

# Skill List

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# Skill List

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**Fighter classes are: Warrior, Ranger and Paladin**

## Alchemy Lore:

It takes 1 hour for 1 dose of a rank 1 potion. 2 people half the time etc. Time adjusts per rank, reducing by ten minutes per rank, so for example if you are rank 4 it will take you 1 hour to make a rank 4, 50 mins to make a rank 3, 40 for rank 2 and 30 for rank 1.

There are seven environments and the user chooses 1 with which they can make potions, cold, desert, temperate, urban, marine, tropical, and underground.

**Rank1** – Allows user to make rank 1 potions. User still has to know the ingredients to make them. Each environment requires a rank 1 before they can advance in that environment rank. Refer to potion list for Rank 1 potions

**Rank2** – Allows users to make rank 2 potions. User still has to know the ingredients to make them. Refer to Potion list for Rank 2 potions.

**Rank3** – Allows user to make rank 3 potions. User still has to know the ingredients to make them. Refer to potion list for Rank 3 potions.

**Rank 4** - Allows user to make rank 4 potions. User still has to know the ingredients to make them. Refer to potion list for Rank 4 potions.

**Rank 5** - Allows user to make rank 5 potions. User still has to know the ingredients to make them. Refer to potion list for Rank 5 potions.

**CLASS:** Everybody but fighter classes

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## Arcane Knowledge:

**Rank 1:** This knowledge allows the possessor to know what type of spells each sphere can cast up to 2nd level, basic understanding of effects.

**Rank 2:** This allows the possessor of the knowledge of spells up to 4<sup>th</sup> level and how to craft basic magic items and what is needed to do this.

**Rank 3:** This covers up to spells of 6<sup>th</sup> level, and high level magic crafting knowledge.

Open to all classes

## Armourer (Armour Smith):

This will allow armour manufacture; however it may require a forge for the type of armour etc. For magical Armour a high level Divine magic will be required to transfer the magic into the material.

*Armour types:*

**Rank 1- Light:** Soft Leather, Furs

**Rank 2- Medium:** Ring Mail, Studded Leather, Hardened Leather

**Rank 3- Heavy:** Chain, Courboille, Scale mail

**Rank 4- Very Heavy:** Plate Mail

**Rank 5- Magic:** This can be any armour type but repair parts will need to be magically imbued.

CLASS: Warrior only

## Armour Repair:

Allows the user to repair armour of a certain type, each armour type is required to be able to gain the rank. For example if you have Rank 2 in medium armour you need to gain Rank 1 for light before you can repair light. Magical armour may need to be repaired using a high level mage of Water as well as the armour repairer to transfer the magic into the armour repair.

*Armour types:*

**Light:** Soft Leather, Furs {1 point}

**Medium:** Ring Mail, Studded Leather, Hardened Leather {2 point}

**Heavy:** Chain, Courboille, Scale mail {3 points}

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**Very Heavy:** Plate Mail (Plate: This can be field repaired with a small hammer and pieces of leather for straps etc (Stone can be used as Anvil) Forge work required after 48 hours to make good or armour is non-functional, i.e. too painful to wear from dents.) {4 Points}

**Magic:** This can be any armour type but repair parts will need to be magically imbued, this may be tools or the fabric to repair the armour. For example a +1 armour needs have a level 1 energy transfer from a arcane water mage, +2 would need a level 2 etc .

**Rank 1:** 10 mins/point

**Rank 2:** 8 mins/point

**Rank 3:** 5 mins/point

**CLASS:** Only open in all 3 ranks to fighter classes; rangers to Rank 2, Bards, Clerics and Rogue to rank 1 only.

## Bind wounds:

Fairly generic, if they have some training in it then they can stop the flow of blood for a short while, basically stopping them going below zero and dying. This will give the wounded person about another 15 to 30 mins.

**Rank1** – Allows user to stop the blood flow to prolong grace period by 15 minutes

**Rank2** – Allows user to stop the blood flow can stop grace period indefinitely. This means revisiting every 15 mins to redress and examine.

