone who is *mortally wounded*). For each success, the individual recovers 1 Wound. This can only be done once per day on a wounded individual.

Recovery (Mental + Chirurgion, 1 day base time)

The character can look after someone who is recovering. Each day, the character may roll against a Difficulty equal to the number of Wounds the character wishes to restore to the subject per success. A subject who has been diseased or poisoned can be assisted, with a Difficulty equal to the Wounds the poison or disease currently is inflicting. For each success, the Wounds the poison will inflict are reduced by one.

Shiatsu (Spiritual + Chirurgion, 1 hour base time)

Common among the Naipon, Anaithan, Anansie, and Hinde cultures, massage can be a pleasant way to help someone restore lost Essence. The Difficulty depends on how much Essence the character wishes to grant per success, up to the character's Chirurgion Skill.

Craft

The character is skilled in a specific craft or occupation, and understands how to perform the tasks associated with their profession. Each time this Skill is chosen, the character chooses one craft that they are skilled with. All Crafts chosen use the same Skill level. A skilled Craftsman can charge for their work, with a base Cost equal to their actual Skill or appropriate Attribute, whichever is less.

Repair (Physical + Craft + Resources, 1 hour base time)

The character can attempt to repair an object which has lost Health. The Cost in materials to repair an object is equal to the Health lost divided by the Size or Bulk of the object (round down). The Difficulty is equal to either the Bulk or the Hardness of the object to be repaired, whichever is higher. The character can decide how much Health is restored per success of their roll, by increasing the time between rolls by one hour per additional Health. The maximum the character can choose is equal to their Inventor Skill. Thus, a character can decide to work for three hours, and roll with 3 Health gained for each success, or they can go for only one hour, to repair one Health per success.

Invent (Mental + Craft + Resources, 1 month base time)

The character can create an *invention*. This is not the same as an *artifact*, as inventions tend to be less stable, and more prone to disaster. An invention can imitate certain Powers, have a Physical Attribute, and can have Size. The character can assign a number of points between positive or negative Size, or the Physical Attribute, or to give Powers to his invention, equal to his Inventor Skill. The Difficulty of the project is equal to the number of additional points added or subtracted from Size, added to the Physical Attribute, and the number of additional Powers granted to the invention. The Bulk of the item is set at 5 + Size. The base Cost of the item is equal to the higher of either the Difficulty or the Bulk, though special Materials may adjust this cost.

Powers which can be added to an invention include: Additional Arms, Aura, Breath Weapon, Cling, Discharge, Hydra, Imitation, Inmate Weapon, Invulnerability, Large, Leap, Resilience, Scream, Small, Taur, Tendrils, Transform, True Flight, Vitality, Water Baby, and Wings. Any Essence Cost is paid for by the Health of the artifact. When the artifact runs out of Health, it collapses, sometimes spectacularly.

Criminal

The character knows how the criminal underworld works, who to contact, and who they are capable of dealing with. The character can contact the criminal world to attempt to gain equipment, or have favours performed.

Black Market (Social + Criminal + Resources, 30 minutes base time)

The character attempts to purchase goods illegally. The Cost of any item purchased illegally is increased by two. Under normal circumstances, there Difficulty is equal to the *Resolve Trait* of the seller, and the Cost of the item is reduced by the successes of the roll. The final Cost is removed from the character's Resources. If the shop keeper is hostile, they may spend 5 Essence to add their *Criminal Skill* to the Difficulty.

Favours (Social + Criminal + Resources, 1 hour base time)

The character attempts to call in a favour from the criminal underworld. The Cost of the favour depends on the Skill of the person being requested for or by what the potential punishment for being caught might be – the higher Cost is used. The Difficulty is determined by the go-between or seller's *Resolve Trait*. If the seller or the person acting as go-between is suspicious, they may spend 5 Essence to add their *Criminal Skill* to the Difficulty.

Cost	Punishment
2	Fine (Resource 3 or Less) / Public Censure
4	Fine (Resource 5 or Less) / Prison Time (Less than One Month)
6	Fine (Resource 7 or Less) / Prison Time (Less Than One Year)
8	Fine (Resource 9 or Less) / Banishment
10	Execution

Herbalist

The character understands the various fauna that can be used as medicines or to create poisons, as well as which plants are dangerous to even approach. The character can attempt to also cure poisons and to prevent infection.

