

## Attributes

- Reasoning
- Perception
- Willpower
- Strength
- Agility
- Health

All attributes start at Fair. Characters get three free attribute levels.

## Skill Points

Characters get 5 points to spend on skill categories.

Points spent in a Group	Skills in that group, at which Levels	
	Broad	Narrow Focus
1	3 @ Fair 1 @ Mediocre	1 @ Good 1 @ Mediocre
2	2 @ Good 4 @ Fair	1 @ Great 1 @ Good 1 @ Fair
3	1 @ Great 3 @ Good 4 @ Fair	
4	1 @ Superb 2 @ Great 3 @ Good 3 @ Fair	

## Athletic/Manual Dexterity Skills

- Acrobatics/Tumbling: moving your body gracefully and successfully through difficult maneuvers, such as rolls, tumbles, leaps, springing to your feet, etc.
- Aerial Acrobatics: swinging from ropes, chandeliers, vines, trapezes, rigging, etc., safely and accurately
- Balance: keeping one's equilibrium in awkward physical situations, such as tightrope walking, beam walking, crossing a stream on a log, etc.
- Climbing: climbing, natural formations such as cliffs and trees
- Juggling: juggling anything you can lift. See also Performing.
- Jumping: jumping for distance and accuracy.
- Knot-tying: tying functional and/or ornamental knots for various purposes. [Mediocre]
- Move Quietly: moving without attracting attention. Opposed by Perception.
- Running: you practice a lot - better speed than non- runners, as well as distance.
- Sleight of Hand: manipulating small objects cleverly in your hands so as to conceal what you are actually doing with them.
- Throwing: throwing things accurately, but not specifically

optimized to do damage. That is, it's not a combat skill, though it could be used as one, with -1 to damage-dealing ability

- Whittling
- Various Sports

## Combat Skills

- Brawling: fighting without weapons
- Club: using a club as a combat weapon.
- Fast-draw: readying a weapon for combat use effectively instantly. A different skill for each weapon, and some weapons cannot be fast-drawn.
- Flail: using a flail as a weapon.
- Read Opponent: roughly estimating a given opponent's skill level in combat. An exceptionally good result may even reveal a particular combat "style," if appropriate for the setting.
- Sling: using a sling in combat. [Terrible]
- Tactics: knowledge of the best way to arrange a group of warriors so as to take best advantage of the situation, terrain, their skills, etc. Also reading an opposing group's tactical sophistication level.

## Covert/Urban Skills

- Barroom Savvy: like Urban Survival, but very specific to barrooms
- Climbing: climbing, either natural formations such as cliffs and trees
- Detect Lies: telling when someone is lying. Opposed by Lies/Pretense
- Detect Traps: determining if a given area has a trap of some sort set, and what type
- Disarm Traps: deactivating a trap without harm. This may or may not cause noise, however ...
- Disguise: passing for someone else under visual inspection. There is a penalty for serious inspection, of course. Opposed by Reasoning, though no roll is needed if the observer has no reason to be suspicious.
- Find Hidden: locating concealed doors, compartments, catches, etc.
- Infiltrate: slipping into a guarded camp, either by pretending to have a right to be there or simply by avoiding all contact.
- Lip Reading: seeing what people are saying by watching their lips move
- Move Quietly: moving without attracting attention. Opposed by Perception.
- Pick Pockets: removing items from an individual's pockets, belt, purse, etc., without them noticing it. Opposed by Perception. [Terrible]
- Poisons: knowledge, use, preparation, and dosage of various poisons.
- Shady Contacts: knowledge of the

underworld, or, in a strange city, at least general underworld habits and likeliest places to contact fences, etc., without offending them.