**Rank3** –Allows user to stop the blood flow (As in Rank 2) can be used to **slow** effects of illnesses, some poisons, diseases etc.

**CLASS:** Open to anyone

## Body Development:

This is only transferable from LT system so they are the lucky ones and have 2 hp per loc. Training can be undertaken however per body part to increase 1 per loc to a max of 2 if they have 1hp, or 3 if you have 2 hp (Not available to LT body dev characters). Expected time for development is at least 6 months of continual training on that body part. (Head and Torso are grouped as one)

**CLASS:** Open to anyone

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## Called Shot:

Allows person to use one attack, if successful they can stipulate where that attack struck. First attack only and you have to hit the target.

**Rank1** – Allows the use of this with ranged and thrown. Does normal damage

**Rank2** – Allows the user to strike in melee (close) combat. Does normal damage

**Rank3** – Allows the user to strike as normal and the attack also cuts tendons, ham string etc. Disabling the limb struck. To heal the extra damage, medium heal is required.

**CLASS:** Fighter class's only

## Climb:

Ref call on how difficult and possibility. May require equipment

**Rank1** – Allows user to climb easy climbs, such as trees, rock piles, and limited height

**Rank2** – Allows user to climb cliffs and extended height (Limited to small rucksack only as kit)

**Rank3** – Allows user to climb overhangs, complex cliffs (ice) (Limited to no kit carried)

**CLASS:** Open to anyone

## Decipher:

**Rank 1a:** Script; **Prerequisite Arcane or Divine knowledge Rank 1:** Allows ref intervention to decipher some Divine or Arcane script

**Rank 1b:** Puzzle; **Perquisite Pick Locks or disarm trap rank 1:** Allows ref intervention to solve some puzzles

**Rank 2:** Magic; **Prerequisite Arcane Knowledge Rank 2:** Allows ref intervention to decipher some Magical traps or Glyphs (Only with Glyph Knowledge)

**CLASS:** Mages, Clerics and Rogues

## Demonology:

**Rank 1:** This knowledge allows the possessor to know basic items about low level demons (See Ref) such as some strengths and weaknesses

**Rank 2** This knowledge allows the possessor to know basic items about Medium level demons (See Ref) such as some strengths and weaknesses

**Rank 3:** This knowledge allows the possessor to know basic items about High level demons (See Ref) such as some strengths and weaknesses

**CLASS :** Open to all classes

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## Detect Traps:

This will enable the character to find a specific level of trap is searched for, it will take the disarm traps to make it inoperative, or at least see how the trap can be made inoperative. (In game terms they will be identified with some form of marking)

**Rank 1:** Basic animal traps for example snares, bear traps etc

**Rank 2:** Single action traps, can be magical or not

**Rank 3:** Magical traps multi action

**CLASS:** Rogue only

## Disarm Traps:

**Rank 1:** Basic animal traps for example snares, bear traps etc

**Rank 2:** Single action traps, can be magical or not

**Rank 3:** Magical traps multi action

**CLASS:** Rogues only

## Divine Blessing

This can only be attained by Cleric, Druid, Shaman, Paladin

**Rank 1:** God grants back to the caster 1 point of mana when casting healing spells, from second level spells onwards.

For example, healing 2 costs 1 mana point. Healing 3 costs 2 mana points.

**A spell will always cost 1 point you can never do a 1 mana level spell and pay 0.**

**Rank 2:** God grants back to the caster 2 points of mana when casting healing spells, from third level spells onwards.

‘Divine Blessing’ requires favour from the gods, if a cleric loses the favour of their god, this power is ineffective. This requires a **Ref Call**.

The Spell caster has to have reached level 2 spell casting before they can take this skill. And have to reach rank 3 spell casting to reach this skill at rank 2.

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## Diplomacy

This skill enables the player predominately in a PBM situation to gain advantage in situations that require diplomacy.

