

Introduction

Hello and welcome to Game Mechanics. This is a general rule system, which can be used in a number of different setting and styles of play. These rules were set up for use in tabletop and freeform game styles, but they have been written with the intent that they could be used for LRP as well. As such, they include rules about safe combat practices, character generation, spell casting and equipment.

While this is a work in progress and is therefore in constant development, this is intended to be a complete game system. This doesn't mean that the rules won't grow at all, and indeed submissions for more skills, spells, rituals etc will be gratefully accepted.

Many of the skills, spells etc may not be appropriate for the setting of the game you are running as such, you should advise the players of which area are off limits when they are generating a character.

What these rules do not cover is game setting materials, such as religions, governments, races, etc. These areas need to be covered by a Mythology Book or setting as defined by the GM.

We hope you have fun with these rules systems in the games you play. Because after that's what they are for.

Credits

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Dedications

These rules have been written for several reasons but they were written for several people in particular. Most notable the people who have helped test them with me over the years. These people include; Brian Beardsmore, Chris Benton, Andy Butt, Christine Costigan, Cath Hayward, Marc Le Bas, David Lucardi, Jim Morrissey, Andrew Pass, Greg Pratchett, David Pyman, Elizabeth Vinton, and Dean Shannon. Some played for a long time and some for a short time, but I hope all enjoyed their time.

Without them this would not be what it is, but most off all without my wife I would not be what I am. So I dedicate this work to them all and to Liz in particular.

Basic game play

If you have never played a role playing game before you may find this rule book a little bit daunting. But never fear because it's not as hard as you might think. I will at this point assume that you will be the GM (referee) for the game, because you were silly enough to let your friends get you to read this book before they did. Firstly let me set your mind at ease. You don't need to learn this book cover to cover. In fact there is very little you will need to know in order to get started.

You will need to know a few terms. How players, generate a character for themselves. And thirdly, a basic idea of how a game will proceed from moment to moment.

We will start with the terms used in games.

Attributes

These are the basic parts of a character that is, how strong they are, how fast they are etc. While some of these don't change. Life Force and Sanity can go up and down somewhat, and Horror exposure will slowly increase.

D

This is short hand for how many of which type of dice you need to roll. The first number is the amount of dice. The second number is the type of dice. So 4D10 means to roll 4 ten sided dice and total them up, giving you a number between 4 and 40.

The % is used when 2 ten sided dice are used to generate a percentage. The first dice is the tens and the second is the units. This will give you a result, between 01 and 99, with 00 being 100.

Extra points may be added to a dice roll from time to time. So 4D10+30 gives a result between 34 and 70. Roll and total the dice as normal then add the extra value.

Experience

This refers to points, which are awarded to the character based on the player's actions. Normally this happens between sessions of game play. These points are added to the characters skills to reflect their ability to learn. Thus an older character will tend to be better at things than a starting character.

In a game where a skill is used (Regardless of successfully or not) that skill id reverse saved against between sessions. If the roll is higher than the current skill it will increase by 1D10 points, otherwise it stays the same. So the more points you have in a skill the harder it is to get more. It is possible to get more than 100 points in a skill.

GM

This is short hand for Game Master, or referee. A GM is someone who runs the game for the players. He/she has the power to change rules or the game as needed, whenever they feel it is needed to make the game fun. They are not playing against the players, although they may portray NPCs who are working against the players.

Hit points

This is the number of points of damage a character can sustain in a given area of his or her body. When a characters torso goes below zero they are dead. From zero to 1/10 (rounded down) of their torso points is Unconscious. Higher than that but below full points is wounded. Full points is healthy. If a limb goes below zero it is considered damaged beyond repair. A character can have 3 limbs reduced to zero hit points before they die of blood lose.

Player

A person who is playing the game, as apposed to someone running the game. Normally each player will have one character to portray within the game setting. Players may or may not be working against each other, depending on the format and setting.

PC

This is short hand for Player Character, that is a character, which is portrayed by a player during the game. Generally speaking each player has one character.

NPC

This is short hand for Non-Player Character, that is a character, which is portrayed by either a GM or someone working for the GM. A GM may need to play many NPCs at any given time.

Rituals

Rituals are similar to spells, however they are longer and more complex to create and cast. Many taking weeks, or even years to prepare on the part of the people using them. However the effects of a ritual are often much larger than that of a spell.

Save

A “save” is a dice roll, which is compared to a value on a character sheet, such as a skill or attribute etc. The intent is to roll a number below the value. So a player saving vs a skill of 40 would roll D% and if the dice result is 40 or less they have saved. If they roll higher they have failed to save.

At time a reverse save is called for. Normally this is between sessions when adding experience to a character. In this event you must roll higher than the skill.

Skills

Skills are the bulk of a character. They are what the character knows and has learnt. They will slowly increase as the character become more experienced. Many of the skills are combined with Attributes.

Spells

This included Prayers. Spells are magical effects created for the characters to use during the game, either on themselves or other characters or NPCs. Generally speaking a spell can be cast without a great deal of preparation time for the characters.

There are a number of different styles of game play; these are Freeforms, LRP, and Tabletop games.

Freeforms

This is generally a game were there are many characters and few if any NPCs. In this style of game the players work in small groups or by themselves against other players. Generally speaking the GM before the game pre-writes all the characters.

In a freeform game, there is likely to be more than 1 GM, and at between 6 and 30 players or even as many as 50. Each player starts with a character sheet, which will detail their background and some of the information they know about the other characters.

A GM will introduce the game and the setting explaining a little about the world or situation the characters are in. Then the GMs will allow the players to interact as they wish with each other. The GMs are there to answer questions, or explain any unclear information, but not solve the character’s problems.

Few dice are ever used in a freeform, if ever. Combat and similar matters are dealt with either as the GM wishes, or in an LRP form.

At the end of the game if the characters are going to continue, the GM may award them experience.

Tabletop games (or RPG)

This involves several players working together muck like LRP. However no props are needed as such. The GM who runs the game normally plays all NPCs. Actions are resolved with the rolling of dice and verbal description.

In a tabletop game there is normally only one GM and up to about 8 players. Each player will have a character sheet, which details what they look like, what they are carrying, their skills etc.

The GM will describe to them what they can see and what is going on around them, while they react to the descriptions. From time to time the players will be called

upon to “Make a save vs a skill or attribute.” If the number rolled is equal to or below the current value of the skill, they have saved, if it is higher they have failed. A roll of 01 is always a success and a roll of 00 is always a fail. The GM describes the results based on the dice roll and the game goes on.

It is not uncommon for miniatures to be used to represent the characters and NPCs on a map so the GM and players all know where people are at any given time.

At the end of the session the players may roll for experience.

Combat

Because combat is the most difficult element to detail and explain within a game it is written up here in its own section rather than just under the skills needed to fight.

There are 2 different ways to resolve combat within these rules. Tabletop game style, or LRP style. Each is different because of the needs of the different formats of the game, but they use the same basic information from a character sheet.

Tabletop game combat

The first step in a combat turn is to see who is attacking first. Generally speaking the character or NPC with the highest dexterity attacks first. Although when there are several people attacking it is often easier for the GM to get the actions from each player first and then work out who is attacking who and when.

Some people may have more than one attack per turn or less than one attack per turn. To work this out you will need to use the following rules.

Add the characters Dexterity, Dexterity Enhancement, Weapon skill (or Spell casting skill, Unarmed combat skill, or Marksmanship skill) and the Weapon speed then consult the Number of attacks reference chart. This will tell you how many attacks the character has per round with that weapon. Work all of this out before the game to save yourself some time during game play.

Once you know who is attacking first, they will need to see if they have hit their intended target.

First you will need to know what your chance of hitting is. So add the characters weapon skill to their Dexterity and divide the total by 2. Rounding down anything to the next whole number. (This should be worked out before game play starts so it doesn't slow things down during the game.) This will give you a value to save against with D%. If you roll under this value you have hit.

For ranged weapons, add Marksmanship skill to Dexterity and divide by 2. Then deduct for range or cover as requested by the GM. For spells or prayers, add Spell casting skill (or Prayer casting skill) to Dexterity and divide by 2. Then deduct for range or cover as needed.

Any attack that succeeds by more than 50 on the dice and is lower than 05 is considered a Bonus hit. If the attack fails by more than 50 on the dice and is higher than 95, it is considered a Botched attack. If either of these things happens see below.

Once you know if you have hit your target, the target may get a chance to defend itself, by dodging or parrying the attack.

Each character or NPC who is armed, gets one parry per turn. And they may only dodge the first 4 attacks per turn. Any more than that, may not be countered. (However the GM may allow more for special reasons.)

A parry is ½ the weapon skill (or all the Shield use skill) of which ever weapon is being used to parry with.

Add a characters Dexterity, Dexterity enhancement and Parry, then divide by 2, rounding down. Again this should be worked out before the game play starts to save time. If the roll is below the dodge value the attack has been countered in some way. If not it has been successful and damage must be rolled. Normal dodge rolls are just a character Dexterity and Dexterity enhancement added together and divided by 2.

It is also possible to botch a dodge roll, if it fails by more than 50 and the roll is over 95 on the dice. See below for the results of a botched dodge.

The attacking character or NPC rolls their damage as follows.

For Melee attacks and Unarmed combat, add the Characters damage bonus, and consult the damage chart for the weapon to find out what to roll. Again this is best done before the game play. Once you know the damage roll, roll the dice as called for to find out how much damage has been done.

For Marksmanship attacks, spells, or prayers, consults the weapons details or spells description to find out what damage to roll.

Finally apply the damage to the target. Deduct the value of the damage roll, from the targets armour and then their hit points. For targets with more than one body location, such as a PC roll a dice to randomly determine the exact location of the hit. IE the torso, or left leg, etc.

Character generation

Now that we know all about fighting and warfare, we should look at generating a character so we can actually play a game.

Generating a character takes a little time but is not very hard. The first part of making a character is often the hardest, and indeed may be left until the end if you want. Finding a name for the character. You can also add details like gender, age, place of birth etc. It is also a good idea to note the players name on the character sheet as well, because if the GM is storing the character sheets between sessions it make things easier to start with.

So with that little step out of the way, we now need to work out the characters basic Attributes. A character's attributes are the basic innate values that define the characters limitations. Basically they are a character's, Beauty, Brawn, Dexterity, Knowledge, Life force, and Sanity. Lets go through each of them and explain how you work out what value you have at the start. It should also be noted that while some of these values can be changed, it's not always easy to make them better then they are.