- Streetwise: Savoir-Faire for the lower classes
- Tailing: following someone without their noticing. Opposed by Perception.
- Ventriloquism: "throwing your voice" so as to make it sound as if it comes from somewhere else. Also disguising your voice

## Knowledge Skills

- Area Knowledge: knowledge of a given area. The larger the area, the more shallow the knowledge
- Arcane Lore: knowledge of occult things - otherworldly stories, legends, etc.
- Astrology: this is simple astronomy
- Botany: broad knowledge of plants - their habitats, growing needs, uses, dangers, etc. See Herb Lore, Farming, Basketry, Poisons, etc., for more specific skills
- Court Rituals: knowledge of signs, symbols, and devices used to denote rank and family of the nobility.
- Evaluate Goods: a general skill to assess the value of something. It won't be as accurate as a specific Professional skill (for example, a Potter will be a better judge of Pottery than someone with this skill), but as a broad skill allows a good general knowledge
- Geography: broader than Area Knowledge, Geography is the knowledge of general topography, terrain nature, biomes, etc.
- Herb Lore: knowledge of, preparation of, dosage of, and dangers of using herbs as medicinal agents. While it may tell you which herbs to avoid, this skill does not go into specific poisons - see Poisons for that skill. See Botany for a broader knowledge of plants
- History: knowledge of historical figures and events. This can be a broad and shallow skill, such as World History, or a narrower and deeper skill, such as history of a specific state
- Legal Process: knowledge of legal matters. [Terrible]
- Legends/Stories: knowledge of legends and stories, either as a source for entertainment, wisdom, or clues to treasure hunting, etc.
- Politics: knowledge of the international situation in a given area, and of the internal politics of states within that area. May be for a broad area, such the entire known world, or a more focused area, such as Europe. In the latter case, the knowledge is

more detailed.

- Shaman Lore: knowledge of beliefs, dogma, and rituals
- Weather Sense: predicting the weather for the near future.
- Zoology: knowledge of animal behavior, habits, diets, capabilities, etc.

#### Shaman Skills

- **Dji Wiwu Momumilu** (Call the waiting room)
- **Medium**
- **Spirit Wrack**
- **Counseling**: comforting the afflicted, restoring good emotional health, helping people through grief, etc.
- **Detect Lies**: telling when someone is lying. Opposed by Lies/Pretense
- **Oratory**: keeping the focus of a group of people through speaking, and attempting to sway them to your point of view. Opposed by group's average Reasoning-I.
- **Parley/Negotiate**: reaching a compromise solution.
- **Persuade**: convincing an individual of your point of view. Opposed by Reasoning
- **Shaman Lore**: knowledge of beliefs, dogma, and rituals
- **Teaching**: imparting knowledge or skills to others.

#### Professional Skills

- **Animal Handling**: managing animals in many situations
- **Animal Training**: training animals for specific tasks
- **Architecture**: Creating structures out of cloth and vines
- **Artist**: creating aesthetically pleasing art in a given medium. Each medium is a separate skill
- **Basketry**: making baskets and other woven products from bark, grasses, and other plant materials. Includes a knowledge of materials, market prices, etc.
- **Bookkeeping**: knowledge of accounting practices
- **Cooking**: preparing tasty (good-looking) and nourishing food.
- **Counseling**: comforting the afflicted, restoring good emotional health, helping people through grief, etc.
- **Dancing**: dancing aesthetically. See Performing
- **Gambling**: gaming for money. Note that some gambling includes games of skill, and others games of chance - this skill helps largely with the former, and knowledge of the latter, including a good estimate of the odds. Also the ability to cheat at games, and spot cheaters
- **Innkeeper**: the knowledge of running a hotel or inn: includes kitchen, bar-keeping, maid service, stable, etc.

- **Merchant**: broad knowledge of what it takes to be in the business of selling or trading, either retail or wholesale.
- **Musician**: mastery of an instrument (which may be voice). See Performing.
- **Performing**: stage presence - actively entertaining people. You'll need another skill to actually entertain with, such as Juggler, Storyteller, Musician, etc. A musician without the Performing skill may be skilled at producing music, but lacks "audience connection" and won't be as popular as a musician with good Performing skill.
- **Shopkeeping**: running a shop of some sort - knowledge of basic bookkeeping, sources of materials, rotation of stock, general prices, sales techniques, etc.
- **Tailor**: turning cloth into clothes, as well as mending clothing. Can also make other items out of cloth, such as tents.
- **Teaching**: imparting knowledge or skills to others.
- **Weaving**: spinning yarn from wool or plants, then making cloth from yarn