You can use this skill to persuade others to agree with your arguments, to resolve differences, and to gather valuable information or rumours from people. This skill is also used to negotiate conflicts by using the proper etiquette and manners suitable to the problem.

**Rank 1:** This will allow a character to gain support or information if the starting attitude is already helpful

**Rank 2:** This will allow a character to gain support or information if the starting attitude is already friendly

**Rank 3:** This will allow a character to gain support or information if the starting attitude is already Indifferent

**Rank 4:** This will allow a character to gain support or information if the starting attitude is already Unfriendly.

**Rank 5:** This will allow a character to gain support or information if the starting attitude is already hostile.

**CLASS:** Open to all Classes but can only be used by Bards/Diplomats and people in a position of Rank/Title

## Divine Knowledge:

This skill gives the individual insight into the workings of Divine power and if a Divine spell has been cast, first in their own element and then in other elements and gods outside that element.

**Rank 1** – The person with this skill is able to know if a spell has been cast and is Divine up to level 1 for their element, and say what that spell does, there has to be some indication that a spell has been cast, some clue.

**Rank 2** – The person with this skill is able to know if a spell has been cast and is Divine up to level 3 for their element, and say what that spell does, there has to be some indication that a spell has been cast, some clue.

**Rank 3** – The person with this skill is able to know if a spell has been cast and is Divine up to level 5 for their element, and say what that spell does, there has to be some indication that a spell has been cast, some clue.

**Rank 4** – The person with this skill is able to know if a spell has been cast and is Divine up to level 5 for their element, and say what that spell does, there has to be some indication that a spell has been cast, some clue. It also allows level 1 of an element

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not your own, this has to be gained in game so you get the experience to be able to do this.

**Rank 4a** – The person with this skill is able to know if a spell has been cast and is Divine up to level 5 for their element, and say what that spell does, there has to be some indication that a spell has been cast, some clue. It also allows level 3 of an one elements/powers not your own, this has to be gained in game so you get the experience to be able to do this.

**Rank 4b** – The person with this skill is able to know if a spell has been cast and is Divine up to level 5 for their element, and say what that spell does, there has to be some indication that a spell has been cast, some clue. It also allows up to level 4 of one element not your own; this has to be gained in game so you get the experience to be able to do this.

**Rank 5** – You can move to this level and negate 4a/4b if you wish. The person with this skill is able to know if a spell has been cast and is Divine up to level 5 for their element, and say what that spell does, there has to be some indication that a spell has been cast, some clue. It also allows level 1 of 2 elements/powers not your own, this has to be gained in game so you get the experience to be able to do this.

**Rank 5a** – The person with this skill is able to know if a spell has been cast and is Divine up to level 5 for their element, and say what that spell does, there has to be some indication that a spell has been cast, some clue. It also allows level 3 of 2 elements/powers not your own, this has to be gained in game so you get the experience to be able to do this.

**Rank 5b** – The person with this skill is able to know if a spell has been cast and is Divine up to level 5 for their element, and say what that spell does, there has to be some indication that a spell has been cast, some clue. It also allows level 4 of 2 elements/powers not your own, this has to be gained in game so you get the experience to be able to do this.

**Rank 6** – You can move to this level and negate 5a/5b if you wish. The person with this skill is able to know if a spell has been cast and is Divine up to level 5 for their element, and say what that spell does, there has to be some indication that a spell has been cast, some clue. It also allows level 1 of 3 elements/powers not your own, this has to be gained in game so you get the experience to be able to do this.

**Rank 6a** – The person with this skill is able to know if a spell has been cast and is Divine up to level 5 for their element, and say what that spell does, there has to be some indication that a spell has been cast, some clue. It also allows level 3 of 3 elements/powers not your own, this has to be gained in game so you get the experience to be able to do this.

**Rank 6b** – The person with this skill is able to know if a spell has been cast and is Divine up to level 5 for their element, and say what that spell does, there has to be some

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indication that a spell has been cast, some clue. It also allows level 4 of 3 elements/powers not your own, this has to be gained in game so you get the experience to be able to do this.