Beauty

A character's beauty is defined as a value between 40 and 75. You get this by rolling 4D10+35. This simply implies how physically beautiful your character is. That is are you a super model or are you looking for a church with some really nice bells. The higher the value the better looking your character is.

Yes you can make this higher if you want, with plastic surgery, good grooming or just the right clothes etc, but how much effect is up to your GM. This attribute might also fall, if you are scared, or burned etc. As a rule this attribute has no effect on what sort of person you are, but it will have an effect on people who meet you for the first time.

The human average is expected to be around 50.

Brawn

Brawn is how much muscle you have on you. That is how strong is your character. It will affect how much hit points your character has, as well as telling you if you are strong or weak.

Again you roll 4D10+35 to work out your Brawn. However this can be changed in different ways to beauty. If you have a low score, you can slowly build up extra brawn by “working out”. To do this you can spend points on your Body skill. When you do this it doesn’t change your Brawn level, however the two skills can be added together, to work out hit points, and overall strength.

Your starting value of hit points depends on your Brawn value

Brawn value	Arms	Legs	Torso hit points.	Damage bonus
Up to 45	2	3	4	-1
46-50	2	3	5	0
51-55	2	4	5	0
56-60	3	4	5	0
61-65	3	4	6	1
66-70	3	5	6	1
71-75	4	5	6	1
76-80	4	5	7	1
81-85	4	6	7	2
86-90	5	6	7	2
91-95	5	6	8	2
96-100	5	7	8	2
101-105	6	7	8	3
106-110	6	7	9	3
111-115	6	8	9	3
116-120	7	8	9	3
121-125	7	8	10	4
126-130	7	9	10	4
131-135	8	9	10	4
136-140	8	9	11	4
141-145	8	10	11	5
146-150	9	10	11	5
151-155	9	10	12	5
156-160	9	11	12	5
161-165	10	11	12	6
166-170	10	11	13	6
171+	10	12	13	6

While the human average is about 50 Brawn, this chart goes up to 171 because it allows for any Body skill you may add latter in the skills section. It also allows for non-human or super human characters.

Dexterity

This is your characters ability to dodge things and to a degree how fast they can move. Again you can work out your starting value with 4D10+35. Much like Brawn can be added to with the Body skill, Dexterity can be added to with the Dexterity Enhancement skill.

As with Beauty and Brawn the human average is around 50 points.

Knowledge

This attribute is often the most misunderstood. It is often mistaken for how smart a character is, or how wise a character is, or even how well educated a character is. It is in fact none of these things. This is how quickly a character can learn new skills. That is to say it's their ability to take on new information and learn from it.

As with the other Attributes, roll 4D10+35.

This attribute is very important when attempting to gain new skills. Because a save vs this attribute will be needed to get the first couple of points in a new skill.

Again 50 points is the human average.

Life force

Life Force is a little different to the first few Attributes. This is not something that can be seen from the outside really, although it can be implied. A character's Life Force is their will to live, and their mental virility. While a person might be able to survive one of their limbs being reduced to zero hit points, if you run out of Life Force, even the best doctors in the world will be no help.

To work out your starting value roll 5D10+50, however this will change a lot depending on what you are doing, and what happens to you.

If you are wounded you will lose 5 points of Life force for each Hit point of damage. However Life Force returns with rest. For every hour of rest you will recover 1 point. Some creatures hunt for Life Force itself and may not cause physical damage, but will drain your Life Force. You might also have to spend Life Force to perform some tasks, like some spell casting or rituals etc, these will be defined by your GM at the time.

If you survive an encounter with a creature of darkness, the GM might reward you with a bonus to your life force once you have recovered. This reward tends to be between 1 and 5 points. The GM might also decide that the encounter has weakened you. So they might deduct 1 to 5 points from your total.

Although the roll above will give you a value of 55 or better, the human average is still 50 points. This is because you are playing people who are expected to be a little more adventurous than most.

Sanity

A character's Sanity is similar to their Life Force, in that it can change, although it rarely goes up very fast. Again 4D10+35 will give you, your maximum level. However you might lose sanity because of seeing things, which are beyond the normal, or seemingly impossible. You might lose sanity by being in close proximity to some creatures of darkness.

You can recover Sanity by resting, 1 point per day of rest. You can also get some back by seeing a councillor. This will give you 2 points per day. Years of counselling might be able to add another 1D10 points to your maximum sanity level.

If you lose more than 10 points of sanity in a single moment, you might suffer from a slight mental disorder, for a short time. Such as a tick, or twitch, or becoming hysterical.

If you lose more than 20 points at any one moment, you are likely to develop a more long term problem, such as repressed memory, or a fear about something etc.

If you lose more than 50 points at any one moment, you will suffer an extreme mental breakdown. That is you will become berserk or something like that.

However all of these states can be recovered from if you have at least 1 point of sanity left. It may take years, but it can be done. If your sanity hits zero, your mind will shatter beyond repair. You may not die right away, but you will no longer be able to communicate with people, and you will need to be restrained, sedated, or monitored if you are in a coma.

As normal 50 points is the human average.

Skills

Now that we have covered attributes, it's time to look at skills. These will form the bulk of your character's information. Unlike Attributes skills do not drop but they do get higher with use.

Not all of the skills below may be allowed in the game you are playing, for example a game set in the dark ages is not likely to have computer operation. When picking your skills you start with the class page for your character. You will have 40 points to spend on primary skills, 30 points for secondary skills, and 25 points for tertiary skills. Once allocated you have a basic starting character. GMs may award extra points if they wish, but gaining points is a matter of gaining experience generally.

If you use a skill in a session, it might increase slightly at the end of the session. To increase the skill, roll D%, if you roll higher than the current value of the skill, it will increase by 1D10 points. If it is a new skill, you must roll D% under your current Knowledge, to gain a starting value of 1D6 points in the skill.

A GM may also award a bonus point to one of your skills at any point, because of some action taken in the game, or to reflect a higher learning curve.

Master skill list

This is a list of all of the skills used in the system, although as stated above some skills may not be available to your characters, because of setting, or background.

Acrobatics	Engineering	Occult Knowledge
Acting	E.S.P.	Photography
Administration	Etiquette	Physics
Alchemy	Falling	Pick locks
Ambidexterity	Farming	Pick pockets
Animal calls	Fire building	Pilot
Animal handling	First aid	Psychology
Archaeology	Fletching	Read/Write
Armor use	Forgery	Religious knowledge
Armorer	Fortune telling	Riding
Artistry	Gem cutting	Ritual magic
Assassination	Grooming	Robotics
Astronomy	Heraldry	Rope use
Biology	Hiding	Sailing
Blacksmith	High Tech Equip	Sensors
Blind fighting	Operation	Shield use
Body	History	Sleight of hand
Botany	Horror exposure	Smelting
Brewing	Hypnotism	Sneaking
Carpentry	Intimidation	Streetwise
Cartography	Jeweller	Subdue
Carving	Juggling	Surgery
Chemistry	Jumping	Swimming
Clerical prayer casting	Language	Tailor
Clerical prayer resistance	Law	Tanner
Climbing	Lip reading	Throw
Cobbling	Listen	Torture
Computer use	Magic identification	Tracking
Computer programming/hacking	Magic spell casting	Trap find/disarm
Concealment	Magic spell resistance	Trivia (Hobby)
Control undead	Marksmanship	Turning undead
Cooking	Masonry	Unarmed combat
Dance	Mathematics	Value estimation
Demolitions	Mechanics	Weapon skill
Decoding (Encoding)	Medicine	Weaponsmith
Dexterity enhancement	Meditation	Weaving
Disguise	Mining	Wilderness survival
Driving	Music instrumental	Wood cutting
Electronics technology	Music vocal	Zoology
	Navigation	
	Observation	

Skill Descriptions

Below is a description of each skill and how it is used in game terms. Some skills may seem more useful than others may, but all work under the same idea of the higher the score the better you are at things. Sometimes as a character's skill increases they may be able to do more things with the skill.

There are two values against which a save is made. More often than not, a skill is combined with an Attribute and then divided by 2. Once in a while however a test against the character's knowledge of a skill is needed. So the save is just against the skill itself. The first test is for doing an action, which uses the skill, while the other is a test against information about the skill.

Acrobatics

Description;

This is the character's ability to make acrobatic flips and somersaults. While doing so they are slightly harder to hit, although they are unable to do anything else. Also Characters with this skill can walk straight lines and balance on small surfaces. Experts can perform these feats even in strong winds or other adverse conditions.

Chart;

- 10 Walk on the edge of a cliff or roof without falling.
- 30 Jump and land without falling keep balance in slippery conditions. Walk a tightrope.
- 50 Roll with the knockdown effect of spells, in effect being knocked back instead.
- 70 Walk a tightrope in a strong wind.
- 90 Perform dodges, (with the skill: tumbling,) on a tightrope, on one foot, in a strong wind.

Tabletop mechanics;

Save vs Acrobatics + Dexterity divided by 2, to use this skill. Add 10% of the skill to any to hit rolls made against the character while they are flipping.

LRP mechanics;

For every 10 points in the skill it may be used once per LRP game.

Acting

Description;

This is the ability to pretend to be someone else. The skill has no effect on the character's appearance however. The skill can be used to fake emotions, to help with bluffs, lies etc. The higher the skill, the more convincing the acting.

Tabletop mechanics;

Save vs (Skill + Beauty) divided by 2, to use the skill.

LRP mechanics;

For every 10 points in the skill it may be used once per LRP game.

Administration

Description;

This is the ability to understand and deal with red tape. The more skill you have the more you will be able to deal with red tape, or identify strange paperwork.

Physical;

Writing equipment. (IE paper, pen and ink etc.)

Tabletop mechanics;

Save vs Administration + Knowledge divided by 2, to use the skill.

LRP mechanics;

For every 10 points in the skill it may be used once per LRP game.

Alchemy

Description;

To use this skill you must also have at least some botany, chemistry, and smelting. This skill allows a character to make potions, salves, powders and pills. A character may use any of a variety of other skills in combination with this skill to make various different compounds. Knowledge of this skill gives the character the ability to both make and invent chemical compounds based on knowledge of what properties different components have and how they will react together.

This skill on its own gives knowledge of various naturally occurring minerals and the like. Combined with botany the character has a broader base of knowledge to work with and can make more and better concoctions. Combined with smelting the character is able to better extract the properties of minerals to get best effect from them. He can also impregnate alloys with chemical compounds for a variety of effects.