Antidote (Mental + Herbalist + Resources, 5 hours base time)

The character attempts to gather the ingredients to make a proper antidote. The Resource Cost is optional, granting the character a bonus by contacting allies or spending money to buy missing ingredients. The Difficulty of finding the proper antidote is equal to the Damage that the poison inflicts, +1 for every 30 minutes the character wishes to reduce the time in making the antidote. If Resources are spent, the Cost is equal to the Difficulty. For each success on the Antidote roll, the Damage of the poison is reduced by one.

Create Drug (Mental + Herbalist + Resources, 5 hour base time)

The character can create a drug which can mimic a Power. The character chooses a *potency* for the drug, which indicates how long the drug works when taken. The character chooses this by setting a Difficulty equal to the *Time Aspect* chart for Sorcery they wish to use. This is the maximum *potential* for the drug. The character then rolls, and each success indicates the *actual* duration the drug can last for – with a maximum equal to the potential time the character had chosen. The Cost is equal to the actual potency of the result. One Power can be chosen to be granted by the drug for every level of Herbalist the character possesses, but the Difficulty and Cost are both increased by two for every additional Power grant. When the drug wears off, the user may *crash*. If the creator gained more successes than the user's Resolve, the user must make a Physical + Spiritual roll against the potency. Failure results in addition (+2 to all Difficulties for a duration equal to *twice* the original duration of the drug).

The legal Powers which can be duplicated are: Aclarity, Bleeding (drug user's future wounds remain open), Breathless, Emotion (drug user feels specific emotion), Entrancement (drug user becomes entranced), Immunity (drug user becomes immune to either poisons and drugs, or disease), Infection (drug user's future wounds become infected), Iron Will, Longevity, Magic Resistant, Sixth Sense, Strong Soul, Tireless, Vitality, Vulnerability (drug user becomes susceptible), Weakness (drug user becomes tired and drained). For 'attack'-like Powers, the successes of the drug determine how effective it is on the user. A drug can be made to negate the Powers of *Bleeding*, *Infection*, *Vulnerability*, and *Weakness*, which has no chance of causing a *crash*.

Poultice (Mental + Herbalist + Resources, 1 hour base time)

The character can create a poultice, which aids in the recovery of injuries. The character can choose whether or not to use Resources to augment the roll, representing talking to friends and buying ingredients. The Difficulty of the roll is determined by how many *additional successes* the character wishes the poultice to grant on the *Chirurgeon* roll someone would use to help a target recover Health. The maximum bonus can be up to the character's Herbalist Skill, and the Cost is equal to the Difficulty. For each success on the roll, the poultice grants one actual *additional successes*, with a maximum equal to the Difficulty the character decided to take. A poultice is good for one month, and only one poultice can be used at a time.

Language

The character knows multiple languages, and is also a scholar of languages, but common and rare. The character gains knowledge in one language for every level of skill possessed. The character will still hold an accent common to their nation. Languages include: *Anaithan, Arin, Drachen, Dremy, Enochian, Fallen, Hinde, Naiponese, Old Draconic, Phae, and Trade*.

Translate (Mental + Language, 1 hour base time)

The character can translate tomes, old scrolls, and strange markings from another language to one they know. If the character does not know the language they are translating *from*, the Difficulty of the roll is 5. The Difficulty can increase depending on the quality of the original documentation, and how obscure the words and references are. For each success, the base time is reduced by 5 minutes.

Larceny

The character is trained in sleight of hand and misdirection. They understand how to pick locks, bypass traps, and perform acts of prestidigitation. Some characters turn this skill into an occupation, where they are hired to test the security of an estate for the owner by trying to break into it. Such people are called *troubleshooters*. The usual Cost for a troubleshooter is equal to either their Mental Attribute or this Skill, whichever is less.

Decipher Trap (Mental + Larceny, 5 minutes base time per rating of trap)

The character attempts to find a hidden trap or hidden mechanism, and decipher the intent and how to bypass it. The Difficulty of finding the trap or mechanism is equal to the rating. The character can decrease the Difficulty by one for every 5 minutes they wish to lower the time for searching. For each success, the base time is reduced by one more.