**CLASS:** Open to all Classes

## **Dodge:**

After a period of meditation JUST PRIOR TO USING ABILITY

**Rank 1** - Allows user to evade the first hit in a single combat. 30 secs meditation. Cannot fight while dodging.

**Rank 2** – Allows user to evade first 2 hits (In a single combat) 20 secs meditation, Cannot fight while dodging. Must role play dodging

**Rank 3** – Same as rank 2 but can fight back- meditation 10 secs

**CLASS:** Rogues, Bards and Rangers

## **Faire Lore:**

**Rank 1:** This knowledge allows the possessor to know basic items about low level Faire (See Ref) such as some strengths and weaknesses.

**Rank 2:** This knowledge allows the possessor to know basic items about Medium level Faire (See Ref) such as some strengths and weaknesses

**Rank 3:** This knowledge allows the possessor to know basic items about High level Faire (See Ref) such as some strengths and weaknesses

**CLASS:** Open to all classes

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## Fast armour repair:

Takes time off the time taken from armour repair skill to at least rank 1. Can only be used in conjunction with armour repair skill for a particular armour type. For example they have leather armour repair at Rank 1, they can now learn fast armour repair and choose to advance in these ranks as opposed to armour repair or both. Will only last for 1 combat.

**Rank 1** – Can repair 1 point of damage per 5 minutes, only last one combat

**Rank 2** – Can repair 1 point of damage per 3 minutes, only last one combat, or 5 mins for 1 point and then lasts 2 combats

**Rank 3** – Can repair 1 point of damage in 2 mins, only lasts one combat, or 5 mins for 3 combats

**CLASS:** Fighter classes and only, ranger limited to rank 1 only.

## Herb Lore:

This is none location specific, with the Rank level you know all major uses up to that level for the herb component. You don't know the way to make the potion poultice or poison; you just know that component is used in for example in a 1 point Heal potion

**Rank 1** – Knows all herbs that can be used in Rank one, potions, poultices and poisons.

**Rank 2** – Knows all herbs that can be used in Rank two, potions, poultices and poisons.

**Rank 3** – Knows all herbs that can be used in Rank three, potions, poultices and poisons.

**Rank 4** – Knows all herbs that can be used in Rank four, potions, poultices and poisons.

**Rank 5** – Knows all herbs that can be used in Rank five, potions, poultices and poisons.

**Rank 6** – Knows all herbs that can be used in Rank six, potions, poultices and poisons.

**CLASS:** Open to All Classes

## Foraging:

If the item is known to the person with the skill they can spend 10 mins in a suitable location finding the component. Time can be shared to have others helping them find stuff. There are seven environments and the user chooses 1; cold, desert, temperate, urban, marine, tropical, underground. You have to have a rank in each particular environment you are foraging in.

**Rank 1** – 10 minutes in 1 location finds 1 component, can only search for level 1 component of the environment allocated.

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**Rank 2** – 10 minutes in 1 location finds 2 x 1st level components, or 1 level 2 component of the environment allocated.

**Rank 3** – 10 minutes in 1 location finds 3 x 1st level components, 2 x 2nd level components, or 1 x 3rd level component of the environment allocated.

**Rank 4** – 10 minutes in 1 location finds 4 x 1st level components, 3 x 2nd level components, 2 x 3rd level components, or 1 x 4th level component of the environment allocated.

**Rank 5** – 10 minutes in 1 location finds 5 x 1st level components, 4 x 2nd level components, 3 x 3rd level components, 2 x 4th level components or 1 x 5<sup>th</sup> Level Component of the environment allocated.

If multiple people are searching for the same component the time is reduced by the number of people so for example if 5 people are looking for 1 level one component it takes 2 mins if all are at Rank 1. If all are at Rank 2 they can find 2 x 1<sup>st</sup> level components in 2 mins. This stacking of search times operates on the lowest Rank amongst the foragers.

