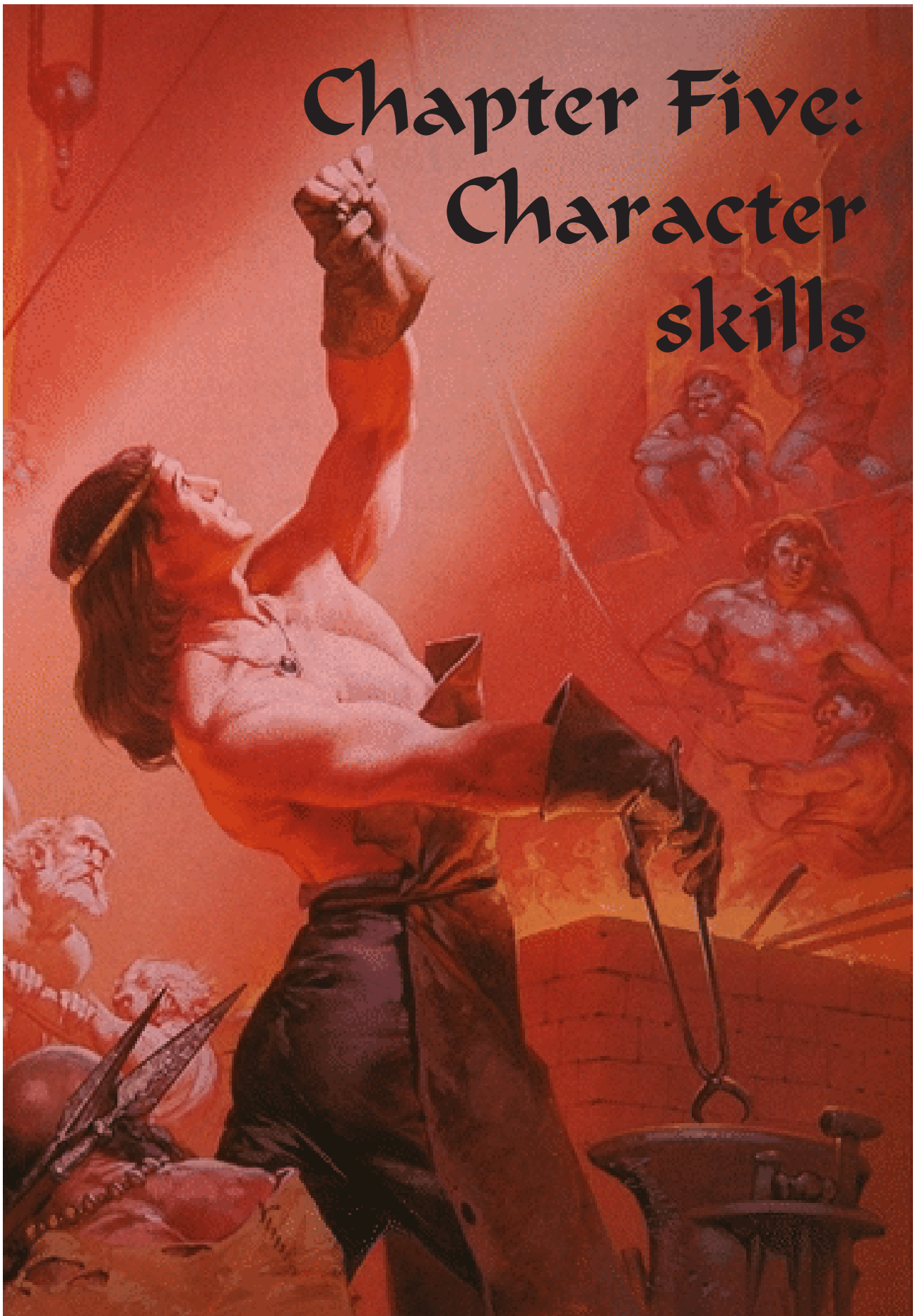


Chapter Five: Character skills



The skill system

A key to understanding this system is to forget everything you already know about the AD&D weapon and non-weapon proficiency system. It completely replaces the existing AD&D system.

Skills are divided into several categories: physical, mental, mental-physical, fighting styles, brawling, weapon, racial and high-level. This system describes how a player selects the skills his character knows at first level, and how a character can acquire new skills as he advances in level.

5.0 Calculating skill points

A character begins at first level with a set number of mental and physical skill points which are calculated based ability score statistics. Physical skill points are calculated using the abilities of Strength, Dexterity and Constitution and Mental skill points are calculated using the abilities of Intelligence, Wisdom and Charisma. Both mental and physical skill points are modified by the character's class and the character's Ego score which represents in part the character's aura and luck. Racial skill points are assigned based on race and may be divided among the character's racial skills in any manner desired.

