CHAPTER VIII : SKILLS

A character begins the game with several different skills: those determined by his class, weapon proficiencies, and (INT + WIS)/2 skills of the player's choice. It's this last category which rounds out a character and describes his or her personality.

Skill Progression Table			
Skill Level	Percentage	Skill Level	Percentage
1	40%	8	86%
2	60%	9	88%
3	70%	10	90%
4	75%	11	91%
5	80%	12	92%
6	82%	13	93%
7	84%	14	94%

Skills are divided into six types. As a character gains levels, his chance to use his skills increases. If the skill is of a type directly related to the character's class or listed in his class description, then his chance for success goes up by 3% each level i.e. Bandits are a thief type, so the Pick Pockets skill increases by 3% per level. Other skills go up by 2% each level.

Skill Checks

Suggested Skill Difficulty Modifiers	
Difficulty	Modifier
Easily Done Such as walking, asking where the bathroom is and sounding like a tourist	No Check Required
Simple Has been done many times before, a lock that is simple in design, bandaging a simple cut	+10 to +20
Normal This would be the normal use of a skill	+0
Difficult A complex trap or lock, forging documents with inferior tools	-10 to -20
Very Difficult Traps of a magical nature, combination locks of superior design, surgery while under fire	-30 to -50

Suggested Skill Difficulty Modifiers	
Difficulty	Modifier
Seemingly Impossible This is not an open license for superhuman attempts. The skill being attempted must still be possible. For instance, using the Climb skill to scale a 1000 foot cliff.	-70 to -100

To perform a skill check the player must roll under the modified skill percentage. Skill percentages may be modified by a number of factors including character level, number of skill levels and situational modifiers handed out by the GM. The skill checks are open ended rolls which means that if a player rolls 96% or above, they roll again and add. As often as they roll 96% or above, they continue to roll again and add. Conversely, if they roll 05% or below then they roll again and subtract. In this case, if they roll 96% or above they subtract the amount and roll again. This is continued until the player rolls less then 96%. If the character misses by a large amount, or makes their skill by a large amount, the GM may determine that it is a critical failure or success. Some skills may not make sense to have critical success or failure. For more on this, see "Critical Success Table" on page 302 and "Critical Failure Table" on page 302.

Unskilled Checks

If a player wishes to attempt something but does not have a skill the GM may say it is beyond the ability of an unskilled person to attempt. If the GM believes that the action in question may be attempted unskilled then they determine the appropriate Stat (STR, WIS, etc.) and have them roll underneath on percentile dice. For instance, if a player wished to attempt to swim to shore from a sinking ship in a storm, then the GM may say that they need to roll their AGL on percentiles. If their AGL is 14 then they need to roll 14 or under on percentiles.

An optional rule allows the addition of LUC to that roll. See "Optional Luck Rule" on page 204 for more on this.

Skill Hierarchy

There are some skills which require that other skills be taken before them. Off Handed Fighting must be taken before Two Handed Fighting, Metal Working must be taken before Armor Forging or Weapon Forging, and a Skating skill must be taken before Figure Skating. This is documented in the skills themselves, but individual GMs

may wish to enforce other hierarchies if they see fit. You can never possess more dependent skills than you have in the parent skill. For instance, you cannot have 3 Off Hand Fighting and 4 Two Handed Fighting.

Specified Skills

Specified skills are skills which must be taken in a specific item or area. There are many of these, and they too are documented in the skill description. Some examples are Targeting, Lores (i.e. Potion, Dragon, Armor, Elves, etc.), Parrying (the weapon you parry with), Disarming (again the weapon you disarm with), Languages, etc.

Skill Specializations

Specializations are when there is a general skill that can be refined further. Armor Use and Weapon Proficiencies are examples of this. For example, Armor Use must be taken in a type of armor like linked as in Specified skills above. You may then specialize in chain to reduce the Armor Modifier for chain by one for each specialization taken. In the case of the experience and advancing a general skill to a specialization, the general skill counts as the first skill then the specialization will be the second. For instance, Armor Use - Linked would cost four experience, while the chain specialization would cost two experience (see "Experience" on page 207). If you then take a specialization in scale mail it would start at two experience points for the first specialization in scale mail. Each specialization is its own line of skills starting from the base of the Armor Use skill (see "ARMOR USE" on page 212).

Cooperative Skill Use

There are times when an individual will want to attempt something and others may be able to help. For instance, Surgery is often done in tandem with other surgeons cooperating on the same patient. The GM must determine if any assistance would be helpful and how many may help at one time. The primary skill user is picked, then any helpers are determined. The helpers roll against their skill and record how much the attempt was made or failed by. The amount that any helpers made it by is totaled and added to the primary's chance and the amount that any helper missed it by is totaled and subtracted.

For instance, the primary has a 48% chance and two helpers aid him in his attempt to perform surgery on a wounded comrade. The first helper rolls a 30 and has a 44% surgery skill adding 14 to the total. The second helper rolls a 54 and has a 44% chance, missing their skill by 10, so 10 is subtracted from the chance of the primary. The total added to the primary's chance is 4 making his chance 52%.

Complimentary Skills

Some skills overlap or are complimentary, meaning that they might cover the same or similar areas. If this is the case and the character misses a skill check with the first skill, a complimentary skill may allow a second chance. This is at the discretion of the GM who may or may not allow it. An example of complimentary skills is Horticulture and Herbology. A GM may allow the character to have a second chance at identifying a potion if the character misses an initial attempt with one of the skills. On the opposite side, if a player attempted to use the Horticulture skill to identify a type of man-eating shrub which only grows in royal gardens, a second attempt may not be allowed with Herbology since it is meant for wild plants.

Non Standard Skills

There are a very few skills which do not follow the standard progression of skill success chance outlined above. These are Draw Weapon and any skill requiring specialization. Generally, these will not require a skill check in order to use them. It will be stated in the skill if a skill check is not needed.