**CLASS:** All Classes.

## Hide:

Allows user to hide. Can be detected by smell, Magic or supernatural abilities or if creature has heat vision; a frost man for instance or those that use life force to see (Undead for example)

**Rank1** – Possible to hide in shadows on a dark day or in plenty of cover, if not moving

**Rank2** – Can hide in shadows on an overcast day, or hide when being overseen by a casual glance if not moving or moving slowly

**Rank3** – Can hide in little cover, or when being looked for, or on bright day if some cover is available. In certain circumstances can move slowly as well while covered.

**CLASS:** Rogue and Ranger

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## Precise Strike:

Call “*Through*”: Bypasses armour, this is a precise attack, can only be a single (unless magical enhanced weapon used), and can only be done on a creature/person not in combat or has not made some significant movement, i.e. running, been in combat when studied and is now not in combat. The subject has to be studied first to make the attack.

**Rank1** – Takes 60 seconds

**Rank2** – Takes 50 seconds

**Rank3** – Takes 40 seconds

**Rank4** – Takes 30 seconds

**Rank5** – Takes 20 secs

**Rank 6** – Even if the victim moves a precise strike can be made after 10 secs of studying

**CLASS:** Rogue and Monk only

## Pick Lock:

Lock dependent. The lock is given a complexity level and the time taken to open it.

*Rank 1 type; simple tumblers,*

*Rank 2 type; complex multi tumbler secure locks,*

*Rank 3 type; coded locks.*

*Rank 4 type; magical*

**Rank 1** – Rank-1 3 mins Rank 1 locks only

**Rank 2** – Rank-2 6mins; Rank-1 2 mins

**Rank 3** – Rank-3 9 mins; Rank-2 3 mins; Rank-1 1min

**Rank 4** –Rank 1 10 secs; Rank 2 90 secs; Rank 3, 5 mins. Magical may need some other skills to do this

**CLASS:** Rogue and Bards only

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## Poison Lore:

Ability to forage for materials for poisons, create poison from herbs or other substances, and knowledge of how to use them. There are prerequisite skills for the different aspects of this skill, and one is only available to one specific class.

Poisons are ref driven and you may not always be able to source materials or know recipes as you would with herb law

### POISON LORE FORAGING

**Prerequisite: Must have the same rank in foraging as the rank you have in poison Lore**

**Rank 1 (Foraging)** – Can forage safely ingredients for rank 1 poisons. (It also gives you knowledge on how to keep those items in a state where they can be used for an alchemist, ask a ref for more details)

**Rank 2 (Foraging)** – Can forage safely ingredients for rank 2 poisons.

**Rank 2 (Foraging)** – Can forage safely ingredients for rank 2 poisons.

### POISON LORE ALCHEMY

**Prerequisite: Must have the same rank in Alchemy as the rank you have in poison Lore**

**Rank 1 (Alchemy)** Can brew rank 1 poisons

**Rank 2 (Alchemy)** Can brew rank 2 poisons

**Rank 2 (Alchemy)** Can brew rank 3 poisons

It takes 1 hour for 1 dose of a rank 1 Poison. 2 people half the time etc (Works to lowest Rank).

Time adjusts per rank, reducing by ten minutes per rank, so for example. At rank 3 it takes 1 hour for a rank 3, 50 mins for a rank 2, and 40 mins for a rank 1.

### POISON LORE USE

**Prerequisite: Only open to a Rogue. If trying to use animal related poisons must have appropriate set traps skill to capture them, unless given in game**

**Rank 1** - Can extract and use rank 1 poison. In combat a poison applied to a weapon must penetrate to skin. Only works on first hit

**Rank 2** - Can extract and use rank 2 poison. In combat a poison applied to a weapon must penetrate to skin. Only works on first hit

**Rank 3** – Can extract and use rank 3 poison. In combat a poison applied to a weapon must penetrate to skin. Only works on first hit

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## Poultice Lore:

Poultice making is Environment specific and is Rank enabled like Potions. Refer to Potions, Poultice and Herb sheet for available rank poultices. It requires a new rank 1 for each different environment. **Unless you have a Rank in Herb law they will only know the recipes they have researched or found in game**

**Rank1** – Allows user to make rank 1 poultice. User will need foraging skill to find the ingredients, but can buy them from other sources.