Calculating Base Skill Points

A character receives a set number of mental and physical skill points each time he or she advances in level. These skill point totals are known respectively as **Base Mental Skill Points** and **Base Physical Skill Points**. Determining the base points that a character receives each time he advances a level requires some calculation (this might be a good time to get your calculator out) but fortunately it needs to be done only once. The only time the base skill scores will change is when an ability score increases or decreases. When an ability score changes only future skill points are affected. Skill points already allocated do not change.

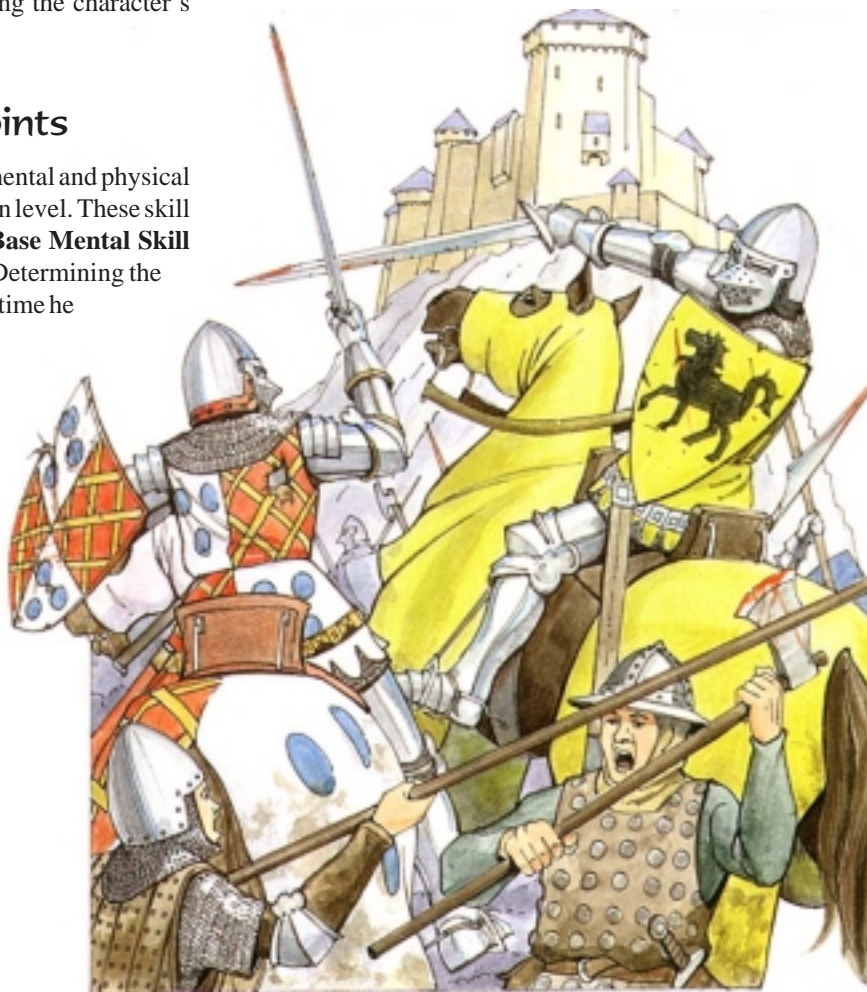
The first step to calculating base skill points is to determine the Ego multiplier. To obtain this value divide a character's Ego by 4 (rounding down). Thus a character with an Ego of 16 receives a 4x multiplier. All characters have a minimum multiplier of 1x regardless of their Ego score. For convenience Ego multipliers have been listed on the table following.

Table 5.0.1: Ego Multipliers

Ego score	Multiplier
1-7	1x
8-11	2x
12-15	3x
16-19	4x
20-23	5x
24-25	6x

The second step is to determine the character's rough mental and physical skill scores. To determine the rough scores, the Ego multiplier is multiplied by the average of a character's mental ability scores, (Intelligence + Wisdom + Charisma)/3, and physical ability scores, (Strength + Dexterity + Constitution)/3, to generate two numbers. (When averaging round up decimals of .5 or greater to the nearest whole number, otherwise round down.) These rough scores will later be multiplied by a modifier based on class to generate the base mental and physical skill scores of a character.