Lock / Trap Disarm (Physical + Larceny, 1 minute base time per rating of lock)

The character attempts to pick a lock or disarm a trap. This requires the proper tools to perform, or the attempt suffers a +5 Difficulty to the roll and twice the base time. The base Difficulty depends on the rating of the target. The character can decrease the amount of time it takes to disarm the trap or lock by increasing the Difficulty by one for each minute they wish to decrease the base time. Each success decreases the time by 30 seconds more.

Prestidigitation (Physical + Larceny, 1 Action)

The character can pick a pocket, palm an item, or perform some other action of misdirection without being noticed. When performing the action against a victim, the character's Difficulty is equal to the Bulk of the item. The character needs as many successes as the higher of the target's Mental Attribute or Awareness Skill.

Meditation

The character knows the principles of meditation and can use it to control their body and draw on the natural energies of the world around them. With this Skill, the character can remain healthy and strong even in adverse conditions.

Slow Poison (Physical + Meditation, 1 minute base time)

The character can attempt to drop into a meditative trance to slow the effects of a poison or a drug. The Difficulty of the roll is equal to the Damage of the poison or the potency of the drug. The character multiplies the *onset* time of the poison by the number of successes, or prevents the drug from activating for a number of hours equal to the successes rolled. If the character breaks concentration, then the effect ends.

Replenish Essence (Spiritual + Meditation, 1 hour base time)

The character can attempt to recover Essence by resting. The Difficulty of the roll is equal to the amount of Essence the character wishes to regain per success, with a maximum amount equal to the character's Meditation Skill. (Thus, someone with a Meditation of three can regain up to three Essence per success.) This Essence is regained at the end of the hour, as long as the character's concentration is not broken.

Occultism

The character understands certain aspects of the occult world, such as the monsters of legend, the spirits of the Anaithan Woods, or the history of magic. This Skill is very useful for protecting oneself, but a little knowledge is a dangerous thing.

Fortune Telling (Spiritual + Occultism, 5 minutes base time)

The character has learned to read omens. Each Nation has a preferred form of divination, though the mechanics for each is the same. The character rolls, with a Difficulty equal to the number of Yes or No questions they wish to ask, the maximum number being equal to the character's Occultism Skill. Each success grants one *accurate* answer. The staff member, person running the TP, or wizard chooses which question will be answered incorrectly, but need not inform the player. Alternatively, the character can take each success as a +1 die bonus on a single future die roll to indicate accurately reading the omens.

Anaitha:	Astrological Signs	Anansie:	Numerology
Aranous:	Thrown Bones	Aregon:	Rune Casting
Drachenkeep:	Rune Casting	Northern Wilds:	Entrails Reading
R'Tal:	Talis Cards	Southern Wilds:	Entrails Reading
Springdale:	Weather Patterns	Tarantis:	Astrological Signs
The Shire Lands:	Weather Patterns		

Exorcism (Spiritual + Occultism, 1 minute base time)

The character can attempt to undo a possession or banish a spirit. The character rolls against the spirit's Resolve. If successful, the spirit loses a number of points of Mana equal to the character's Resolve plus successes. If the roll is a failure, the spirit strips the character of a number of points of Essence equal to its Resolve. During this time, the two combatants are engaged in a contest of wills, and the spirit must remain in the area (it cannot flee). The process continues until the character is reduced to zero Essence, or the spirit is reduced to zero Mana and is banished. A character who fails an exorcism is considered to have Traits of 0 to resist any actions performed by the spirit for the Scene. A character with *Faith* may use a Holy Symbol or *Escudo* to grant bonus dice to the roll equal to the Faith bonus the item grants.

Persuasion

The character is skilled at speaking with others, and can be incredibly persuasive or can lie convincingly. The character can be inspiring or discouraging, and can also be skilled at interrogation or speech making.

Fast Talk (Social + Persuasion, 1 minute base time)

The character attempts to fast talk someone, convincing them to perform a service or to side briefly with the character's views of things. This is a *temporary* situation, and the character's Difficulty is determined by the target's Resolve. If the target truly does not like the goals of the character, or is hostile, then the target may add their *Subterfuge Skill* to the Difficulty by spending 5 Essence. If the character succeeds, then the target will go along with the character's story / do what the character suggests, for the Scene. The target still keeps their common sense however.

