

## 2.2 Skill Descriptions

This section describes what all the different skills are used for as well. When there are multiple uses they are explained in the description. When things specify a use rather than subskill itself then it will have the use in parentheses after the skill, like “tolerance (endurance)”.

Combat- This is the character's expertise on the battlefield. When attacked the required accuracy to be hit is five times this base skill. The associated subskills determine the character's proficiency with weapons. If they don't have the “weapon proficiency” discipline that's associated to their weapon then they roll the base instead.

Melee (Accuracy and rate)- This is the character's skill with most melee weapons, including the swords, concussive, and polearms types.

Accuracy- The precision of the character's attacks.

Rate- Speed at which the character makes attacks.

Missile Weapons (Accuracy and rate)- This is the character's skill with ranged weapons, including the bows, crossbows, and thrown types.

Accuracy- The precision of the character's attacks.

Rate- Speed at which the character makes attacks.

Brawling (Accuracy and rate)- This is the character's skill at boxing, martial arts, wrestling, and other unarmed assaults. It also concerns the character's accuracy with small weapons like daggers, which require dexterity that's more akin to brawling than swordplay.

Accuracy- The precision of the character's attacks.

Rate- Speed at which the character makes attacks.

Strength- This concerns the character's physical condition. The base skill is used as the character's defense when defending against attacks and added to the damage of most melee weapons.

Tolerance (Constitution and endurance)- This is the character's grit, their body's resilience and ability to work through hardships.

Constitution- The character's physical makeup in terms of health and resilience. This is used against anything that jeopardizes their health, like diseases and poisons. The character recovers a number of points of vitality equal to this rolled each day.

Endurance- This is used to determine how long the character can continue strenuous activity, like running in armor.

Failure means that the character must rest before continuing.

Physique- This determines how athletic the character is, used for things like climbing, jumping, swimming, running, lifting, etc. The character's sprinting speed is their physique roll in yards every round. Sprinting characters can't attack take other actions that round.

Agility (Dexterity and speed)- This skill covers the character's movement, coordination, reflexes, and balance.

Dexterity- This is the character's hand/eye movement and finesse with their arms. This is used for many things like pickpocketing, slight of hand, their grip, and changing weapons during combat.

Speed- This determines the speed the character generally moves at (when they're not sprinting). Characters can move a number of feet equal to this skill rolled, and still take actions that turn. Characters can move and attack or attack then move, but not move, attack, then move some more.

Knowledge- This concerns various aspects of the character's intellect. The base is used for their intuition, critical analysis, and memory. For an example, it would be used to recall the name of a king or the exact wording of a riddle. It's also used to pick up on subtleties, such as that the floor's tiles are stone rather than mud bricks or that the people in a town are unusually quiet. These aren't simply small irrelevant details (though sometimes they cause false alarm) but things that are unusual for the situation. This can also be useful for noticing details about enemies, such as that that approaching undead creatures are especially dry (and thus flammable). With the exception of willpower all the associated subskills may only be attempted at a certain task once a day and require that the character can concentrate.

Willpower (Courage, stamina, and focus)- This determines the character's strength of mind and will. This is especially important when casting spells and using difficult abilities since it determines if the character can keep their focus despite distractions. Failure means that the character can't take actions that require concentration.

Courage- This is the character's resolution and ability to resist fear.

Stamina- The character's ability to keep their focus despite pain.

Focus- Their ability to resist mind altering effects like hypnosis and continue to concentrate through injury.

Arcane- This is the character's understanding of supernatural forces including the mystic arts and mythological creatures. Much of what they know comes from ancient lore (stories, songs, and riddles) which often give hints to puzzle out the paranormal. This is useful for things like determining the weaknesses of monsters and identify the properties of artifacts.

Social- This is the character's understanding of etiquette, their charisma, and ability to interact socially. It includes many things

like their ability to barter, convince, lie, detect lies, the eloquence of their speech, etc.