For example, Lorig the Fighter has a Str 18, Dex 17, Con 16, Int 14, Wis 10, Cha 8, Ego 14. His rough skill scores before modification for class would be calculated as follows:



Physical skill score = (18+17+16)/3 or 17 x 3 (Ego Multiplier) = 51

Mental skill score = (14+10+8)/3 or 11 (round up 10.66) x 3 (Ego Multiplier) = 33

The rough mental and physical skill scores are multiplied by modifiers based on the characters class to generate the base mental and physical skill score. This is done to reflect the training emphasis of the various classes. Wizards naturally focus on mental skills, while warriors concentrate on the physical. Rogues on the other hand are more balanced and focus equally on both types of skills. Consult the following tables to determine the mental and physical class modifiers.

Class	Mental multiplier	Physical multiplier
Fighter	x.75	x1.25
Gladiator	x.5	x1.5
Ranger	x.85	x1.15
Paladin	x.9	x1.1
Cleric	x1.1	x.9
Druid	x1.25	x.75
Crusader	x.85	x1.15
Specialty Priest by description or default	x1.1	.9
Mystic	x1.5	x.5
Shaman	x1.3	x.7
Wizard	x1.5	x.5
Wizard (specialist)	x1.5	x.5
Thief	x1	x1
Bard	x1.1	x.9
Assassin	x.9	x1.1
Psionicist	x1.25	x.75

For example, Lorig the fighter has a rough physical score of 51 and a rough mental score of 33. With his class multiplier, he would have the following base scores:

Physical Skill Score = 51 x 1.25 = 64 (63.75)

Mental Skill Score = 33 x .75 = 25 (24.75)

Had Lorig been a mystic instead of a fighter his base scores after class modification would have been as follows:

Physical Skill Score = 51 x .5 = 26 (25.5)

Mental Skill Score = 33 x 1.5 = 50 (49.5)

Base Skill Scores and New Characters

At first level a character multiplies his Mental and Physical base scores by five to determine the number of skill points available to purchase beginning skills. Thus, Lorig

would have a total of 320 physical and 125 mental skill points to allocate at first level. Physical points are needed to purchase skills based on Strength, Dexterity and Constitution, and Mental points are need to purchase skills based on Intelligence, Wisdom, Charisma and Ego. Skills based on Observation require both mental and physical points to purchase. Mental-physical skills require both mental and physical points to acquire.

Multiclass Characters

Multiclass characters may choose the class multiplier they desire from among their classes, but the mental and physical multiplier must be from the same class. Alternatively, a multiclassed character may choose a x1/x1 modifier. Multiclass characters divide the skill points the receive as the advance in level between their classes in the same way as hit points are divided. Thus if Lorig was a multiclass Fighter/Thief and chose a x1/x1 class modifier, he would receive 26 physical and 17 mental skill points each time he advanced a level in either class (round skill points up).

Dual-Class Characters

A character who choses to become a dual-class character receives a bonus to his skill points when he begins to train for his new class to reflect the new skills learned during that training period. A dual-class character multiplies the mental and physical base scores for his new class by three to calculate skill points which must be used immediately to purchase skills for the new class. For example, if Lorig later in his life decided to become a thief he would calculate new base mental and physical skill scores, giving him a total of 51 physical and 33 mental skill points. Multiplying the new base skill scores times three gives Lorig a total of 153 physical and 99 mental skill points which must be used to purchase skills pertinent to his new class.

A dual-class character gains no additional skill points for new skills until his level in his new class exceeds his level in his old class.

5.1 Allocating skill points

After determining starting skill points it's a simple matter to allocate them. Most skills require one physical or mental skill point to improve the skill by one percent. However, there are some skills that require two, three and even four skill points to increase the skill by one percentage points. Some skills require both mental and physical skill points to acquire. A Mental 1, Physical 1 skill requires one mental and one physical skill point to increase the skill score by 1%. These multi-point skills are indicated in their description.

Prerequisite skills

Some skills require that a character learn other basic skills before pursuing the more advanced skill they desire. For example, a character that wishes to acquire the Armorer skill must first learn Blacksmithing and Leatherworking. In most cases, a character must have a skill score of at least 50% in a prerequisite skill before he may train to learn an advanced skill. Some advanced skills require lower skill scores in prerequisite skills as detailed in the individual skill description.

Default skills

Some skills are so basic that everyone has some chance to perform the skill without the benefit of formal training. These skills are known as default skills. Characters may use these skills at the default values, plus any modifiers for race or ability/subability scores, without additional training (these skills are listed on a **Table 5.X**). However, if a character chooses to train in a skill that has a default value, the default is added to the character's final skill score.

Weapon skills

All skills that are considered purely weapon proficiencies in the AD&D game are considered physical skills under this system and it costs 50 physical skill points to acquire one weapon proficiency slot. For example, if Lorig wished to obtain proficiency in a broad weapon group (3 weapon proficiency slots), he would have to spend 150 physical skill points to do so. The skill point cost of some special weapon skills varies as detailed in the individual skill descriptions.