Oratory (Social + Persuasion, 5 minutes base time)

The character performs a rousing, compelling speech which inspires an audience. The Difficulty depends on what the character is trying to do with the crowd. As this is a group effect, anyone who does not have a Resolve higher than the successes rolled is swayed by the character. Those swayed are convinced for one hour per success of the character performing the speech. A speech to convince the group that a readily available target is an enemy may only have a Difficulty of 2 (if the target is disliked) or 4 (if the target is neither liked or disliked) or 6 (if the target is liked). Causing the group to riot may have a Difficulty of 3 (if the mob is upset already), 5 (if the mob is neutral to the subject), or 7 (if the mob has a positive disposition on the subject). If a target truly does not like the goals of the character, or is hostile, then the target may add their *Subterfuge Skill* to the Difficulty by spending 5 Essence.

Seduction (Social + Persuasion, 10 minutes base time)

The character attempts to sway a target using allure, charm, or magnetism to make someone pliant to the character's will. This usually involves sexual allure or the hint of future intimacy, but this is not always the case. This roll is made with a Difficulty equal to the Resolve of the target. If the target truly does not like the character, or is hostile, then the target may add their *Subterfuge Skill* to the Difficulty by spending 5 Essence. If the character succeeds, the subject is interested, and is willing to go along with the character's activities for a duration of one minute per success. Any further activity is best roleplayed out in the case of Player Characters, to see if the seducer can keep the other character's interest.

Warning: This Skill can easily be abused (which is why the 'time per success' is so low – it allows the target an 'out') If the subject of a *Persuasion* roll is not comfortable with the scene, they should say so. The 'attacking' player should keep the comfort of the recipient in mind. *Fade to Black* is a viable option if the defender is willing, or if the player is truly not comfortable, the scene can be glossed over (or simply not done). *That being said:* Someone playing a character being seduced or otherwise manipulated can not simply 'bow out' because they are losing. The player should make some attempt at finding middle ground unless the situation is extreme. While this is a role-playing environment, comfort levels are important. If you do not want your character to fall out of your control, be sure your character is set IC. A character set IC is 'fair game' to scenes and can even be wrest from a player's control for limited periods of time through interaction with other PCs or NPCs. You have been warned.

Socialize

The character knows how to interact with others and have a good time, while ensuring others enjoy themselves as well. The character knows how to stand out or blend in with various social circles, acting as if they belong.

Carousing (Social + Socialize, 10 minutes base time)

The character can show a number of people a good time, getting them to unwind and enjoy themselves – all the better to learn things from them later. The Difficulty is equal to the number of people the character wishes to entertain. Each success reduces the Resolve of the targets by one for a number of hours equal to the character's Socialize Skill.

Rumour Monger (Social + Socialize, 1 hour base time)

The character can create and spread rumours, or can attempt to destroy a rumour being spread, find out facts about a rumour, or track down the person responsible for creating a rumour in the first place. To spread a rumour about someone, the Difficulty is equal to their Resolve. Each success allows the character to either create one rumour (true or not) which takes hold in the community, or increases the Difficulty in finding out who the person is behind the rumours. For 5 Essence, the character can increase the Difficulty by their Socialize Skill.

Stealth

The character knows how to avoid notice and blend in, whether into a crowd or out in the wilderness. The character can also use this skill to conceal something so that it becomes more difficult to find.

Hide (Physical + Stealth, 6 Rounds base time)

The character attempts to hide and remain out of sight. The Difficulty is increased by how many Rounds the character wishes to take. For every Round the character wishes to reduce the preparation time, the Difficulty is increased by one. The number of successes determine the Difficulty of finding the character once they have been hidden when rolling *Mental + Awareness*, though the character may spend 5 Essence to add their Stealth Skill to the Difficulty.

Shadow (Mental + Stealth, 10 minutes base time)

The character attempts to follow another without being spotted. The Difficulty of the roll is equal to the target's Defence. The base time indicates how long the character can remain hidden before they must roll again. Each success increases the base time by another ten minutes. Truly paranoid individuals may spend 5 Essence to add their Awareness to the Difficulty.

Streetwise

The character knows how the streets work, and how to survive and adapt. The character knows how to gather information and knows which areas of the city are dangerous and to be avoided, while also being able to find and spread rumours.

Rumour Mill (Social + Streetwise, 1 hour base time)

The character can also attempt to follow rumours, learning which ones have any basis in fact and which ones are just slander or misperceptions. The base Difficulty for doing this is equal to the Resolve of the person who created the rumour, plus their *Socialize Skill* if they've spent 5 Essence.