Physical;

A lab and or the equipment from a chemistry lab, along with a forge. This is not the sort of thing, which can be done on the move.

Chart;

% Effect

15 Character can make basic non-magical potions. Can mix inks and dyes.

30 Can make powders and pills. Know properties of common minerals such as coal, and sand.

45 Can invent new compounds such as gold leaf. Can make semi-liquid compounds, IE salves. Knows properties of less-common samples such as bat guano, precious stones, and sulfur. Can make any compound if working from a written formula.

60 Can invent complex formulae such as low-grade flash powder. Knows the properties of rare specimens such as magnesium, mercury and krypton.

75 Can make very complex formulae such as medical drugs. Knows the properties of almost all minerals, even some gasses. Can make gasses given the correct materials. Can mix magical potions given the time and equipment.

90 Understands the theories behind turning lead into gold. Could do it if given the right materials and a lot of time. Knows properties of all, even rare, minerals.

Tabletop mechanics;

Save vs Alchemy + Knowledge divided by 2, to use the skill.

LRP mechanics;

For every 10 points in the skill it may be used once per LRP game.

Ambidexterity

Description;

This skill allows you to use either hand for your weapon arm. Which means you can use either two weapons or you can change hands if your normal weapon arm is hurt during a battle.

Chart;

10 points in the skill will give you 2 points in Ambidexterity every 10 points after the first adds 1 point to your skill. Different weapons need different amounts of points to use. The points needed are the same as the size classes for weapons.

Daggers = 1

Short swords = 2

Broad swords = 3

Pole arms = 4.

Please also note the GM may decide a super fantasy weapon needs more or less points depending on its size and safety factors.

Tabletop mechanics;

No saves are needed to use it during a game. If you have the points you have the ability.

LRP mechanics;

As with tabletop, no saves are needed.

Animal calls

Description;

A character with 25 points in animal calls can make simple animal noises, like some birds, domestic animals etc. Someone with 50 skill points can call ducks, sound like many common woodland animals etc. An expert (More than 70 points) can sound like almost any natural animal in the game world. The skill also allows you to identify animal sounds that you might hear.

Tabletop mechanics;

A save vs the skill will allow you to tell if someone is faking them. A save vs the skill and knowledge is needed to make a successful call.

LRP mechanics;

For every 10 points in the skill it may be used once per LRP game.

Animal handling

Description;

For each point of the skill your character is better at breaking in horses, herding cattle, training guard dogs, etc. While it is not something, which is likely to be used in a game, it does help give your character some depth.

Physical;

Apart from the animal in question, you may also harnesses, etc. Depending on the animal and what they are being trained to do.

Tabletop mechanics;

Save vs the skill and brawn divided by 2 to use this skill.

LRP mechanics;

For every 10 points in the skill it may be used once per LRP game.

Archaeology

Description;

This skill gives a character knowledge of antique artifacts and how to dig them up. The skill provides the character with a background in the artifacts and some legendary items of a given culture. The skill also teaches how to dig up and clean artifacts without damaging them.

When first learnt, the player must pick a culture for the character to have the basis of his archaeology skill in. This can be a race; such as a breed of dinosaur, which will tend to be vague information, or an institution or society such as Aztec. As the skill progresses, more cultures are added to the archaeologist knowledge. IE 1 culture for every 15 points.

Physical;

While nothing is needed to know about a culture, digging them up may need shovels, brushes, sand boxes, dynamite, etc.

Tabletop mechanics;

A save vs the skill is needed to know about an element of the culture.

LRP mechanics;

1 hint about the culture is given per 10 points in the skill.

Armour use

Description;

This skill allows a character to wear and maintain his or her armour. It is the knowledge of the right way to put armour on so that it sits right, clean it at the end of the day, and make simple repairs to straps etc. Although it is possible to wear armour without the skill. It may become damaged faster and it will wear the character out.

Physical;

The armour in question.

Chart;

Leather armour or similar needs 10 points in the skill.

Chainmail, scalemail and the like need 35 points in the skill.

For Platemail you will need 50 points.

Tabletop mechanics;

A save vs this skill will allow a character to understand the use of strange or alien forms of armour. A save vs the Armour use and Brawn will allow the strange armour to be used.

LRP mechanics;

Please note that your prop armour needs to be cleared by the GMs before you use it in LRP style games.

Armourer

Description;

This skill gives a character the ability to make armour out of metals. There are various types of armour skill that relate to different methods required to make a variety of different metal items.

Physical;

A forge, hammer, pliers, and anvil etc.

Chart;

10 Can repair shields and rivet leather studs.

30 Can rivet plates and rings to leather to make ringmail. Can repair chainmail.

45 Can make chainmail and repair banded mail, scale mail and plate pieces.

60 Can make plate, scale and banded mail armours and repair full plate.

75 Can make full plate to wearer specifications.

Tabletop mechanics;

A save vs Armourer + Brawn divided by 2 is needed to use this skill.

LRP mechanics;

While it is unlikely to use this skill during an LRP game, it can be used to make simple running repairs once per day for each 10 points of skill.

Artistry

Description;

This is a characters ability to express themselves artistically. Although the player must say what form the artistry takes. IE painting, sculpting, wood carvings, pottery.

Physical;

Different forms of the skill will have different needs.

Chart;

A character with 10 points in artistry can make simple drawings and have a good idea if a piece of art might be worth something (Value estimation is needed to know how much something is worth).

Someone with 40points artistry can make sketches, which look enough like people to be recognized.

Someone with 70 points can do portrait quality artwork.

Tabletop mechanics;

A save vs artistry + either Dexterity or Brawn (Which ever is more logical) divided by 2 is needed to use the skill.

LRP mechanics;

As a background skill, it is unlikely a player will need this skill during a LRP game.

Assassination

Description;

This skill allows a character to make instant kills with a single blow, such as a back stab or similar attack. Anything bigger than a horse can't be killed with this skill, unless the creature has a weakness, which the GMs know about.

Which means that if you back stab a dragon you will just annoy it. You should also note that some creatures can't be assassinated, because they are not alive, or because their anatomy is very different.

Physical;

A weapon of some sort.

Chart;

For every 5 points a character has in the skill they gain a point in assassination. 1 point will kill small creatures up to the size of a dog. 2 points are needed to kill a man-sized creature. 3 points for things up to horse sized.

Tabletop mechanics;

Points are spent as above when using this skill.

LRP mechanics;

As with Tabletop.

Astronomy

Description;

This skill will allow a character to navigate at night, by telling them which way is north. It will also let them know what time of the year it is.

The skill will also allow a character in a sci-fi based game to plot a course for a starship. While medieval characters only have 10 points in the skill, Modern or Future characters can have more. Higher levels mean you know more about space, and what's in it.

Tabletop mechanics;

A save vs Astronomy and Knowledge divided by 2 is needed to use this skill.

LRP mechanics;

This skill can be used once per day per 10 points of skill.

Balance

Description;

The skill of remaining on your feet in difficult conditions. Characters with this skill can walk straight lines and balance on small surfaces. Experts can perform these feats even in strong winds or other adverse conditions.

Chart;

- 10 Walk on the edge of a cliff or roof without falling.
- 30 Jump and land without falling keep balance in slippery conditions. Walk a tightrope.
- 50 Roll with the knockdown effect of spells, in effect being knocked back instead.
- 70 Walk a tightrope in a strong wind.
- 90 Perform dodges, (with the skill: tumbling,) on a tightrope, on one foot, in a strong wind.

Tabletop mechanics;

A Save vs Balance and Dexterity divided by 2 is needed to use the skill.

LRP mechanics;

You can use this skill once per day per 10 points of skill.

Biology

Description;

Unlike just Zoology, this skill tells your character about viruses, and anatomy as well. It also let you understand just how a creature functions. IE this is the gut, and because it's like this the creature is likely to eat such and such.

Tabletop mechanics;

A save vs Biology and Knowledge divided by 2 is needed to use this skill.

LRP mechanics;

This skill can be used once per day per 10 points.

Blacksmith

Description;

You can use it to repair metal armour and shields, or to keep weapons well maintained etc. Although it is not as good as the Weaponsmith or Armourer skills. It is mainly used for making nails, horse shoes etc.

Physical;

A blacksmiths workshop, or at the very least a forge with hammer, and anvil.

Tabletop mechanics;

A save vs Blacksmith + Brawn divided by 2 is needed to use this skill. When using it for Armour or weapons however the skill is halved.

LRP mechanics;

As it is unlikely to be used in game for LRP I didn't think a Mechanics was needed, do you?

Blind fighting

Description;

This skill allows a character to fight in the dark, or when they are blinded, by magic, or lights, etc. This skill does not mean that you can only fight in the dark, it also allows you to find your way along a path, and do any of your other skills in the dark, except anything which requires your character to read from a piece of paper.

Tabletop mechanics;

A save vs Blind fighting + Dexterity divided by 2 is needed to use this skill.

LRP mechanics;

Each 10 points you have in the skill will allow you to blind fight in one encounter, per game. That is you can keep your eyes open in a dark encounter.

Body

Description;

This is not really a skill as such, but it is also not really an Attribute either. This skill represents a characters level of bodybuilding. That is to say while a character is considered to be fit and healthy, that doesn't mean they can't beef themselves up a little here and there.

Tabletop mechanics;

This skill is added to Brawn when calculating hit points, and saves vs brawn.

Botany

Description;

This skill is the knowledge of plants and their properties.

Chart;

At 30 points a character is expected to be able to identify poisonous plants.

At 50 points a character should know almost every basic plant in the realm.

At 65 points a character will know which plants are useful for spell casting.

Tabletop mechanics;

A save vs (Skill + Knowledge) divided by 2 is needed to use this skill.

LRP mechanics;

A character can use this skill once per game per 10 points of skill.

Brewing

Description;

This skill is more for background, then in game applications. It allows a character to make beers, ales, etc.

Physical;

Apart from the food stocks needed for the drink being made, they will also need sugars, a stile, or brewing vats. They will also need containers to seal the drink into while it ferments.

Chart;

15 points allows a character to make beers and ales.

40 points allows a character to make poor to average quality wines.

65 points allows a character to make high quality wines.

Tabletop mechanics;

A save vs (Skill + Knowledge) divided by 2 is needed to use this skill. Otherwise the product will spoil.

Carpentry

Description;

This skill is in fashioning and repairing of wood objects, or building things from wood, such as furniture, or even houses.