#### Scouting/Outdoor Skills

- **Camouflage**: blending in with your surroundings so you don't stand out. Primarily used in natural settings - use Disguise in urban settings
- **Herb Lore**: knowledge of, preparation of, dosage of, and dangers of using herbs as medicinal agents. While it may tell you which herbs to avoid, this skill does not go into specific poisons - see Poisons for that skill. See Botany for a broader knowledge of plants.
- **Hide Traces**: hiding any traces that people or animals used an area. This includes hiding tracks as well as camping areas.
- **Hunting**: hunting and killing animals for food, hides, sport, or whatever.
- **Mimic Animal Noises**: making a noise which sounds like a specific animal.
- **Move Quietly**: moving without attracting attention. Opposed by Perception.
- **Navigation**: finding your way based on the stars, position of the sun, map-reading, etc.
- **Observation**: trained ability to notice and remember things - conscious application of Perception and memory.
- **Tracking**: following animals or sentient beings in terrain where they might leave traces.
- **Trail Blazing**: finding an optimum route through wilderness, and

marking your trail, either obviously or subtly.

- **Woods Lore**: spinning yarn from wool or plants, then making cloth from yarn

#### Social/Manipulative Skills

- **Barroom Savvy**: like Urban Survival, but very specific to barrooms
- **Barter/Haggle**: raising or reducing prices, depending on whether you're selling or buying. Opposed by the other person's Barter/Haggle skill
- **Bluff**: misleading people into thinking you will perform an action you have no intention of performing. Opposed by Reasoning
- **Camaraderie**: being entertaining in social settings, such as at a bar, at a party, around a campfire, etc., which can gain someone's confidence and approval
- **Con**: making people believe in some plan or product you are pushing
- **Etiquette**: knowledge of good manners in any society, and the ability to carry them out. Not as specific as Savoir-Faire, but gives a broader base for knowledge
- **Fast-talk**: convincing someone of something, which, upon reflection, they may realize isn't true. Fast-talk doesn't create lasting belief - see the Con skill for that. Opposed by Reasoning.
- **Flatter**: making people like you by complimenting them to the point they begin to trust your judgment. Opposed by Willpower.
- **Flirt/Vamp**: arousing sexual interest in an appropriate subject, for whatever reason. Opposed by Willpower.
- **Interrogate**: extracting information from an unwilling subject. There are two basic types of interrogators: those who get their subjects to trust them, and those who psychologically abuse them. Chose one type. Opposed by Willpower
- **Intimidate**: psychologically brow beating someone else into doing your will. Does not involve any physical component. Opposed by Willpower.
- **Lie/Pretense**: dissembling your true intentions, origins, or role from others. Opposed by Detect Lies.
- **Oratory**: keeping the focus of a group of people through speaking, and attempting to sway them to your point of view. Opposed by group's average Reasoning-I.
- **Parley/Negotiate**: reaching a compromise solution.
- **Persuade**: convincing an individual of your point of view. Opposed by Reasoning
- **Repartee**: delivering witty sayings, usually double entendres, which cannot be construed as libelous but

- carry hidden insults or stings.
- Salesmanship: selling someone something. Opposed by Willpower.
- Savoir-Faire: functioning smoothly, without social blunders, in any upper or middle class setting.
- Storytelling: entertaining by recounting stories, either from your past or from other sources. Storytelling without the Performing skill is more likely to be successful in a bar or other personal setting than in a professional setting.

## Gifts

Pick two, and get one additional for every flaw you take after the first.

- Attractive: you're good looking - either handsome, beautiful, pretty, or whatever level you wish. (Warning: the more attractive you are, the more power you have over susceptible people, true, but the more likely you are to be abducted, etc.)
- Beautiful speaking voice: +1 to NPC reactions. Also works for a singing voice if you take a Musical skill.
- Charisma: people tend to like you, believe you, and are willing to follow your lead.
- Common Sense: when you are about to do something incredibly stupid that will harm yourself or the party, the GM will warn you.
- Contacts \*: you know some influential or knowledgeable people who can supply you with information.
- Danger Sense: the GM will make a Situational roll - on a Good or better result, you'll be warned of some imminent danger.
- Divine Favor: the ability to cast Clerical Magic - see Magic. [Costs two Gifts]
- Empathy with Animals: animals trust you and domesticated ones tend to obey you. Cruelty to animals nullifies this Gift.
- Favors due \*: some people owe you favors, which you may collect. Each favor you collect must be approved by the GM.
- Focused: you are at +1 to any lengthy task, but don't notice things outside this task, such as that brigand about to skewer you ...
- Good Memory: you have an unusually good memory. The player may take notes during the game and act as if the character remembered them.
- Good Reputation \*: you're well known as a hero, healer, leader, fighter for justice, etc.
- High Status: you are of the gentry