Racial skill modifiers

Characters of some races have a greater ability to perform certain skills which people of their race excel in. Likewise they are penalized in their attempts to use other skills. Racial modifiers are listed in the description of each skill and summarized on Table 5.10.0 Racial Skill Modifiers.

Skill modifiers for ability scores

Bonuses and penalties to skill scores are also awarded based on the character's ability scores. High ability scores result in positive modifiers, while low ability scores result in negative modifiers. The bonus or penalty depends on the primary ability associated with the skill. For example, a Dexterity/Aim skill is modified by a character's Aim score. An ability score modifier sometimes appears after the relevant ability score and must be applied to the ability score before determining the bonus or penalty. For example, if Lorig were to learn a nonweapon skill that had a relevant

ability score of Dexterity/Aim -1, his relevant ability score would be 16 for purposes of calculating his bonus. Bonuses and penalties for high and low ability scores are listed on the table below.

Table 5.1.1: Skill score modifiers for ability/subability scores

Ability/ Subability	Skill Modifier
3 or less	-25%
4	-20%
5	-15%
6	-10%
7	-5%
8-13	0
14	+5%
15	+10%
16	+15%
17	+20%
18	+25%
19	+30%
20	+35%
21	+40%
22	+45%
23	+50%
24	+55%
25	+60%

Class and kit skill modifiers

Characters who use kits will find that they have certain bonus and recommended skills. Bonus skills receive a +60% bonus to the skill score and recommended skills receive a +30% bonus to the skill score. In order to receive the bonus for recommended skills the character must expend enough skill points to bring the skill score to 10%.

Increasing exceptional skill scores

A character may choose to increase a skill score of a particular skill beyond 100% for a number of reasons. However, to do so is more costly and time consuming than initial training in the skill and requires a larger outlay of points. The cost in skill points doubles when a character increases a skill score beyond 100%.

Trading skill points

Sometimes a character may wish to focus more on mental or physical skills than his point allocations would normally allow. A character may at his option trade two physical skill points for one mental skill point or two mental skill points for one physical skill point.

5.2 Skill checks and critical successes and failures

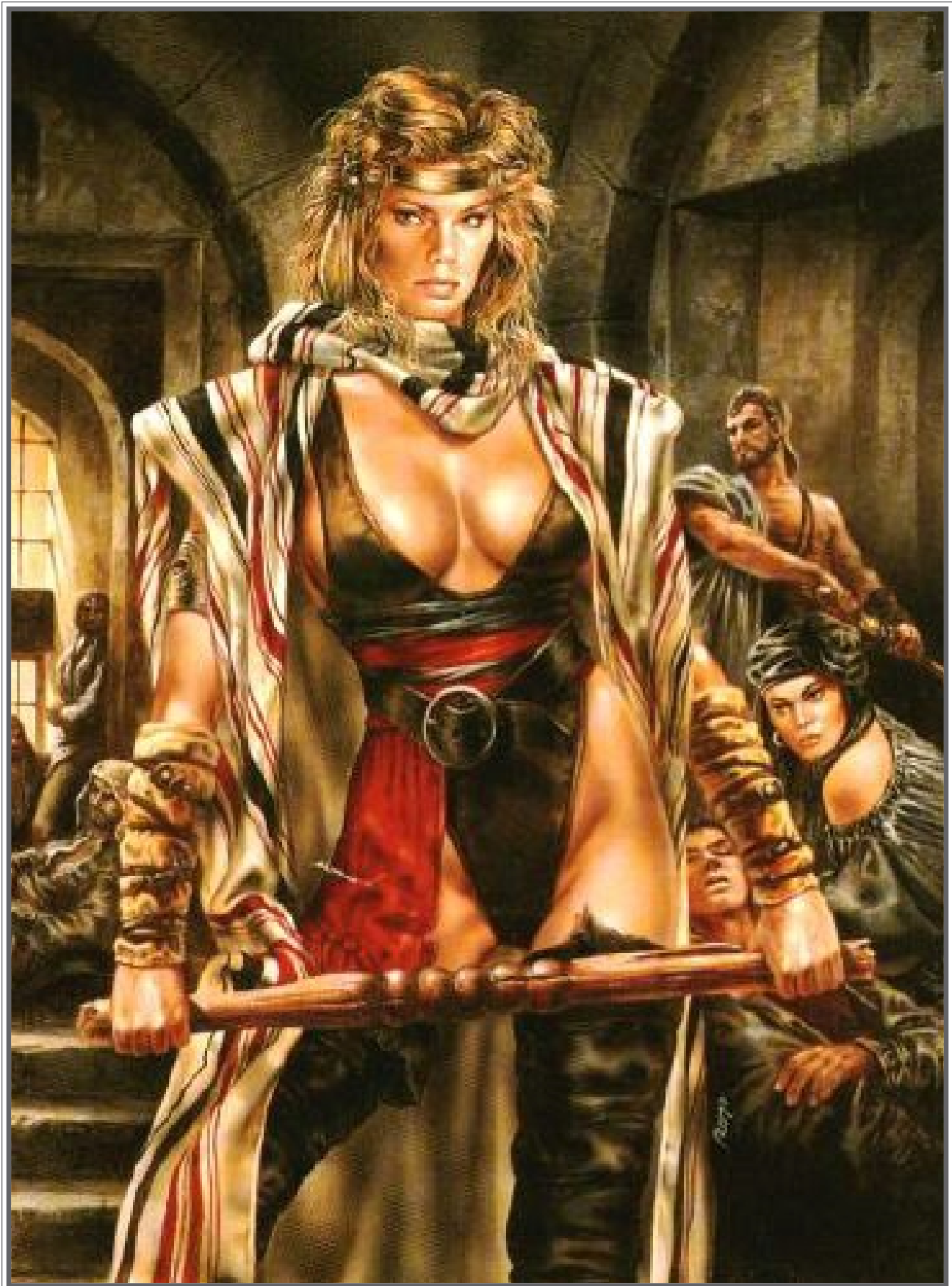
A skill check is made by rolling percentile dice and comparing the number rolled to the character's skill score (a percentage). A number lower than the skill score indicates success, a higher number indicates failure. However, a skill check is not normally required for a simple task performed by a character who has a skill score of at least 50% in a skill. Skill checks for characters with a score of 50% or higher are only required if the character must use the skill in an exceptional manner. For example, a character with a 50% skill score in Cooking would not need to make a skill check every time he cooked a meal, but he would need to make a skill check if it was important that the meal impressed those he was serving. A character with a skill score below 50% must make a skill check every time he uses the skill.