Physical;

Wood working tools.

Chart;

5 points allows a character to make simple furniture.

40 points allows a character to build simple houses.

65 points allows a character to make fine carvings and such work as found in churches and the like.

Tabletop mechanics;

A save vs (Skill + Brawn) divided by 2 is needed to use this skill.

Cartography

Description;

This skill allows a character to both make and read maps. As the skill gets higher the character is able to understand more complex and older maps.

Physical;

While nothing is needed as such to read a map. A compass and other tools can help read a map. Pens, rulers etc will be needed to make maps.

Tabletop mechanics;

A save vs (Skill + Knowledge) divided by 2 is needed to use this skill.

LRP mechanics;

This skill can be use once per game per 10 points of skill.

Carving

Description;

Somewhat of a companion skill to carpentry but it can stand alone as an artistic skill. Given time, and tools such as knives, a character with this skill can manipulate hunks of wood, or stone into objects of art or purpose.

Greater masters can work in longer-lived material such as stone or metals. You must say what you have learn to carve however. As they are differences in carving wood to carving metal.

Physical;

Chisels, hammers, spoke shavers, drills etc. The tools needed vary depending on the materials being carved. Some people may only need a pocketknife, while others might need an entire workshop.

Tabletop mechanics;

A save vs Carving is needed to use this skill. You can save vs half your skill to work in a material you are not used to.

Chemistry

Description;

This will allow a character to make chemical potions and drugs. They can make painkillers, but they can't make healing potions or magical potions. This will also allow them to work out what things are made of, if they have the equipment. The skill comes in 5 stages, each allows a character to do, or know more.

Physical;

Some lab space, and the tools used in the lab to mix, distil or otherwise combine elements.

Chart;

10 Character can mix inks and dyes.

25 Can make powders and pills. Know properties of common minerals such as coal, and sand.

40 Can invent new compounds such as plastic for modern settings. Knows properties of less-common samples such as bat guano, precious stones, and sulfur.

55 Can invent complex formulae such as gun powder. Knows the properties of rare specimens such as magnesium, mercury and krypton.

70 Can make very complex formulae such as medical drugs. Knows the properties of almost all minerals, even some gasses. Can make gasses given the correct materials. Can produce solid rocket fuel.

Tabletop mechanics;

A save vs (Skill + Knowledge) divided by 2 is needed to use this skill.

Clerical prayer casting

Description;

To cast a clerical (or divine) spell, the cleric must pray to their deity. If they have been playing their faith, then the spell will work. Each Cleric must keep and maintain a prayer book, which contains their spells. They may cast any spell from their book as many times as they have spells within that level. They can also exchange higher-level spells for a lower level if they wish. In order to gain new spells, they will have to pray to their deity as a form of research.

They must spend a month per level of the spell, praying to their deity, in order to learn the true meanings of the spell, and how it reflects on their church.

Physical;

Although the Prayer book is not needed to cast the spell, it must be maintained as an act of faith. Clerical spell casting does however require a holy symbol to be used as a focus point for the cleric.

Chart;

This chart is for the number of spells a day a cleric can cast.

Spell	Skill rating												
Level	1-8	9-18	19-24	25-32	33-40	41-48	49-56	57-64	65-72	73-81	82-90	91-100	
1	1	2	2	3	3	3	4	4	4	4	5	5	
2	-	-	1	1	2	2	2	3	3	3	3	4	
3	-	-	-	-	-	1	1	1	2	2	2	2	
4	-	-	-	-	-	-	-	-	-	1	1	1	

Tabletop mechanics;

A save vs (Skill + Dexterity) divided by 2 is needed to hit a target with a spell.

Range and cover may modify the roll needed as the GM deems.

LRP mechanics;

Ranged spells require a beanbag to be thrown at a target to simulate where the spell is going. But the vocal part of the spell must be called out loudly so the GMs and other players know what is going on.

Clerical prayer resistance

Description;

This ability allows a character to negate a spell from a Cleric. Note it will only affect the character using the skill. If the spell affects an area, anyone else will still feel the effects. The skill will only work against clerical spells. It will have no effect on spells cast by Wizards.

Chart;

Each 5 points in the skill will allow a character to negate one spell level from a Cleric once per game. So in order to negate a third level spell, the character must have 15 or more in this skill.

Climbing

Description;

This is characters ability to climb surfaces, such as trees, walls, cliffs etc.

Physical;

Although none is needed, ropes and other tools may be useful for higher or more difficult climbs.

Chart;

At 10 points the character can climb trees etc.

At 25 points the character can climb rock faces and the like.

At 65 points the character can climb man made walls.

Tabletop mechanics;

A save vs (Skill + Dexterity + Brawn) divided by 3 is needed to use this skill.

LRP mechanics;

For every 10 points in the skill a character can climb up 2 metres.

Cobbling

Description;

Cobbling is the skill of making boots, shoes. It will also allow a character to repair footwear.

Physical;

Glues, small tack like nails, leather binding, etc, are all used in the making of footwear.

Tabletop mechanics;

A save vs (Skill + Dexterity) divided by 2 is needed to use this skill.

Computer use

Description;

This will allow a character to access and use a computer. The method of access to the computer may alter the character's abilities to use it. IE keyboard, cyberlink, etc. Systems, which are very futuristic to your characters training, may mean the GM counts you skill level as lower than it is. This skill will also allow a person to work on the computer mind of a non-thinking robot as well. Thinking robots require knowledge of the mind as well as this skill to be able to get them to do as you want.

The GM will decide how long a task may take. Some things might take only a moment while others might take months to prepare.

Some systems are simple enough not to require this skill at all. Machines like ATMs etc, which are designed to be used by people with no other computer knowledge, are a good example.

Tabletop mechanics;

A save vs (Skill + Knowledge) divided by 2 is needed to use this skill.

LRP mechanics;

This skills can be used once per game, per 10 points of skill.

Computer programming/hacking

Description;

Unlike just using a computer, this skill allows a character to write programs, or at higher levels to hack into computer systems. As with Computer use, if this skill is to be used the character might need special help to get access, such as a Cyberlink etc. This skill may also not be higher than the characters Computer use skill.

This skill is also used to know how to put a computer together. IE to install a new Video card etc.

Chart;

10 points allows the character to build or alter a system, if they have the right tools and parts.

35 points allows a character do simple hacking and write their own programs.

65 points allows a character to hack systems and alter existing programs.

Tabletop mechanics;

A save vs (Skill + Knowledge) divided by 2 is needed to use this skill.

LRP mechanics;

This skill can be used once per game, per 10 points of skill.

Concealment

Description;

This is the ability to hide an item from view, such as a weapon. Also covers the ability to disguise or change an objects appearance. This skill can only be used on objects of a limited size. You can't conceal a Bull elephant behind your jacket for example, so some common sense is needed on the part of the GM and the player.

Tabletop mechanics;

A save vs (Skill + Dexterity) divided by 2 is needed to use this skill.

LRP mechanics;

This skill can be used once per 10 points of skill, but some attempt to actually conceal the object is also needed.

Control undead

Description;

Controlling undead creatures is far more difficult than trying to turn them away as do many priests. For a cleric to 'turn' the undead, he channels his faith and devotion to his god into his holy symbol and forces the fiend away with the might of a god aiding him. When a necromancer tries to control the undead however, it is a battle between his will and the corrupted spirit of the undead creature. In addition not all undead can be controlled. In order to control the undead the caster calls upon the powers of death and darkness or wields charms of bone or flesh at the creatures to be engaged in a battle of wills. A cleric with this power will use his holy symbol and invoke his deity. A player who role-plays well their invocation of the power to control undead may receive a temporary bonus to his control undead level, (at the GM's discretion.) When an attempt to control undead is made, the caster declares which undead, they are trying to control. The ability can affect any and all undead of one type within 10 meters. The caster's level is matched against the level of the undead and a result is determined based on the information below. Any commands the caster gives must be given now before they try to control other undead. The only exception is if the control gained is permanent in which case the undead will simply cease to act until commanded. Each type of undead will require some of the caster's power.

Chart;

Undead type	Control needed per undead.
Ghoul	2 (But they can still be routed or scared away by other people.)
Skeleton	5
Mummy	50
Wraith	75
Zombie	10

Tabletop mechanics;

A save vs (Skill + Knowledge) divided by 2 is needed to use this skill.

LRP mechanics;

This skill will control undead as per the number of points the character has in the skill.

Cooking

Description;

This will allow your character, to make meals for themselves, while on an adventure.

Physical;

That will depend on the meal being cooked. But at the very least the food stocks needed for the meal.

Chart;

25 points in this skill will allow a character to work in a kitchen.

Experts with 55 points or more run the kitchens.

Tabletop mechanics;

A save vs (Skill + Dexterity) divided by 2 is needed to use this skill.

Dance

Description;

This will allow your character to dance if it should be called upon in a game. It also might be needed for a character to note which form of dance they can do. After all break dancing at a formal ball might not be the best thing to do socially speaking.

Tabletop mechanics;

A save vs (Skill + Dexterity) divided by 2 is needed to use this skill.

Demolitions

Description;

This skill teaches a character how best to demolish buildings and other large structures. This allows a character to destroy a building or structure in a controlled way so he knows what will happen when it collapses. A character with this skill knows where best to attack a structure and what type of attack would suit the job best. This skill generally requires a close inspection of the structure but an accurate plan will suffice.

Chart;

10 Can destroy structures such as gallows, huts and other wooden frameworks.

20 Can demolish a small wooden house or stone wall.

35 Can demolish a stone hut or cave-in a mine entrance with some control.

50 Can demolish large wood or stone house or cave in mouths of caves. Can understand sapping.

65 Given siege equipment & time the character can demolish a castle.

Tabletop mechanics;

A save vs (Skill + Knowledge) divided by 2 is needed to use this skill.

Decoding (Encoding)

Description;

This will allow a character to work out secret codes. It will not work, if the message is in a language the character can't speak. But it will work on SOS beacons etc.

Chart;

10 points allows a character to work out simple SOS type messages.

30 points allows a character to crack simple cryptic messages, and translate written text from other languages given time.

60 points allow the character to crack difficult cryptic messages and military secret codes.

Tabletop mechanics;

A save vs (Skill + Knowledge) divided by 2 is needed to use this skill.

LRP mechanics;

Using this skill in LRP might mean leaving the players to work out the code themselves. Although hints from the GM could be permitted where needed.

