
SKILLS & ATTRIBUTES

Player characters (as opposed to **adversaries**, who the GM controls) are composed of six **attributes** (sometimes also called statistics, or stats) which help define their capability in particular areas. Each has a numerical **modifier**, which is added (or subtracted) to a roll using that statistic. Statistics define the general capability of a character in a variety of areas.

Attribute-Based Skills

Each attribute is associated with four **skills** which reflect the character's more specific ability or training in a particular area. Each skill is rated in three categories:

- ◆ **untrained**, which all skills are by default, means only the stat bonus is used
- ◆ **trained** means the character has a degree of proficiency with the skill, so the **TIER** of a test is reduced by one
- ◆ **expert** means the character excels at the skill, so the **TIER** of a test is reduced by two

The impact of a skill being *trained* is usually greater than most *modifiers* will be. So unless your character has a modifier of more than +3 to a given attribute, training will provide greater efficacy than the base statistic's contribution. Because it's impossible to get a stat bonus of +6, that means that an *expert* skill is better than any other possible bonus. Naturally, a combination of a trained or expert skill and a strong stat bonus will produce excellent outcomes much of the time.

STRENGTH • STR

A measure of a character's brute force and sheer physical power, **STRENGTH** is a representation of the body's bulk and prowess.

- ◆ **athletics**, for lifting, leaping, running and feats of brute strength
- ◆ **breaking** objects or items, that guy's cart, locks, doors (probably with your foot), and even people's faces (just not hearts)
- ◆ **intimidation**, for coercion, using the threat of force to back up your big words



- ◆ **grappling**, for grabbing and not letting go, sometimes to drag and haul something that might be kicking and screaming

DEXTERITY • DEX

The ability to control one's body with a high degree of skill, **DEXTERITY** involves balance and coordination.

- ◆ **acrobatics**, for balancing, climbing, swinging, being agile, and for when falling is just as important as getting where you need to go
- ◆ **larceny**, for picking pockets or locks, stealing goods, creating forgeries, and appearing to be someone you are not
- ◆ **shooting**, for using weapons at **distant** range
- ◆ **stealth**, for hiding and sneaking, and staying out of sight while you do your dodgy stuff or keep out of that... *thing's* view

CONSTITUTION • CON

The internal fortitude and physical stamina of a character is represented by **CONSTITUTION**.

- ◆ **composure**, for overcoming strong emotion, avoiding panic, and looking cool even if you're faking it
- ◆ **courage**, for acting under pressure or taking a big risk when there's stuff around that could be really unpleasant
- ◆ **navigation**, for trekking through wilderness and not getting completely lost, or blundering into a nest or an ambush
- ◆ **scavenging**, for making the most of limited resources, and finding stuff to use

INTELLIGENCE • INT

A measure of insight, intellectual thought, and learning capacity, **INTELLIGENCE** is the key to knowledge and understanding.

- ◆ **arcana**, for understanding magical things
- ◆ **biology**, for understanding flora and fauna, and how dangerous, or useful, they might be
- ◆ **investigation**, for finding and analysing clues in order to get answers to big questions
- ◆ **rumour**, for hearing whispers, gossip and hearth wisdom, understanding local customs, all of it most definitely true

WISDOM • WIS

Often mistaken for intellect, **WISDOM** instead reflects a deeper perception of the world, and the nature of the things within it.

- ◆ **empathy**, to persuade by compassion, or to ask for it, typically a calm conversation
- ◆ **insight**, for seeing the motives of others, what their nature is, and how they might act
- ◆ **perception**, for observing truths, whether evident and hidden; sometimes it's a truth you might not want to see
- ◆ **streetwise**, for hearing the word on the street and making the most of various contacts in your network

CHARISMA • CHA

The ability to impose one's personality upon others and draw them in with words is reflected by **CHARISMA**, which is the foundation of many social skills.

- ◆ **charm**, to persuade by flattery, after which if you've done it right you might want a shower
- ◆ **command**, to persuade by authority, leverage, or leadership, which means telling, not asking
- ◆ **deception**, to persuade by untruths, which means if it isn't honest, then use this instead
- ◆ **performance**, to sing, dance, entertain or distract, or even mimic or play a part you are clearly not

These skills as a whole should cover almost any circumstance your character is likely to find themselves in.

Specialist Skills

There are a few other skills which didn't make the list above, because they work a bit differently to those ones. That's because they aren't associated with a specific attribute, and require some kind of study or special situation rather than being something that just anyone might know.

Specialist skills are often adopted via talents or backgrounds, or by finding a master to gain training. They are more unusual or specialised than most, and are always used with **disadvantage** if they are untrained. In other words, these are often hard to come by.

- ◆ **academics**, for recalling history, geography, geology, culture, etiquette, fashion, xenology, and anything which might reasonably be found in a book
- ◆ **animal handling**, for understanding or even riding animals
- ◆ **herbalism**, for creating balms and medicines and poisons
- ◆ **kinetics**, for using your body as a weapon or in unusually effective ways
- ◆ **mercantilism**, understanding economics, from trade laws and practice to the ritual of bargaining, black markets, and piracy
- ◆ **weave**, for manipulating magic, including rituals and spells