A roll of 01-05% is considered a critical success and results in the immediate increase of the skill in question by 1%. A critical failure occurs anytime the character makes a skill check and rolls a natural 96-00. (When a skill check is required the dice must always be rolled, even if the skill in question has a skill score of 100 or more.) The results of a critical failure are largely up to the DM, but usually involve the destruction of an item if the character was attempting to create one or other unsavory effects.

Situational modifiers

Skill checks can be modified by environment, situation and difficulty of the task to be undertaken at the DM's option. Typical modifiers to skill checks are listed on the table below.

Chance of success/ Difficulty	Skill score modifier
Abysmal/Snow balls chance in hell	-75%
Yeah right	-50%
Very difficult	-30%
Moderately difficult	-20%
Somewhat difficult	-10%
Average	0
Fairly easy	+10%
Very easy	+20%
Why roll	+40%
I'm god right?	+60%



Anatha Silvergate the Justifier

5.3 Craft skills

Adobe (Physical 1, Strength/Muscle)—A character with this skill is proficient in the art of making a plaster of mud, with which he can build strong walls and overhanging roofs. A skilled character can build a section of wall 20' long by 5' high in one day.

Agriculture (Mental 1, Intelligence/Knowledge)—The character has a knowledge of the basics of farming. This includes planting, harvesting, storing crops, tending animals, butchering, and other typical farming chores.

Barbarians: Agriculture is only available to the most advanced barbarian cultures, this skill gives the character a primitive knowledge of farming techniques. He knows how to care for small herds of livestock, such as goats and sheep. He can raise modest crops in favorable conditions, usually wheat, rice and other grains. He knows what plants grow better in cultivated soil and uses sticks and bones to break the ground. He has little or no understanding of irrigation, fertilization, pest control, food preservation or crop rotation. When using the expanded rules for Agriculture, a barbarian character receives a -40% penalty to his roll on the Table 5.3.3: Farm Profitability.

Agriculture: Expanded Rules: The DM may use this expansion of the Agriculture skill when druid characters assist a small village facing tough times or if a PC takes up farming. These rules can be used to figure the prosperity of an entire village if the DM groups area farms together and uses the skill rating of the village leader or druid with Tables 5.30 and 5.33 below. Before applying the following rules, the DM must decide how many people the farm in question is designed to support.