- or religious class - or nobility if you take this Gift twice.
- Intuition: you have a feeling about what option to take when confronted with a choice. The GM will make a Situational roll in secret.
- Lucky: once per hour (real time), you may reroll a bad dice roll, and choose the better of the two rolls.
- Never forgets a \_\_\_\_: fill in the blank with name, face, or whatever the GM will allow.
- Never Gets Lost: you always know which way is North, and can retrace your route with a little effort.
- Pain Tolerance: ignore wound penalties at Hurt, and you are only at -1 at Very Hurt.
- Patron \*: someone in power likes you. This can be simply a letter of recommendation, or it can be a favor granted.
- Perfect Timing: if someone says to open the gate in five minutes, you'll do it within two seconds of that time. Also valuable in performing.
- Peripheral Vision: you can see further to the sides than most people - less easily attacked from the side-rear.
- Quick Reflexes: not easily surprised by any physical attack, and you adjust quickly to shifting footing.
- Rank \*: you have the right to command others in an organized body of soldiers or police.
- Rapid Healing: you heal twice as fast from wounds.
- Resistant to Poison: poison has only half effect on you.
- Veteran: you're experienced - add one level to each of three skills that are currently at Fair or Mediocre.
- Wealthy: you start with more money than the average starting character. This can be in cash and/or equipment.

## Faults

Each character must start with two Faults from the following list, or other GM-approved Fault. In addition, each Fault chosen beyond the mandatory two allows the player to choose an additional Gift for his character, or raise an attribute one level, subject to GM approval.

- Absent-Minded: your attention tends to wander if bored.
- Annoying Voice: you sound terrible.
- Appearance: your appearance is off-putting in some way, whether ugly or unkempt.
- Bad Back: you are limited in what you can lift.
- Bad Eyesight: you don't see very well - pick one: poor distance or up-close vision.

- Blunt and Tactless: you have no social skills in dealing with sensitive people.
- Code of Honor: your actions are constrained by your personal behavior code.
- Color Blindness: you confuse lots of colors.
- Combat Paralysis: you need a Good or better Health roll in order to act in a dangerous situation.
- Compulsive Carousing: you are at -3 Willpower to resist a good time.
- Compulsive Gambling: you are at -3 Willpower to resist a gambling game.
- Compulsive Generosity: you are at -3 Willpower to resist giving things away to those perceived to be needier than you.
- Compulsive Lying: you are at -3 Willpower to avoid lying just for fun.
- Coward: you take very good care of yourself.
- Curious: you are at -3 Willpower to resist exploring something new or unusual.
- Delusions: the world doesn't work the way you think it does, in some important way.
- Dependent: you're responsible for someone unable to care for themselves adequately.
- Duty: you must perform active duty a certain amount of time.
- Dwarfism: you are very short for your race.
- Easily Distractable: did you say something?!
- Easy to Read: you give away your thoughts and feelings to any who care to observe you.
- Enemy: there is someone who wants to kill, imprison, or otherwise trouble you.
- Fanatic Patriot: your country, right or wrong.
- Frightens Animals: you have an aura that animals find terrifying.
- Garrulous: you won't shut up.
- Getting old: and all that implies.
- Glutton: you're hungry.
- Goes Berserk if Wounded: you're a danger to your friends, even.
- Greedy: you want more.
- Grouchy: you're usually irritated and try to spread the mood.
- Gullible: -3 to Reasoning to believe an unknown "fact."
- Hard of Hearing: what?
- Honesty: you hate to break a law. See Truthfulness for not liking to lie.
- Humanitarian: you help the needy for no pay.
- Idealist: you're not grounded in reality.
- Impulsive: you act before thinking.
- Intolerant: you hate a certain type of person.
- Jealous of Anyone Getting More

Attention: you have to be the star.