Scrounging (Social + Streetwise + Resources, 1 hour base time)

The character attempts to get goods from contacts out on the street, and by knowing where to go to find cast-offs. The Difficulty of the roll is equal to the Cost. The final Cost is removed from the character's Resources. Most goods gained this way are second hand.

Subterfuge

The character has learned how to lie convincingly, and recognize when they are being lied to or when someone is trying to be less than honest with them. The character is also skilled at concealing their emotions or intent, and can attempt to trick people. This is different from *Persuasion*, which is more the art of convincing people with charm and logic.

Disguise (Social + Subterfuge, 1 hour base time)

The character can attempt to pass themselves off as someone they are not. The character rolls, with the successes indicating the Difficulty of those wishing to penetrate the disguise. The character can spend 5 Essence to increase the Difficulty by their Subterfuge Skill. Anyone interacting with the character may make one roll per hour to see if they penetrate the disguise.

Survival

The character knows how to live off the land and survive in hostile terrain away from civilization. The character can find shelter, scrounge for food, and hunt game. While the character may know *how* to survive in the wilderness, it may be necessary to bring in special equipment to actually do so.

Forage (Mental + Survival, 24 hours base time)

The character searches for food, with a base Difficulty equal to the number of people the character is attempting to provide food for. For every two hours the character wishes to reduce the time, the Difficulty increases by one. Each success provides one meal for each person the character is providing food for.

Vehicle

The character knows how to ride horses, drive carts and wagons, and command chariots. The skill also is used for piloting ships and boats, and grants knowledge of navigation and cartography. The character knows how to navigate by sight, and how to make reasonable logs for others to follow.

Weapon Skills

Each Weapon Skill grants the character knowledge of that particular weapon group, and the style of fighting associated with it. This also grants the character knowledge of weapon history, famous weapons of such types, and even how to craft specific weapons.

Craft Weapon (Physical + *Weapon Skill* or *Inventor Skill*, 6 hours base time per *bulk*)

The character can craft weapons and shields. The character must first possess the appropriate material, which is purchased as normal, but with a Difficulty equal to the Bulk of the weapon to be created (representing the purchase of multiple material for crafting). The Cost is equal to the Cost of the material to be purchased for crafting. (Thus, to buy iron for making a long sword made of iron has a Difficulty of 2 and a Cost of 5.)

Once the material is purchased, the character can begin to work. The base time is six hours per point of Bulk the item possesses. The character's base Difficulty is equal to the *Hardness* of the material to be used. The character can make multiple weapons of the same type by increasing the Difficulty by one per additional weapon crafted. The maximum number to be crafted at once is equal to the character's Skill. The character can also increase the Difficulty by one for every six hours they wish to reduce the base time by. *Exceptional Quality* can be granted to an item by increasing the Difficulty by two for every quality to be granted.

Archery

The character is skilled in bows and crossbows, as well as other 'fired' weaponry. They know how to create arrows, build bows and crossbows, and have knowledge on how to perform indirect fire.

Blades

The character is skilled with knives, swords, and other finesse-based bladed weapons of similar category. The character can forge swords and knives, and has knowledge of fencing or sword techniques.

Entangle Weapons

The character is skilled at using nets, whips, chains, and other weapons designed to hinder or entangle opponents. The character can craft nets and whips, and knows how to lay out ambushes using such weapons.

Exotic Weapons

The character knows how to use unusual weaponry, including the more exotic weaponry of foreign lands, or how to use tails and wings as weapons, or how to use breath weapons and other Powers.

Impact Weapons

The character is trained in using heavy weapons such as axes, clubs, and flails. These weapons are more geared towards direct force, rather than finesse. The character can craft such weapons.

Pole Weapons

The character is trained in polearms, spears, staves, and other weapons with *reach*. The character knows how to fight while using reach as an advantage, and can craft pole weapons.

Shields

The character is trained in shields and how to parry and deflect attacks, as well as how to use a shield as a weapon. The character can craft shields and armour with this Skill.

Thrown

The character knows how to use ranged weapons which require throwing, and knows how to make all manner of thrown weapons.

Unarmed

The character is skilled at unarmed combat techniques, including how to do punches, kicks, tackles, grapples, and bites.