A medieval farm needs a manager with the Agriculture skill. At optimum level, a farm has one worker per every two people it supports (in an average year). Based on medieval farming methods, three to five acres of farmland are needed to support each person. For simplicity, it is assumed that three acres of land are needed to support each person and of that acreage, one-third or one acre remains fallow each season. Therefore, under average conditions, one-square-mile of land (640 acres) could support around 215 people and would require 108 farm workers.

A farm with more workers may produce a slight surplus; if it has fewer workers, it will yield less, since the crew would have more chores than hands. Children between ages seven and 11 count as half a worker, and those 12 and older count as a full worker.

How Did the Farm Perform? To quickly determine the success of a farm (or garden or village) for the year, the DM looks at the number of people it can support. For instance, a family farm might produce enough to support six people if the family has five members, the farm shows a profit. With six, the farm merely scrapes by. A family of seven is starting to get hungry.

Figuring Farm Profitability: DMs wanting more precise details about a farm's performance can follow these steps:

1. Determine Skill Base: Every year the player rolls and Agriculture skill check and consults Table 5.3.0. below to determine the character's base skill rating modifier. The skill rating modifier will later be applied to table the results on Table 5.3.3: Farm Profitability.

Agriculture Skill Check	Modifier
skill check 4x or greater than Agriculture skill or a critical failure	-50%
skill check at least 3x but less than 4x skill score	-40%
skill check at least 2x but less than 3x skill score	-20%
skill check at least 1.5x but less than 2x skill score	-10%
skill check less than 1.5x skill score	-5%
skill check made by at least 10%	0%
skill check made by at least 25%	+5%
skill check made by at least 50%	+10%
skill check made by at least 75%	+20%
skill check made by more than 75% or critical success	+30%

2. Apply the worker modifier: The number of workers modifies the roll on Table 5.3.3: Farm profitability. For each 10% which the farm crew falls below its optimum number of workers, the DM applies a -5% penalty to the roll on Table 5.3.3. If the farm has 20% more workers than optimum, the DM adds a +5% bonus to the roll on Table 5.3.3. (Having more workers gives no extra bonus.)



3. Figure the Random Events Modifier: As any farmer knows, what makes the farming life interesting is nature's eternal cussedness: random events. The DM should roll on Table 5.3.1: Farm Random Events to see what's in store for the farm, then apply the random events modifier to the roll for profitability.

d20	Event	Modifier
1	Ruinous weather	-30%
2-3	Bad weather/Insect plague	-20%
4-6	Animal/Crop disease	-10+1d10%
7-8	Building damaged	-10%
9-10	Predators/Pests	-5+1d4%
11	Poachers/Bandits	-5%
12-15	No bad news	0
16-17	Used good seed	+5%
18-19	Good weather	+10%
20	Special	varies

Note that often the actions of the farmers (or PCs helping them) and available priestly or druidic spells can reduce the penalty from random events. See the descriptions below:

- Ruinous weather may include flooding or a long drought. A successful Weather Sense skill check by the farmer halves the penalty. (The farmer had advance warning and prepared for the weather.) If the farmer knows a druid who can use the *control weather* spell to counter the bad weather, all but 1d4% of the penalty can be negated.

- Bad weather might mean an early frost, a slight drought or excessive rain. The Weather Sense skill halves the penalty and the *control weather* spell negates it. An insect plague includes any invasion by crop destroying insects (such as locusts) or parasites (such as giant ticks) which affect the health of animals. This penalty can be halved or negated through the use of spells that effect or ward against insects (at the DM's option).

- Animal/Crop disease means a disease breaks out among the farm's domestic creatures or that the crops are affected by a blight or disease. If animals are effected a successful Veterinary Healing skill check (one try) by the farmer halves the penalty; the use of a *cure disease* spell negates this penalty. If crops are effected a successful unmodified Agriculture skill check halves the penalty. The use of spells such as *heal plants* can negate the penalty.

- Building damage may result from a severe storm, fire or other disaster. The penalty applies only if the farmer cannot afford to fix the damaged property, and continues to apply every year until repairs are made. Paying 10 gp for

every person the farm supports "repairs" each penalty point.

- Predators, poachers or bandits repeatedly steal food or animals. Pests include minor invasions of nonbeneficial insects. If PCs negotiate with, drive off or destroy the menace(s), the penalty does not apply. In the case of pests, many spells will negate the penalty as will a successful unmodified Agriculture skill check.

- Using good seed or being blessed by good weather has a positive effect on the profitability of the farm.

- A special roll means something unusual occurs. Perhaps a wizard, war or dragon devastates the farm — apply -50% to the farm profitability roll this year! If a god's avatar stops by and blesses the crops, apply +25% bonus to farm profitability.