Observations- This is the character's alertness and awareness of their surroundings. The base skill is used for their senses of smell, touch, and taste.

Search- This concerns everything having to do with the character's vision, from seeking out traps to spotting an approaching enemy. Rolls are halved if the character's preoccupied and not on an active lookout.

Hearing- This is the character's sense of hearing. It determines what they hear as well as how well they can localize and recognize sounds. This is halved if there's much background noise or if the characters especially preoccupied.

Stealth (Hide and sneak)- In general this is the character's ability to avoid detection. It is mostly used when slinking about, but is also their ability to cover tracks, make disguise, conceal things, etc.

Hide- The character's ability to find secluded, hard to find locations in which to be out of sight.

Sneak- Their ability to travel quietly, watching out for anything that could potentially give them away. When doing this they move at half their normal speed. This is much harder than hiding, having half the roll.

Magic- This is the character's skill at practicing the arcane arts. Spells are split into three types, each with four subcategories.

The disciplines to cast spells require the adept class, which stipulates that the character can only use one magic type.

This base is the maximum order of spell that the character can cast.

Ecliptical (Sanctive, lucent, shaded, and spectral)- The forces of light and darkness, as well as the implied counterparts of these mediums. The spells of the subtypes require that the character's virtue falls within a certain range to be used.

Sanctive- The height of benevolent magic, requiring that the caster's virtue is over sixty. This is composed of spells of healing as well psionic protection that allows the caster to non-violently protect themselves.

Lucent- The magic of light, having spells that make flashes and illusions. This requires that a character's virtue is over forty.

Shaded- Magic of darkness and the void, useful for concealment as well as sapping the life of its victims. This requires that the caster's virtue is at most sixty.

Spectral- Concerned with spells of the dead, this is the vilest of magic arts, requiring that the character's virtue is at most forty.

Nature (Floral, realm, transfiguration, and summoning)- Linked with the primal roots of creation, this magic concerns the deepest aspects of the world and the wilds. With it a caster can shape matter and call upon existence where once there was none.

Floral- Magic of the wilds, this mostly concerns vegetation but also holds some sway over feral animals. Upon a command roots may ensnare an enemy or a wolf pack may come to the magic's call.

Realm- This is the forces of space and time. It includes many potent potabilities from slowing a clock to making rifts to other worlds. A common use of this magic is to push things out of existence, either as a form of expulsion or temporarily to make something vanish.

Transfiguration- This holds sway over the aspects of form and shape. With it a rock may turn to a pillow, or a great monster may be reduced to common poultry.

Summoning- The powers of creation, this allows the caster to give magic a physical form. With it a character can conjure much needed items as well as creatures and monsters to aid them. Anything made this way only lasts as long as the magic lingers in it.

Elemental (Air, earth, fire, water)- Tapping into the great forces of the world, this allows creation and manipulation over the Aristotelian elements. The spells and their consequences are direct and potent, especially useful in combat.

Air- The powers of the skies, including wind, lightning, and the weather. It includes many spells for levitation and flight.

Earth- Mud, soil, sand, and stone. These spells take control over the shape and solidarity of the ground, forming them to the caster's desires.

Fire- The essence of destruction. These forces of flame and heat can be summoned to devour foes, but are useful for little more than annihilation.

Water- This holds sway over the domains of all liquids, ice, coolness, and the seas. With it foes may be frozen, ships capsized, and cities flooded.

Faith- This is the character's inner calm and tranquility, which is vital for communing with the gods. The disciplines to make use of divine benefits are provided by the acolyte class, which provides several methods of calling upon a deity's favor. These methods are the uses for the proficiency subskill (listed below). This base is used as the character's maximum divine rank.

Meditation- This is the character's ability to clear their mind to commune with their deity. This is done to ask for advice and guidance.

Prayer- This is the character's call upon their deity for aid. There are many factors that determine if the call is

answered, and what the response may be.