**Rank2** – Allows user to make rank 2 poultice. User will need foraging skill to find the ingredients, but can buy them from other sources.

**Rank3** – Allows user to make rank 3 poultice. User will need foraging skill to find the ingredients, but can buy them from other sources.

It takes 10 mins for a rank 1 poultice.

It takes 15 mins for a rank 2 poultice

It takes 20 mins for a rank 3 poultice

**CLASS:** Cleric, Mage, Shaman, Ranger, Druid

## Roll with Blow:

Extra hit point in melee combat (Character rolls with the blow absorbing 1 hit/1 loc/combat), and spell effect as normal.

Rank1 – Only works with light armour type

Rank2 – Only works with light and medium armour type

Rank3 – Works with all armour types

**CLASS:** Fighter, Bard and Monk(with no armour) classes only

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## Set Traps:

This will enable the character to make a specific level of trap. Phys reps will be needed to construct the trap and dependant on the trap will depend on the time it takes to set one. Consult a ref for time and possibility of a trap. (In game terms each trap will be marked with a trap card with a specific symbol, this will be given in your character development)

**Rank 1:** Basic animal traps for example snares, bear traps, pits, etc

**Rank 2:** Single action traps, can be magical or not

**Rank 3:** Magical traps multi action (Needs a Water mage to infuse the trap with the relevant magic/spell)

**CLASS:** Rouges/Ranger only

## Shield Repair

*Shield types:*

**Wood /Metal/ Bone/ Mix**

**Magic:** (These shields need to be repaired in conjunction with a Mekos Cleric using Mend)

**Rank 1:** This means you can repair the shield with more skill than the average person thus the time taken is only 15 mins from a normal weapon

**Rank 2:** Time taken for repair from a normal weapon is 10 mins

**Rank 3:** Magic shield can be repaired with Mekos Cleric

**CLASS:** Fighter classes and Cleric only

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## Shield use Defensive:

(This is an ideal counter skill to called shot)

**Rank 1:** In combat it can be used once only if using a shield, can effectively block 1 location that has been hit. For example an Orc strikes a leg for 1 however the defender can choose in that combat to ignore the hit saying it hit the shield. (Shield must be repaired after combat) **The skill shield repair is required for this.**

**Shield type:** Wooden, Metal, Bone, Mix.

If Shield Defence is used to stop any blow, See **Shield Repair** for repair times

**Enchanted/Magic Shields:** Unless the shield you wield is specifically immune to magical effects and magical weapons it will take damage from both and need a rank 3 Shield repair with Mekos cleric using “Mend” or “Mould Metal” depending on its construction

Any standard shield suffering a Quad or above will be useless and need planks replacing, or metal heated and repaired.

Any magical shield suffering an Enchanted Quad or above will be useless and need planks replacing, or metal heated and repaired with a Rank 3 Shield repair.

Magic shields have to be hit with a magic weapon to require repair.

**Rank 2:** Can use it twice in a combat (Shield must be repaired after combat)

**Rank 3:** Can use 3 times in a combat (Shield must be repaired after combat)

In normal circumstances a Quad or above would make a shield useless once hit, however with the skill shield Defence you have a grace period for using the shield for the rest of that combat.