Note: Spells such as *plant growth* can add greatly to the farm's profitability as detailed in the spell descriptions.

4. Terrain modifiers: The following modifiers for terrain are applied to the farm's profitability roll. (These modifiers are for an average farm growing a typical crop or raising animals typical to those found on a medieval farm. A farmer raising mangoes in the jungle would not be penalized.)

Terrain type	modifier
Any arctic	-90%
Any subarctic	-50%
Plains/grasslands	+10%
River flood plain	+15%
Cleared forest	0%
Cleared jungle	-10%
Drained swamp/marsh (except when using Floating Agriculture)	-30%
Hills	-15%
Mountains (terraced)	-25%
Irrigated desert	-15%
Desert	-90%
Badlands/scrub	-75%

5. Find the Farm's Profitability: After totaling the base skill rating, worker, random events, and terrain modifiers, roll on the Farm Profitability Table below and apply the modifier to determine the output of the farm. Production is given in bushels of foodstuffs per acre and includes both crops and animals. One bushel is equal to 50 lbs of grain or its equivalent. Each person supported by the farmland requires 16 bushels of food each year to survive. Excess foodstuff may be sold or stored.

Table 5.3.3: Farm Profitability

d00	Result
01 or less	Crop failure! Yield is 4 bushels/acre
02-05	Poor crop. Yield is 5 bushels/acre
06-15	Poor crop. Yield is 6 bushels/acre
16-25	Below average. Yield is 7 bushels/acre
26-75	Average crop. Yield is 8 bushels/acre
76-85	Above average. Yield is 9 bushels/acre
86-95	Above average. Yield is 10 bushels/acre
96-99	Above average. Yield is 11 bushels/acre
100-105	Superior crop. Yield is 11+1d4 bushels/acre
106-110	Excellent crop. Yield is 15+1d3 bushels/acre
111-115	Bumper crop. Yield is 18+1d4 bushels/acre
116+	Astounding crop. Yield is 22+1d4 bushels/acre

The Harvest's Cash Value: The farm's productivity can also be measured in cash terms. The value of the harvest equals 2 gp per bushel produced in excess of what is needed to feed the populace (16 bushels per person per year). With this information, the DM can see if any families are starving and how much aid would get them back on their feet.

Determining a farm's profitability can provide role-playing opportunities for druids and characters who are lords of their own fief.

An example of the Agriculture skill expanded rules: Baron Legmin's steward, Norel, has an Agriculture skill of 90% and is responsible for 300 acres of farmland of which 200 acres will be tilled (or used to raise animals) and 100 acres will remain fallow. This farmland will support 100 people which require a total of 1,600 bushels of foodstuff to survive each year. A total of 50 farm workers will be required to farm the land.

Norel rolls a 45 for his Agriculture skill check which is half (50 percent) of what he needed to succeed and according to Table 5.3.0: Base Skill Rating Modifier, entitles him to a +10% bonus to his roll on Table 5.3.3: Farm Profitability. He has assigned 10 additional workers to tend the Baron's field (20% more than are needed) for a +5% bonus. On the Table 5.3.1: Farm Random Events, he rolls a two which indicates bad weather or an insect plague. The DM determines that the farm has been struck by bad weather which would result in a -20% penalty, but Norel makes his Weather Sense skill check and cuts the penalty in half to -10%. In addition, Baron Legmin's farm is located in an area of plains which results in a +10% bonus.

The total modifier to Norel's roll on the Farm Profitability Table is +15%. He rolls a 71 modified by +15% for a total roll of 86% which indicates an above average yield of 10 bushels per tilled acre or 2,000 bushels. After subtracting 1,600 bushels of foodstuffs to support the populace

there is a surplus of 400 bushels that can be sold for a total of 800 gp.

If Norel had rolled a 10 on the Farm Profitability Table for a modified roll of 25% the farm would have produced a below average yield of seven bushels per tilled acre or only 1,400 bushels of foodstuff — 200 bushels less than what is needed to feed the populace. Baron Legmin would then be faced with the choice of buying 200 bushels of foodstuffs for 400 gp from a nearby fief or to allow some of his people to face starvation.

Racial modifiers: Arrakian humans gain a +5% bonus to this skill. Tallfellow and Hairfoot half-lings gain a +10% bonus and Rock Gnomes are penalized by -10%.

Agriculture, Floating (Mental 1; Intelligence/Knowledge) — A character with this skill can create land on the surface of shallow lake or on marsh water and use it to grow all sorts of crops. Up to one 100' square (10,000 square feet) can be created by a skilled character during a year. However, this skill is not commonly practiced in most of the known world.