Dexterity enhancement

Description;

This skill emphasizes training in the art of movement to lessen damage taken in combat. A skilled character can avoid some of the damage from a strong blow and might even ignore weaker blows all together. An immobile character cannot use this skill. This skill will not work on spells with a touch range.

Tabletop mechanics;

See combat on making a dodge check.

LRP mechanics;

Each 10 points in the skill allow a character to ignore a single wound per day.

That is with 20 points they could ignore a double or two singles.

Disguise

Description;

This skill allows you to hide your character when he or she has broken the law or is just sneaking into an enemy camp. You will also have to make some physical effort to change your clothes when you do this.

You cannot make your character look like a member of another race. Unless your character has access to advanced make-up technology.

Tabletop mechanics;

A save vs Disguise is needed to use this skill.

LRP mechanics;

You will have to alter your costume to some degree to use this skill in a LRP game.

Driving

Description;

This is the ability to steer and control ground transport. This applies to carts, wagons, cars, hovercars, tanks, etc. Depending on your character's background you will have to define what you can drive. Please also note this skill is separate to piloting, or riding. 10 points are enough to drive the vehicle, in normal conditions. However higher levels might be needed for more difficult situations.

Tabletop mechanics;

A save vs (Skill + Dexterity) divided by 2 is needed to use this skill.

Electronics technology

Description;

This skill will allow a character to understand how an electronic thing works and what it does. It can also be used to stop things from working, or to repair things, which have stopped.

Physical;

Some tools may be needed depending on the task.

Chart;

10 points means you can fix fuses, and understand how toasters work.

30 points means you can fix an appliance and understand how computers work.

60 points you can design and build your own computer hardware.

Tabletop mechanics;

A save vs (Skill + Knowledge) divided by 2 is needed to use this skill.

Engineering

Description;

This will allow your character to understand how things like catapults, and suspension bridges work. This may not be likely to get used in a game. But it will also tell you if a bridge looks safe. Modern or futuristic characters will understand more for complex things as well such as how to design skyscrapers etc.

Tabletop mechanics;

A save vs (Skill + Knowledge) divided by 2 is needed to use this skill.

E.S.P.

Description;

This skill is in fact 5 skills in one. Each increase in the skill will allow a character to improve one area of their E.S.P. talents, not all five at once. This skill is also not available in all games check with your GM first.

The five areas are Coercion, Creation, Redaction, Telekinesis, and Telepathy.

Using these skills will make a person tired, much like spell casting.

Tabletop mechanics;

Coercion, is the ability to control someone else's actions and thoughts. Every 20% in this skill will allow a character to use it once a day. The control lasts for 1 minute. The target must be in line of sight at all times for this skill to work.

Creation, is the ability to alter matter from one thing into another. For every 40 points in this skill a character can change something the size of a 5cent coin into another element, of equal atomic mass. The range of this ability is touch.

Redaction is the ability to heal someone. For every 10 points in this skill a character can heal 1 physical point of a wound. They may also help someone recover sanity at a cost of 1 sanity point per 5 Redaction points. 50 points will allow them to heal a mental disorder. The range of this skill is touch.

Telekinesis is the ability to move things with your mind. For every 20 points in this skill a person can move something up to the size and weight of a dagger. They must be able to see what they are moving however.

Telepathy is the ability to speak to someone with your mind. Each 5 points in this skill allows a character to speak with a person a day for up to 5 minutes. (Range is not relevant, but they must know the person they are communicating with.)

Etiquette

Description;

This is the skill of knowing how to behave in a King's court, or at important social functions. Each time you choose this skill, you should also list which country you know the customs of. If you don't list which country the GMs will choose for you. If you have more than 30 points in this skill, you will have a vague idea of how to behave in most courts, even if you haven't been there before. However it is still possible to misunderstand what is going on around you.

Tabletop mechanics;

A save vs (Skill + Knowledge) divided by 2 is needed to use this skill.

Falling

Description;

This skill represents training in techniques designed to reduce the impact of falling damage upon a body. It includes training in rolling with a fall, spreading the impact over area and body-loosening techniques.

Chart;

For each 10 points of this skill a character has he may reduce the effective height of a fall by 5 feet.

Tabletop mechanics;

A save vs (Skill + Dexterity) divided by 2 is needed to use this skill.

LRP mechanics;

This skill may be used once per day, per 10 points of skill.

Farming

Description;

This is a background skill, which helps define your character between games. The higher the skill also defines how big a farm and how well you can run it.

Physical;

A farm and the tools to run it.

Fire building

Description;

A character with this skill is able to light a fire with or without flint and steel. It also includes techniques for building good fires that will be warm, long lasting and not create a lot of smoke.

Tabletop mechanics;

A save vs Skill is needed to use this skill.

LRP mechanics;

A character can use this skill once per game per 10 points of skill.

First aid

Description;

This is the knowledge of bandages and splints. This does not work as magical healing. For each 10 points in the skill, you can heal a single point of damage to a single area. If a limb or torso has been aided already in the game, this skill will not work, although it will stop renewed bleeding. It can be used to stop small cuts and scratches from getting infected, and will allow most characters to ignore them. You can use this skill to stop some poisons from bites. This skill will also speed up healing as well.

Physical;

First aid supplies, that is bandages, splints etc.

Tabletop mechanics;

A save vs (Skill + Knowledge) divided by 2 is needed to use this skill.

LRP mechanics;

A character can use this skill once per game per 10 points of skill.

Fletching

Description;

This is the skill of making arrows. With this skill your character can make arrows for themselves. The higher the skill, the better your arrows and the more you can make. It also allows you to make bolts for Crossbows, or even Ballista.

Physical;

A fletching rig, arrow shafts, feathers, arrow tips etc.

Tabletop mechanics;

A save vs (Skill + Dexterity) divided by 2 is needed to use this skill.

Forgery

Description;

Apart from making forged documents, if you have this skill you will be able to tell if someone has forged a letter or seal. However if the forger has a higher level in the skill you will not notice the fake.

Physical;

The right paper and inks will be needed to make the copies.

Tabletop mechanics;

A save vs (Skill + Knowledge) divided by 2 is needed to use this skill.

Fortune telling

Description;

This skill will allow a character to make a prediction about a person. The nature of the prediction is up to a GM, but it is always open to interpretation. To use the skill the character must go into a trance for a few moments and wait for divine information. You will also need to list what style of prediction you are skilled in. Such as Astrology, Tarot reading, Palm reading, etc.

Tabletop mechanics;

A save vs this skill will allow you to use it. It will also allow you to tell if a soothseer is a fake or not.

LRP mechanics;

This skill can be used once a day per 10 points of skill.

Gem cutting

Description;

It will allow characters to cut gemstones into smaller valued gems. An expert can also set them in rings and the like. While it is not a skill, which is likely to be used during a game, it might come in handy if you want to divide your treasure. Any gem, which is cut into parts, will lose a little of its total value.

Physical;

A jewellers vice, and cutting tools. You will also need somewhere to work. This is not the sort of skill which can be used in the back yard.

Tabletop mechanics;

A save vs (Skill + Dexterity) divided by 2 is needed to use this skill.

Grooming

Description;

This skill will allow your character to be better at their personal grooming. While this is not a skill, which is commonly used in a game, the overall appeal of your parties' leader can have an effect on the people you meet.

Other than that it is a good general background skill to have.

Heraldry

Description;

This skill gives your character knowledge of the different orders of knights. For each 10 points in this skill a character will know about a knighthood. It includes knowledge of their code of honor, what their uniform and standard looks like. How to tell high ranking knights from lower ranks. Which area of the world they come from, etc.

Any character that wishes to become a knight must have at least 10 in this skill. In this cast the knowledge is of their own knighthood.

Tabletop mechanics;

A save vs Skill will allow you to identify a knighthood.

Hiding

Description;

This skill allows your character to hide away in either shadows or behind something.

Tabletop mechanics;

A save vs (Skill + Dexterity) divided by 2 is needed to use this skill.

LRP mechanics;

You can use the skill once per game per 10 points. It will last either until someone spots you or until you move to a new location.

If in the event that you as a player can't hide where your character is hidden, your GM might allow you to stand nearby with a hand on your head. Subject to the believability of the location. That is don't ask to hide in a recently mowed field. If your character couldn't do it we won't let you do it either.

High Tech Equip Operation

Description;

This skill allows character from modern or futuristic setting to use common equipment. It will effect all common equipment and should be on all modern or future characters much like read/write and mathematics. This skill can also be used to allow a character try and work out how a thing is used. Such as walky-talky etc.

A save is only needed to work out a complex task with a piece of equipment. You don't need to save to use and ATM for example.

Tabletop mechanics;

A save vs (Skill + Knowledge) divided by 2 is needed to use this skill.

History

Description;

This is the knowledge of the past events in the world. Please note some of the history may be wrong, or conflicting, or flavored with myth. It is also a good idea to list what part of history you know about.

Tabletop mechanics;

A save vs (Skill + Knowledge) divided by 2 is needed to use this skill.

Horror exposure

Description;

This is not exactly a skill as such, but neither is it an attribute. This is a characters ability to become hardened against scenes of horror. Some while a new character starts out with nothing in this skill, as they become exposed to violent events, or horrific scenes their skill may increase. A character that fails a Horror exposure check will become shocked or stunned for a moment and unable to act. How long this lasts is up to the GM.

Tabletop mechanics;

A save vs Skill is needed to stop your character from becoming shocked.

LRP mechanics;

A character may use this skill once per 5 points per game to prevent being shocked.

Hypnotism

Description;

This skill allows you to resist hypnosis. It will not allow you to hypnotize another person unless they are willing to be put under.

Tabletop mechanics;

A save vs Hypnotism is needed to resist the mesmerizing gazes of vampires, and similar creatures. This will also have an effect on low-level spells with similar effects.

LRP mechanics;

For every 10 points you have in this skill you can use it, once per game.

Intimidation

Description;

This skill is a characters ability to use his or her voice, manner, and or build to intimidate someone. A save vs this skill means that the NPC the character is attempting to bully with back off and become worried or even scared of the character. It is not recommended that players use this skill against each other. That would be better role played out.

Tabletop mechanics;

A save vs Skill is needed to use this skill.

LRP mechanics;

A character may use this skill once per 15 points per game.

Jeweller

Description;

This skill enables a character to make and repair a variety of jewelry types.

Simple items like rings and bracelets can be made easily while crowns and gem-set items like tiaras can take months, of hard work

Physical;

Also in order to do this you will need tools and a workshop of some sort.