**CLASS:** Fighter classes and Cleric only

## Spear Strength category:

**Must be wielded with 2 hands**

**Rank 1** “Through” Soft leather only 5 combats in 24hrs? *Light*

**Rank 2** “Through” soft and hard leather only 5 combats in 24hrs *Medium*

**Rank 3** “Through” Soft and hard leather, ring mail or loose plate pieces only 5 combats in 24hrs *Heavy*

**Rank 4** “Through” Soft and hard leather, ring mail or loose plate pieces, chain only 5 combats in 24hrs *Very Heavy*

**Note Magical armour is not punctured by this skill**

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**CLASS:** Fighter, and Monk only

## Specialised Weapon Use:

This allows more damage to be done with training for a specific weapon. Prerequisites; must use the exact weapon they have trained in, can only be used on piercing/slashing melee weapons, **does not stack with the strength skill**. You cannot have more than one specialised weapon skill active at anyone one time. e.g. you can only have a knife or short sword, not both

Progression is in one weapon so if you want short sword you have to go Rank 1, Rank 2a Rank 3a Rank 4a (But you lose Rank 1 Dagger when moving to Rank 2a)

**Rank 1:** +1 for 1 hit per combat; however the weapon must be sharpened after each combat.  
Weapon Type: Dagger

**Rank 2:** +1 for 2 hits per combat; however the weapon must be sharpened after each combat.  
Weapon Type: Dagger

**Rank 2a:** +1 for 1 hit per combat; however the weapon must be sharpened after each combat.  
Weapon Type: Short Sword

**Rank 3:** +1 for 3 hits per combat; however the weapon must be sharpened after each combat. Weapon Type: Dagger

**Rank 3a:** +1 for 2 hit per combat; however the weapon must be sharpened after each combat.  
Weapon Type: Short Sword

**Rank 3b:** +1 for 1 hit per combat; however the weapon must be sharpened after each combat.  
Weapon Type: Long sword

**Rank 4:** +1 for 4 hits per combat; however the weapon must be sharpened after each combat.  
Weapon Type: Dagger

**Rank 4a:** +1 for 3 hit per combat; however the weapon must be sharpened after each combat. Weapon Type: Short Sword

**Rank 4b:** +1 for 2 hit per combat; however the weapon must be sharpened after each combat.  
Weapon Type: Long sword

**CLASS:** Rouges and Bards

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## **Strength (2 Handed):**

**Must be double handed weapon (All except spear which is a separate skill)**

**Rank 1:** +1 for a combat, however roleplay exhaustion for 20 mins after this combat, failure will mean they cannot use their weapon strength for the next combat, and even struggle to wield it.

**Rank 2:** Can use a two handed weapon with a +1 ability but in one hand and suffer effects as rank 1, or can use in two hands with no after effects

**Rank 2R:** Race special; additional +1 For dwarves, Frostmen, Half orcs (No penalty for rank 1, Penalties as above for using additional +1) Affectively this gives warrior cultures double as standard, and triple subject to penalty.

**Rank 3:** Knockdown once per combat for a total of 5 combats in 12hrs. Bludgeoning weapons only.

**Rank 4:** Shield shatter once per combat for a total of 5 combats in 12 hours, (Each of these takes 2 off the Knockdown) Knockdown total of 10 combats in 12 hours

**CLASS:** Fighter classes, and Monk only

## **Strength feat for 1 handed weapons only:**

If this skill is been used it must be role played that you are using strength to sweep the opponents weapon from them. You have a 2 count after using before you can then attack.

**Rank 1:** Disarm once per 5 combats, standard strength creatures with single handed weapon

**Rank 2:** Disarm once per 5 combats, standard strength creatures with double handed weapon

**Rank 3:** Disarm once per 5 combats, +1 strength creatures with single handed weapon

**CLASS:** Fighter classes, and Monk only

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## Track:

Totally ref run, over some time period the user searches for tracks. Rank works for the pieces of information below. 1 is there are tracks, 2 discern how many, 3 discern how old, 4 locate information from tracks as to a specific creature or how heavy they were, when they passed etc. Tracking all comes down to when it happened and what the substrate is, and plot. The ranks below are for player knowledge, each rank allows them to track on more difficult terrain The italic ranks are for more in depth info.