- **Lame:** you limp, which can affect speed and agility.
- **Lazy:** you work hard at avoiding work.
- **Lechery:** you're overly fond of the appropriate sex.
- **Melancholy:** life is so sad.
- **Miserliness:** you hate to let it go.
- **Mute:** you can't speak.
- **Nosy:** your neighbor's business is yours.
- **Obese:** you waddle.
- **Obsession:** you must do it, or have it, or whatever.
- **Offensive Habits:** too many to list. Some of the other Faults listed actually fall under this category, such as Nosy, Grouchy, Garrulous, etc.
- **Offensive Odor:** you stink.
- **One Eye:** you lack depth vision and can be blindsided, literally.
- **One Hand:** it works overtime.
- **Outlaw:** you're wanted by the law.
- **Overconfident:** you know you can't fail.
- **Owe favors:** you owe someone favors, and they'll ask you for them sometime.
- **Pain Intolerant:** you're at -1 if Scratched, -2 if Hurt, and -3 if Very Hurt.
- **Phobias:** lots of these - you're at -3 Willpower to avoid acting out of control in certain situations: snakes, darkness, heights, cats, falling, crowds, spiders, open or closed spaces, magic, loud noises, etc.
- **Poor:** you start with less equipment and cash, and if you don't buy off this Fault, will always lose any you gain.
- **Practical Joker:** you can't resist. Somebody's gonna hurt you someday.
- **Proud:** many things are beneath your dignity.
- **Quick to take offense:** you're thin-skinned.
- **Quick-Tempered:** you blow up when crossed.
- **Quixotic:** you vigorously champion lost causes.
- **Reckless Bravery:** you take no thought for your safety in dangerous situations.
- **Reputation:** you're well known as some sort of louse.
- **Secret:** if it's revealed, you'll be embarrassed, arrested, or worse - maybe that warrant out for your arrest, or your second spouse?
- **Self-defense Pacifist:** you'll fight, but you'll never start a fight - no preemptive strikes.
- **Shyness:** you never want to talk to strangers.

- **Social Stigma:** you're obviously from some low-caste group.
- **Stubborn:** you don't easily admit you're wrong. Has nothing to do with Willpower.
- **Susceptibility to Poison:** you're at -3 to Health in Opposed rolls for poison.
- **Trickster:** you regularly have to take a risk to thwart some villain, even if just a petty one.
- **Truthfulness:** you can't tell a believable lie.
- **Unlucky:** if something bad happens to someone in the party, it's you.
- **Vain:** you're the best-looking and/or finest person in the world. Aren't your companions lucky?
- **Vow:** you're committed to some action.
- **Worry Wart:** you wring your hands a lot.
- **Xenophobia:** you dislike and fear people different from the folks you grew up with.
- **Youth:** you're so young no one takes you seriously. Also, lose one level each from three skills - you just haven't had time to develop everything that well yet.

### All Rumel get:

- +2 Acrobatics
- +2 Aerial Acrobatics
- +1 Balance
- +1 Climbing
- +1 Jumping
- +1 Politics
- +2 Agility
- -1 Strength
- **Gift: Ambidexterity:** can use either arms or legs, right or left, equally well
- **Gift: Tough Hide:** subtract 1 from each amount of damage you take.
- **Gift: Heightened Senses (+1 Observe for touch and hearing)**
- **Fault: Poor nightvision**
- **Fault: Special Wounding:** possibility of losing soul and losing coloration if Hurt
- **Fault: Primitive:** you're from a pre-metal-working society.

Shamans will have Divine Favor (2 gifts)  
Shamans will also have Rank (1 Gift)  
(required extra Fault)

Remembers will have Good Memory x2  
Magistrates will have Rank

Require a Damage Capacity die roll every time a character is hit for at least a Light Wound (Hurt result). On a result of:

**Great or better:** reduce the severity of the wound by one.

**Mediocre to Good:** no adjustment to the severity of the wound.

**Poor or worse:** increase the severity of the wound by one.

This adjustment can either be one wound level, or simply one damage point, as the GM sees fit.

For certain types of damage - perhaps from a stun ray or a quarterstaff across the ribs - the GM can use the values from +3 to -3 without requiring a roll.

## New Material (6103)

attributes (3 levels, default at Fair):

- charisma
- perception
- intelligence
- spirit
- physique
- agility
  
- Wounds:
  - attacker's roll + weapon + Physique
  - defender's roll - armor - physique
  - =
  - 1-2: scratch
  - 3-4: hurt (-1)
  - 5-6: very hurt (-2)
  - 7-8: incapacitated (-4)
  - 9+: near death