Chart;

- 10 Can repair simple jewelry such as bracelets, circlets unset rings and armbands.
- 20 Can repair chains and set rings and may make bracelets, circlets unset rings and armbands.
- 30 Can make set rings and, (with sculpture,) charms. May set gems into tiaras and crowns if they are made with settings.
- 40 Can make chains and, (with a smith,) make metal crowns and tiaras suitable for setting gems into.
- 50 Can make precious metal crowns and tiaras suitable for setting gems into.

Tabletop mechanics;

A save vs (Skill + Dexterity) divided by 2 is needed to use this skill. Failing the role means there is an imperfection in the item being made.

Juggling

Description;

While it may have little use within a game, it helps define your character and what they can do.

If you can actually juggle, please feel free to do so, as GMs often like that kind of thing. If you can't actually juggle then please find a way to fake it as best you can.

Tabletop mechanics;

A save vs (Skill + Dexterity) divided by 2 is needed to use this skill.

LRP mechanics;

You can use this skill once per 10 points per game.

Jumping

Description;

The skill and training required to cover long distances with a jumping motion. In order to jump effectively a character must have a run-up of at least 4 strides; if he does not have this run-up his distance is halved. To work out how far a character can jump, divide the skill by 10. This is the distance in meters he can jump.

LRP mechanics;

Note that a character can always jump as far as the player, even without this skill.

Language

Description;

This skill is the ability to speak a language other than your own. It will not allow you to read and write in the language. It will only allow you to understand the spoken word. Each time you choose this skill you must list which language you speak. That is to say, French, Russian, Elvish etc. More languages can be learned in game however.

Tabletop mechanics;

A save vs Skill is only called for is the character is trying to speak a language under pressure, or translating in a hurry.

Law

Description;

This is a working knowledge of the law and how it works. That is what is illegal, what reasons can get someone off in court, or even what will happen in a court of law. This skill is however slightly dependant on time and location. After all medieval England is not going to have laws about computer crimes.

Tabletop mechanics;

A save vs (Skill + Knowledge) divided by 2 is needed to use this skill.

Lip reading

Description;

This skill will allow a person to understand two people talking if they can see their mouths, but not hear them. It will only work if the character also knows the language the two people are speaking.

Tabletop mechanics;

A save vs Lip reading is needed to use this skill.

LRP mechanics;

The skill works once per game per 10 points.

Listen

Description;

This is your characters ability to listen to fine details in the sounds around you, so you can pick out information that might otherwise be missed. You can use this skill to listen at doors, or for animal sounds or whatever.

Tabletop mechanics;

A save vs (Skill + Dexterity) divided by 2 is needed to use this skill.

LRP mechanics;

You can use this skill once per game per 10 points. If you are eavesdropping on people some distance away a Gm will go and listen in on the conversation for a little while and then come and tell you what is being spoken about.

Magic identification

Description;

This skill allows a Cleric or Wizard to identify if an item is magical and what sort of magic it performs.

Chart;

- 10 Can tell if an item is magical or not.
- 20 Can tell if an item is clerical or wizardry based.
- 30 Can tell what a scroll or potion does.
- 40 Can define a magic power from an item, but not how to command it.
- 50 Can work out how a magic item works and what it does.

Tabletop mechanics;

While a save is not needed for this skill, it uses points up when used. That is if you just want to know if something is magic it will cost 10 points from your days total.

Magic spell casting

Description;

This is the ability to cast magical spells. For each 5 points in this skill the Wizard will be able to cast a number of spells with different levels of power. In order to gain spells, they can either study a scroll or another Wizards book for a month per spell, per casting level. If they wish they can become part of a Wizards coven, which will teach them spells, or they can pay money to have the spell written into their spell books.

Spells come in 5 levels of power, and 6 different spheres of energy. A Wizard character should choose which sphere is their primary area of training. They also may train in 2 secondary spheres. However they are slightly less skilled in these areas, so spells from these spheres are learnt (and cast) as if they are one level higher.

This skill also has a sub form, which is Casting Battle Magic. In this case more than one wizard is needed to cast the spell. Each Wizard working as part of the team will need battle magic training. The level of the spell being cast is limited to the wizard with the lowest battle magic skill rating. All wizards must know the spell being cast. When it is being cast the combined power of the wizards makes the spell more powerful. Thus large scale effects can be generated.

Physical;

To cast many of the spells, physical items are needed. If your character does not have these items, they cannot cast the spell.

Chart;

Level	-5	6-10	11-15	16-20	21-25	26-30	31-35	36-40	41-45	46-50
1	1	2	2	3	4	5	6	6	7	8
2	-	-	1	2	2	3	4	5	6	7
3	-	-	-	-	1	1	2	3	3	4
4	-	-	-	-	-	-	-	1	2	2
5	-	-	-	-	-	-	-	-	-	-
Level	51-55	56-60	61-65	66-70	71-75	76-80	81-85	86-90	91-95	96-
1	9	10	11	11	12	13	14	15	16	17
2	7	8	9	10	11	11	12	13	14	15
3	5	5	6	7	8	9	10	11	12	13
4	3	3	4	5	5	6	7	8	8	9
5	1	2	2	3	3	4	5	5	6	7
6	-	-	-	-	1	2	2	2	3	3

Tabletop mechanics;

A save vs (Skill + Dexterity) divided by 2 is needed to use this skill, for ranged spells.

LRP mechanics;

When using a ranged spell in LRP, the casting wizard throws a small beanbag. This marks where the spell will go off. It may be useful for each wizard to have beanbags of the same color to prevent mix up during a bigger battle.

Magic spell resistance

Description;

This is the ability to negate the effects of a spell, being cast at your character. Spells, which affect an area, will still work on other people in that area. Only the user of this skill is safe. This skill only works against Wizards spell, not those cast by a Cleric. It may, or may not work on some magical effects from monsters as well.

Chart;

For each 10 points of this skill, you can negate a spell level per game. That is, if you have 30 points in the skill you can negate either 3 first level spells, or a third etc.

Marksmanship

Description;

This skill allows a character to use a rifle, or similar weapon. Having skill in one form of Marksmanship may or may not help with other forms. Note you cannot parry incoming missile weapons, except with a shield in some cases. The damage and shots per turn for each weapon may vary in some cases, because of special weapons like magical bows, etc. Also some weapons may not be on the list as such and will need to be created by the GM at the time.

Chart;

If you have 30 points in the skill or better you can use half your assassination skill with a ranged weapon. If you have 60 points or better you can use your full assassination skill with your ranged weapon. Here is a list of the different forms of weapon this skill is used for.

Weapon type	Damage range	Shots per turn
Blowgun	1D6/2 (Plus poisons)	1/2
Bow (Recurve or Compound.)	3D6	1/3
Cannon (I.E. artillery calculations.)	Varies	Varies
Catapult	Varies	1/20
Crossbow	3D8	1/4
Sling	1D8	1/2
Handgun	2D6	1
Laser Handgun (I.E. no kick back when firing.)	2D10	1
Laser Rifle (I.E. no kick back when firing.)	2D10	1
Machine gun (3 round burst)	6D6	1
Rifle	2D6	Varies
Rocket launcher	Varies	Varies

Tabletop mechanics;

A save vs (Skill + Dexterity) divided by 2 is needed to hit. Range and cover may cause modifiers to the roll.

LRP mechanics;

As with all LRP weapons the prop must be safety checked before each game. You may use any recurve bow up to 35 pound. While compound bows are allowed within the game, they are not the preferred props for a medieval game world, please talk to the Weaponsmith to see if your bow is ok to use.

Masonry

Description;

With this skill a character is able to build walls, stone houses, or even work on castles. While not useful in a game it does allow your character to earn a living when they're not adventuring.

Physical;

Mallets, chisels, stone saws, etc.

Tabletop mechanics;

A save vs (Skill + Brawn) divided by 2 is needed to use this skill.

Mathematics

Description;

This is the ability to count. Without this skill someone could give your character 7 coins and tell you it's ten. This skill is also needed to divide treasure between characters as well.

Modern or future character may also use this skill to do things from time to time. It is also generally expected that the more modern the setting the more probable the character will have at least some mathematical skills. 10 points is enough to know how to use money and get the right change.

Mechanics

Description;

This is the character's ability to work on and repair machines. You will have to list what time your skill is from. Medieval machines are things like catapults. Modern machines are things like cars etc, and futuristic machine are starships etc. Note more often than not, a machine may need tools and spare parts to be fixed. If these are not handy the GM may rule the machine can't be fixed.

Tabletop mechanics;

A save vs (Skill + Brawn + Dexterity) divided by 3 is needed to use this skill.

Medicine

Description;

This does not work as magical healing. With this skill a character can work out what drugs are needed to cure a disease.

Physical;

Special drugs are all needed for this skill.

Tabletop mechanics;

A save vs (Skill + Knowledge) divided by 2 is needed to use this skill.

LRP mechanics;

For each 10 points in the skill, you can cure a single disease. Although the treatment may take some time to work.

Meditation

Description;

This is the skill, which allows Clerics, and Wizards to calm their minds after a great deal of spell casting. It allows warriors to concentrate on their skills. While mainly a role playing skill, if a character spends some time meditating, the GM in the area will be more likely to judge in favor of the character ability. I.E. if you spend ten minutes meditating, before you cast a major spell, the GM will let you recover faster, and may grant the spell extra effects.

Mining

Description;

While not very useful within a game, it can be used to develop your character's personality. Raising the skill will allow your character to work in bigger and bigger mines. This skill will also let you know if a mine is safe and if it has been used recently.

Physical;

Shovels, Etc.

Tabletop mechanics;

A save vs Skill is needed to use this skill.

Music instrumental

Description;

The higher the skill percentage means that you are better at playing the type of instrument that you have chosen. That is, string percussion, vocal, woodwind etc. If you want to use this skill in game we would advise that you either learn to actually play the instrument, or bring a small tape deck with the music on it. Which you can then hide within your other props.

Physical;

The instrument in question would be nice.

Tabletop mechanics;

A save vs (Skill + Dexterity) divided by 2 is needed to use this skill.

LRP mechanics;

You can use this skill once per game per 10 points.

Music vocal

Description;

When you increase the skill it means that you are better at singing in the style you have chosen. That is, Hymn Folk song, etc. If you want to use this skill in game we would advise that you either learn to actually sing, or bring a small tape deck with the music on it. Which you can then hide within your other props.