**Rank 1:** Track on soft substrate, i.e. follow

**Rank 2:** Dried ground grass etc to follow

**Rank 3:** Rock, pathways etc.

*Rank1 – Can find 2 of the 5 (cannot be told the unique information)*

*Rank2 – Can find 4 of the 6 (including the unique information)*

*Rank3 – Can find 5 of the 6 (including the unique information)*

*1 – Type of creature*

*2 – Number of creature*

*3 – Time since tracks were created*

*4 – Multiple type of creature in a given area*

*5 – Can track the tracks to another area (where the study time has to be done again.)*

*6 – Can gain other piece of unique information (target was bleeding, carrying something, or information such as it was trying to cover tracks, or there was a fight, who won etc.)*

**CLASS:** Ranger, Rogue only

## Hide Tracks: Prerequisite; must have Track skill (Open for discussion)

Totally ref run, over some time period the user can try and hide tracks. His rank works in their ability to hide tracks successfully, or merely to confuse.

**Rank 1:** Can cover their own tracks but only for a Rank 1 tracker

**Rank 2:** Can cover their own tracks for a Rank 2 tracker. Or cover/misdirect tracks for Rank 1 tracker dried ground, grass type areas

**Rank 3:** Can cover their own tracks for a Rank 3 tracker; cover/misdirect for Rank 1 or 2 tracker. They can cover small groups tracks for a Rank 1 tracker.

# Skill List

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**Rank 4:** Can cover their own tracks for a Rank 3 tracker; cover/misdirect for Rank 1 or 2 tracker. They can cover small group's tracks for a Rank 2 tracker. Cover/misdirect small group's tracks for a Rank 1 tracker

**CLASS:** Ranger, Rogue only

## Weapon smith:

This will allow weapon mending and manufacture; however it will require a forge etc. For magical weapons a high level Divine magic will be required to transfer the magic into the metal, and again this will dissipate with time.

**Rank 1** – small, dagger, thrown, buckler

**Rank 2** – medium, single headed axe, one handed weapons, medium shield

**Rank 3** – large, two handed, pole arm, two headed axe, tower shield

**Rank 4** – Magically imbued weapon

**CLASS:** Fighter classes only

# Skill List

<b>Skill Table</b>											
Skill	All Classes	Monk	Rogue	Druid	Ranger	Warrior	Paladin	Bard	Mage	Cleric	Shaman
Alchemy Law		■	■	■				■	■	■	■
Arcane Knowledge	■										
Armourer						■					
Armour Repair			Rank 1 Only		Rank 2 only	■	■		Rank 1 Only	Rank 1 Only	
Bind Wounds	■										
Body Development	■										
Called Shot					■	■	■				
Climb	■										
Decipher			■						■	■	
Demonology	■										
Detect Traps			■								
Disarm Traps			■								
Divine Blessing				■			■			■	■
Diplomacy	■ With Title or Rank							■ + Diplomats			
Dodge			■		■			■			
Divine Knowledge	■										
Farie Lore	■		■								
Fast Armour Repair					Rank 1 only	■					
Herb Lore				■	■				■	■	■
Foraging	■										
Hide			■		■						
Precise Strike		■	■								

# Skill List

Skill	All Classes	Monk	Rogue	Druid	Ranger	Warrior	Paladin	Bard	Mage	Cleric	Shaman
Pick Lock			■					■			
Poison Lore	■ Perequisites		■ Poison Use only								
Poultice Lore				■	■				■	■	■
Roll with the blow		With No Armour				■		■			
Set Traps			■		■						
Shield Defence						■				■	
Shield Repair					■	■	■			■	
Spear Strength		■				■	■				
Specialised weapon use			■					■			
Strength		■			■	■	■				
Strength 1 Handed Weapons		■			■	■	■				
Track			■		■						
Hide Tracks			■		■						
Weapon smith					■	■	■				

**Note some skills are character driven and fall outside the allocation table above.**