Tabletop mechanics;

A save vs Skill is needed to use this skill.

LRP mechanics;

You can use this skill once per game per 10 points.

Navigation

Description;

This skill allows a character to navigate by the stars, maps and tools such as a sextant or compass. Without the Cartography skill a character with navigation can plot and follow a course on a map but will not know where he is going. Without a map or explicit directions a character with navigation can do little more than make sure he is heading in the same direction.

At high levels this skill combined with cartography can allow a character to sear a course without the need of actually seeing where they are going.

Physical;

Maps and or charts of the area being moved through.

Tabletop mechanics;

A save vs (Skill + Knowledge) divided by 2 is needed to use this skill.

Observation

Description;

This skill will allow your character to notice small or hidden details, which may be more important than first thought. It means the GM will give you a hint about what is going on, or they might point out something in the distance, such as smoke rising from far away.

Tabletop mechanics;

A save vs Skill is needed to use this skill.

LRP mechanics;

You may use this skill once per game per 10 points of skill.

Occult Knowledge

Description;

This is similar to history but it deals only in Myths, which may or may not be true. A GM might advise a player to read about a particular myth before a game. If you are given this advice don't waste it. It will also allow a character to have knowledge about different creatures and places, which most people would see, as fictional.

Tabletop mechanics;

A save vs (Skill + Knowledge) divided by 2 is needed to use this skill.

LRP mechanics;

This skill may be used once per game per 10 points of skill.

Photography

Description;

This is not only the ability to point and shoot a camera, but to develop the film as well.

Physical;

A camera of some sort would be nice. Possibly also a dark room.

Tabletop mechanics;

A save vs (Skill + Dexterity) divided by 2 is needed to use this skill.

Physics

Description;

This is the knowledge about how things work. How to use levers, the understanding of gravity, speed, energy, thrust, etc. The skill is normally known only to Modern or Futuristic characters, and may be needed from time to time when working on starships, etc.

Tabletop mechanics;

A save vs (Skill + Knowledge) divided by 2 is needed to use this skill.

LRP mechanics;

You can use this skill once per game per 10 points of skill.

Pick locks

Description;

This is the ability to pick a lock either in a door, or on a chest, etc.

Physical;

A lock picking tool.

Tabletop mechanics;

A save vs (Skill + Dexterity) divided by 2 is needed to use this skill.

LRP mechanics;

To pick a lock either the GM will watch you role play the act and then OK your actions or, for some locks we have simple skill tester puzzles. Each time the light comes on you have cost yourself 10 points in the skill. Each time you trigger the light, you can start again from where you got to, not back at the start of the puzzle.

Pick pockets

Description;

This is a characters ability to pick a persons pocket or belt pouch, without being noticed.

Tabletop mechanics;

A save vs (Skill + Dexterity) divided by 2 is needed to use this skill.

LRP mechanics;

To pick pockets you must be able to touch the pouch or bag without the other person knowing about it. If the GM sees you do this they will allow your character to gain one item from the bag. The GM chooses which item you have picked, and collects it for you. You may use this skill once per 10 points per game. If you are spotted touching the bag, you have been caught, and will have to deal with it as the case calls for.

Pilot

Description;

Much like driving this skill has a few different types of things you can learn to pilot. For normal use of the craft only 10 points is needed, however if conditions are not ideal you may need more. A save verses the skill is only needed when something tricky is being done, such as landing in a high wind, or dog fighting etc.

Aircraft Fixed wing

Aircraft Rotor style

Hand glider

Shuttle craft

Starship

Submarine

Tabletop mechanics;

A save vs (Skill + Dexterity) divided by 2 is needed to use this skill.

Psychology

Description;

This is a working knowledge of how the mind works. In includes information which would be helpful in creating criminal profiles, working out a persons mental disorders, or even just what scares people.

Tabletop mechanics;

A save vs (Skill + Knowledge) divided by 2 is needed to use this skill.

Read/Write

Description;

This is the ability to read and write in a given language. Just because you can speak a language does not mean you can read it. For each time you chose this skill, you should also choose what language you want to learn the skill in.

Tabletop mechanics;

A save vs (Skill + Knowledge) divided by 2 is needed to use this skill, but it is only called for under rushed or difficult conditions.

Religious knowledge

Description;

This is knowledge of a given religion. Each Cleric must have at least 10 points in this skill for their own church. You will know about their times of celebration, what their Priest and Clerics wear, their God or Gods. What they consider good and bad. If they are hostile or peaceful, etc.

Tabletop mechanics;

A save vs (Skill + Knowledge) divided by 2 is needed to use this skill.

Riding

Description;

This is a background skill, which allows your character to ride a horse. While not likely to be used in an LRP game, it does add to your characters depth and allow you to move the party across the world map a lot faster than a party that can only walk.

The more ground you can cover the better your chances of seeing the world and getting too more adventures.

Physical;

The creature you are riding.

Tabletop mechanics;

A save vs (Skill + Dexterity) divided by 2 is needed to use this skill.

Ritual magic

Description;

Ritual magic is not like the other forms of spell casting. In some ways it is similar to Clerical magic because it often involves power coming from some external source. However Ritual magic is not quick, easy or cheap to cast. Rituals can take from a half an hour to a year to cast, depending on what the ritual involves. Many take a great deal of preparation work, and equipment. Also Rituals involve several people doing different parts within the ritual itself. Some may in fact be a sacrifice.

Unlike Battle magic however, which rituals a group can try for is based on the character with the highest skill rating. Each person working on the ritual who has a lesser skill level slightly increases the chance of the ritual failing, but no so much that the ritual is doomed from the start.

Physical;

All Rituals need props what is needed for each ritual may vary a great deal however.

Chart;

Every 2% of skill will allow the primary caster to work with one more person.

For each secondary caster with less skill than the primary, increases the difficulty of the primary casters save by 1% for every 10% (Or part thereof) difference in skill.

Each successful casting will permanently reduce the primary casters sanity by 1 point.

Tabletop mechanics;

A save vs (Ritual magic + Sanity) divided by 2 is needed at the end of the ritual. (Or in some casts more than one save may be needed during the ritual.) When the save is made even if it fails there may be some results from the ritual. Many of them disastrous.

LRP mechanics;

Because of the time needed it is rare that characters will use a ritual, but NPC may be interrupted during one.

Robotics

Description;

This is the characters knowledge and ability to work on robots. It can be used to repair or alter a robot. It will not alter the robots basic programming, however new commands might be given to the robot. It might also give the character an idea of how the robot can be stopped.

Tabletop mechanics;

A save vs (Skill + Knowledge) divided by 2 is needed to use this skill.

Rope use

Description;

This is a skill, which allows your character to tie knots and use a rope to tie things up properly. With this skill you can also test a rope to see if it is all right to climb on or use.

Tabletop mechanics;

A save vs Skill is needed to use this skill.

Sailing

Description;

Higher skill means you are able to sail on small boats across large distances or on large boats across small distances. While not likely to be used in an LRP game, it will allow your character to travel by sea between games, and earn a living on the ships. People who can't sail must pay for passage, in some other way.

Tabletop mechanics;

A save vs (Skill + Brawn) divided by 2 is needed to use this skill, but it is only called for during storms, etc.

Sensors

Description;

This will allow a character to use sensor equipment. Either hand held, (Metal detectors) or as part of a ship, or building (Radar, sonar, etc). It will also allow your character to understand sensor information gathered by someone else.

Tabletop mechanics;

A save vs (Skill + Knowledge) divided by 2 is needed to use this skill.

LRP mechanics;

Use can use this skill once per game per 10 points.

Shield use

Description;

This skill will allow your character to use and maintain a shield. Without this skill a shield will get smashed and may become useless very quickly. People who have this skill will be able to make minor repairs to it between games, and know how to make weapons glance off the shield rather than hitting in ways, which damage the shield.

Tabletop mechanics;

A save vs (Skill + Dexterity + Dexterity Enhancement) divided by 2 is needed to use this skill.

LRP mechanics;

If you can deflect a weapon with your shield it has no effect.

Sleight of hand

Description;

Ability to fool a person/s into looking at one thing, whilst they do another, such as a magician does, during tricks. This also includes hiding small items about your person, or producing objects from "nowhere", such as a card from your sleeve etc.

This is not a magical effect.

Tabletop mechanics;

A save vs (Skill + Dexterity) divided by 2 is needed to use this skill.

LRP mechanics;

You can use this skill once per game per 10 points.

Smelting

Description;

This skill enables a character to smelt metals from ore to extract purer metal. It also gives the character knowledge of how to make alloys of various metals. This does not teach the properties of metals, (see alchemy for that ability,) but does allow a character to tell what types of metals will go well when mixed together.

Physical;

A smelting forge will be needed at the very least.

Tabletop mechanics;

A save vs (Skill + Brawn) divided by 2 is needed to use this skill. Although failing the save only means that metal will not be as pure as it could be.

Sneaking

Description;

This is the ability to move quietly, so that people can't detect you. While this will get you past most foolish creatures, it will not help against creatures with super hearing, or those, which are watching you.

Tabletop mechanics;

A save vs (Skill + Dexterity) divided by 2 is needed to use this skill.

LRP mechanics;

For each point in this skill a character can move without making any noise for 1 meter.

Streetwise

Description;

General knowledge of lore and rules of the streets of various cities/towns. It can mean what areas to avoid, or even knowing who is who when something is required. This is also a degree of common sense about the area you are in, such as knowing where "the bad end of town" is. You should also list what areas you know about - which cities, towns and their general culture or specific culture types, such as China town. However you may use half of your skill in areas near by.

Tabletop mechanics;

A save vs (Skill + Knowledge) divided by 2 is needed to use this skill.

LRP mechanics;

You can use this skill once per game per 5 points of skill.

Subdue

Description;

This is the ability for your character to use the flat of its sword or to pull its blows slightly, so that while the creature still gets hit, the wounds are not fatal. Using this skill characters can capture people without having to kill them. Note this skill cannot be used with ranged weapons like Bows, Rifles, etc.

Tabletop mechanics;

A save is not needed to use the skill unless it's a difficult battle, but it will reduce damage by 25%.

LRP mechanics;

When using this skill, all blows are reduced by one level. So singles and doubles only do a single, triples do a double, etc. You must inform the person your attacking that you are using subdue when you are fighting them or as soon as they go down.

Surgery

Description;

This does not work as magical healing. This is an advanced form of First aid. With this skill a character can work out how to perform surgery to help heal a wound. If the skill is used to heal Hit points, it will divide the recovery rate by 3.

Physical;

Medical tools, and a clean place to work. Some drugs may also be needed.

Tabletop mechanics;

A save vs (Skill + Knowledge) divided by 2 is needed to use this skill.

LRP mechanics;

You can use this skill once per game per 15 points of skill. It is subject to the same rules as first aid however.

Swimming

Description;

This is your characters ability to swim. You cannot swim in metal armor or with a shield and weapon drawn. Although with a very high skill (More than 40 points) you might be able to tread water, in chainmail for a few minutes. The higher levels of the skill will allow you to swim for longer and in stronger currents.

Tabletop mechanics;

A save vs (Skill + Dexterity + Brawn) divided by 3 is needed to use this skill.

LRP mechanics;

You can swim once per game per 10 points of skill.

Tailor

Description;

A higher level of this skill allows your character to make better quality clothes. While not a skill, which is likely to be used in a game, it does give your character some depth and you can use the skill to maintain leather armor and other cloth equipment used by your character.

Physical;

Needles and thread at the very least.

Tabletop mechanics;

A save vs (Skill + Dexterity) divided by 2 is needed to use this skill, to make repairs.

Tanner

Description;

This is the skill of taking an animal skin, and turning it into a leather pelt. The skill defines how well you are able to make the leather, and how even the finished pelt comes out. Please note that only an expert (more than 65 points) can prepare dragon leather.

Physical;

A stretching rack, salts, brine, special oils etc.

Tabletop mechanics;

A save vs Skill is needed to use this skill.

Throw

Description;

This is the characters ability to throw something with a sense of accuracy or dare I say it skill. Much like marksmanship however you must list what sort of thing you can throw. However half of your skill can be applied to other forms. You may throw one object a turn, but the damage will have to be defined before the game.

Chart;

Discus

Grenade (this includes rocks, balls etc.)

Javelin (Spear)

Throwing stars

Tabletop mechanics;

A save vs (Skill + Dexterity) divided by 2 is needed to use this skill.

LRP mechanics;

When throwing weapons, or rocks in LRP something is needed for the object, but this prop will need to be cleared for safety before it's use.

Torture

Description;

This is your characters ability to inflict pain without killing the person you are working on. Not all torture is physical, some times it can be mentally inflicted pain, such as threatening a friend of your victim. How the torture is inflicted and what information is gained is very open to role-playing.

Physical;

While it depends on the form of torture, an assortment of sharp pointy things would seem to be common.

Tabletop mechanics;

A save vs (Skill + Knowledge) divided by 2 is needed to use this skill. Failing a save when doing physical torture means the victim has passed out and taken a point of damage.

Tracking

Description;

With this skill a character can follow a set of tracks. They can also use the skill to work out how old the tracks are and what made them. Although, the GM might allow only people with higher levels, to recognize some tracks if they are rare.

Tabletop mechanics;

A save vs (Skill + Knowledge) divided by 2 is needed to use this skill.

LRP mechanics;

You can use this skill once per game per 10 points of skill.

Trap find/disarm

Description;

This skill will allow a character to make a trap check in an area. Once a trap is found, another save might be needed to disarm the trap.

Tabletop mechanics;

A save vs (Skill + Knowledge) divided by 2 is needed to use this skill.

LRP mechanics;

Some traps are disarmed in the same way as locks are picked, with a skill tester.

Trivia (Hobby)

Description;

This skill is in fact a cop out on the part of the writer to a degree. This skill is in fact any area of information that is not covered by the existing skill list. It might be some information your character knows a lot about, such as Horror movies, or Card games, etc.

Tabletop mechanics;

A save vs (Skill + Which ever attribute seems right for the skill.) divided by 2 is needed to use this skill.

Turning undead

Description;

This ability will allow a Cleric to harm Undead. The higher the skill will allow a Cleric to have a greater and greater effect on the undead in an area. On the chart below "t" is for turning the number is how many per game, "s" is for turn and do a single (5 points) of damage, "d" is for turn and a double (15 points) of damage. When an undead is turned it cannot face the Cleric and may not get any closer than 5 meters from the Cleric. When Clerics are turning, they can do no other actions. Turning is like casting a heavy spell. The turning effect will last for 5 minutes.

Chart;

%	Ghoul	Lich	Mummy	Skeleton	Vampire	Wraith	Wright	Zombie
10	t1	-	-	t1	-	-	-	-
20	t3	-	-	t2	-	-	-	t1
30	t5s	-	-	t4s	-	-	t1	t2
40	t8s	-	t1	t6s	t1	t1	t3	t4s
50	t13d	-	t2	t10d	t2	t2	t5s	t6s
60	t21d	t1	t4s	t16d	t4s	t4s	t8s	t10d
70	t34d	t2	t7s	t26d	t6s	t7s	t13d	t16d
80	t55d	t4s	t12d	t42d	t10d	t12d	t21d	t26d
90	t99d	t6s	t20d	t68d	t16d	t20d	t34d	t42d
100	t all d	t10d	t33d	t all d	t26d	t33d	t55d	t68d

Tabletop mechanics;

A cleric states how many points they are spending on the turning and that amount of effect is applied to the undead from the above chart.

LRP mechanics;

In a LRP game the cleric calls out they are "turning" and the GM will define which Undead NPC are effected and how.

Unarmed combat

Description;

This is your ability to fight with your fists. All attacks in unarmed combat are subduing hits. All hits are halves in LRP, although some creatures may have double damage or even triples.

Tabletop mechanics;

A save vs (Skill + Dexterity) divided by 2 is needed to hit.

LRP mechanics;

Unlike the other skills listed in this book, this skill is only open to players who have been given the OK by the GMs. The skill will allow two players who have agreed before the game starts, to engage in hand-to-hand combat. To be allowed to learn this skill you must demonstrate to two or more of the GMs that you can fight safely and role-play well enough. While this can be done between games, you must prove that you are safe with a weapon in game battles as well. This is so we can see how you react in the heat of battle.

In LRP you may only use the skill with people who are aware that you have the skill, and who have it themselves. You must agree and confer with each of these people before the game starts. They can be identified by the red ribbon tied to their left or right biceps. People who do not have this skill will not be given the ribbon. In addition if the GMs at the start of a game have decided that a person has become unsafe with their unarmed combat, they will not give them a ribbon until they have proved themselves to be safe again.

Value estimation

Description;

This skill allows you to become more and more accurate with your estimations. With this skill you can guess at how much an item is worth, weather it is a gemstone, or a scroll, or a dog.

If you save verse the skill you will know the right price, but if you fail by less than 20 your price will be out by 10% either higher or lower. If you fail by more than 40 your guess will be out by 20%. If you fail by more than 60 you will have no idea at all what the thing is worth.

Tabletop mechanics;

A save vs (Skill + Knowledge) divided by 2 is needed to use this skill.

LRP mechanics;

You can use this once per game per 10 points.

Weapon skill

Description;

This is the ability to use a weapon in combat. You must list what weapon type you have studied. These are also listed below. Because the damage from a weapon can vary because of the characters skill, strength etc, as well as because of the weapon itself it is not listed here. Look under equipment for this information.

Chart;

Some of the weapon types;

Axes	-	Hand axes, battle-axes.
Clubs	-	Clubs, maces
Daggers	-	Daggers, short swords.
Pole arms	-	Halberds, Pikes, etc.
Staff	-	Quarterstaff, Bo starves, etc.
Swords	-	Short swords, long swords, and bastard swords.
Sword 2 hand	-	Bastard swords, two-handed swords.

Tabletop mechanics;

A save vs (Skill + Dexterity) divided by 2 is needed to hit with the weapon.

LRP mechanics;

To use this skill you must have had at least one safety class in LRP fighting. If you have not been shown, ask to be taught by one of the GMs. (Even if you have done LRP with other clubs, you must be shown how to fight by one of our staff.) But in general if you hit someone with your weapon you have hit them and average damage for the weapon is applied.

Weaponsmith

Description;

This skill enables a character to be able to make metal weapons that will effectively stand up to combat. Such as swords, maces, etc. the chart below lists the minimum amount of skill needed to make an item. A save vs just the skill will allow a smith to identify a good quality weapon as well.

Physical;

A forge, tools, and an anvil etc. Although some repairs can be made on the road as it were, with just a few tools.

Chart;

10	Can repair daggers, short blades and spear-points in the field or forge.
20	Can make spear heads and daggers and can repair axe heads in the field.
30	Can make swords, arrow-heads and axe heads. Can repair complex blade shapes such as halberd head and flamberges and heavy metal weapons such as metal hammers in the field.
40	Can make complex blades shapes and solid metal weapons like metal-headed hammers.
70	Can make folded blades like a Katana or similar.

Tabletop mechanics;

A save vs (Skill + Brawn) divided by 2 is needed to use this skill. Failing a save may not mean a weapon is not made only that it has a flaw and may not last very long in a fight.

Weaving

Description;

Weaving allows a character to make yarns and threads and to knit woolen items.

At 10 points the character can knit and make simple clothes etc. Someone with 30 points in the skill can work a loom and spin yarns etc. At 60 points can spin thread and knit complex patterns.

Physical;

Depending on the task, nothing, through to knitting needles, up to a loom.

Tabletop mechanics;

A save vs (Skill + Dexterity) divided by 2 is needed to use this skill.

Wilderness survival

Description;

While at first this may not seem openly useful within a game, it's what keeps your character alive, when hunting for food, and camping out away from town.

You do need to state the form of wilderness you know survival in.

Tabletop mechanics;

A save vs (Skill + Knowledge) divided by 2 is needed to use this skill.

LRP mechanics;

You can use this skill once per game per 10 points of skill

Wood cutting

Description;

This is the skill of "dropping a tree". While this might not seem difficult, with this skill a character can get the tree to fall exactly where they want it to fall. Even if that means against the weight of the trees growth.

Physical;

An axe, saw, or chainsaw. Also ropes, or pullies might be needed.

Tabletop mechanics;

A save vs (Skill + Knowledge) divided by 2 is needed to use this skill.

Zoology

Description;

This skill allows a character to identify common animals. At 30 points it will allow a character to identify poisonous animals, and which are safe to cook. At 60 points you know almost every animal in the land. It will also allow a character to identify animals, which might be needed for spell casting or luck charms.

Tabletop mechanics;

A save vs (Skill + Knowledge) divided by 2 is needed to use this skill.

LRP mechanics;

A character can use this skill once per game per 10 points of skill.