Such floating gardens are tended with fresh, fertile silt every year and have an intrinsic and plentiful water supply. Thus they tend to yield about twice as much as an equal-sized plot on dry land.

Prerequisites: Agriculture is a prerequisite for this skill. A character with both the Agriculture and Engineering skills can duplicate the effects of this skill by making successful Engineering and Agriculture skill checks.

The expanded rules for agriculture listed under the Agriculture skill also apply to Floating Agriculture.

Animal Rendering (Physical 1, Dexterity/Aim +2) — This skill confers expertise in skinning and butchering animal carcasses. It lets a character derive the maximum amount of food from a carcass (see Table 5.3.11 in the Hunting skill entry). It also lets him harvest valuable products from the carcass without damaging them. Such products typically include furs, horns, teeth, hides and organs. Use of this skill requires access to the necessary tools.

No skill check is necessary to butcher most animals, but the DM may require a check in unusual situations. For instance, a check may be required to butcher an animal the character has never seen before or to successfully harvest a delicate body part (say, the eye of an immature beholder). If the check fails, the character is only able to obtain an average amount of food (the number to the left of the slash on Table 5.3.11), or he damages the body part he was attempting to harvest.

Armorer (Mental 1, Physical 1, Intelligence/Knowledge, Strength/Muscle) — With the Armorer skill, a char-

acter knows how to construct all varieties of armor. Armor-er overlaps with a couple of other skills:

The Armorer knows enough Blacksmithing to forge metal armor and craft scale and chain mail, thus Blacksmithing 50% is the prerequisite for this skill.

The Armorer knows enough Leatherworking to cut and shape boiled leather into leather armor, shield coverings and banded mail (though he cannot make dress jerkins, saddles, elaborate pouches or rucksacks, or any sort of good-looking garment) and has enough skill as a Seamstress/Tailor to create padded armor and padded lining for other armors. Leatherworking 25% and Seamstress/Tailor 25% are prerequisites for the Armorer skill.

The armorer can repair existing armor that has taken damage and can also craft barding through use of his skill.

The Workshop: To craft armor, the character must first have a workshop (a place to work and tools with which to do work).

Metal armor: If he intends to make any sort of all-metal armor (chain mail, field plate, full plate, plate mail and helmets), the workshop is a smithy, complete with tools, bellows, a furnace, an anvil, tongs, cauldrons, casting molds and all the other materials necessary to process metal into armor.

Such a workshop costs at least 200 gp, plus the cost of the shelter where it is set up: An additional 100 gp for a pavilion tent, 300 gp for a well-crafted hut/workshop or more as part of a larger dwelling, such as a mansion, villa or castle. Included in the price of the smithy is the cost of the tools necessary to make leather hilt wrappings, padded armor, armor linings and padding and the simple leather straps used to hold all metal armors together.

This workshop is large enough to accommodate the character and up to two full-time apprentices. (The apprentices must have the Armorer skill. A character can always take in an apprentice without the skill, but he doesn't count as a productive element of the workshop.)

In theory, the character could hire another three-man crew to work a second shift in the same workshop; thus the workshop could be occupied nearly 24 hours a day. (This presumes eight- to ten-hour shifts and necessary nonproductive time each day for furnaces to cool and be cleaned, tools to be repaired and sharpened, etc.) No more than three people can work in this workshop effectively; with more than three people, the workshop suffers a loss of efficiency so that it produces goods just as though it were only manned by three armorers.

To expand the workshop costs an additional 50 percent for each additional set of three workers. If the smithy costs 200 gp and is set up in a 300 gp hut, thus costing 500 gp, the builder could pay an additional 250 gp to expand the workshop to accommodate three additional armorers. For

another 250 gp, now totaling 1,000 gp, the shop can accommodate nine armorers.

Leather armor: If he intends to make any sort of all-leather armor (hide armor, leather armor and armored leather caps), the workshop is a leatherworker's shop, including apparatus for leather soaking, scraping, tanning, boiling, boiling in wax, shaping, hole punching, sewing and all the other processes by which leather is transformed into armor.

Such a workshop costs 25 gp, plus the cost of the shelter where it is set up: An additional 25 gp for a large tent, and additional 75 gp for a well-crafted hut/workshop or more as part of a larger dwelling. Included in the price of the leatherworker's shop is the cost of the tools necessary to make padded armor and armor linings and padding.

As with the smithy, this price presumes one principal leatherworker and up to two apprentices may work together at the same time. Above the number costs 50 percent of the workshop and housing costs per additional three workers.

Combined armor: If he intends to make both sorts of armor or armor which combines both metal and leather elements (banded mail, brigandine, bronze plate mail, ring mail, scale mail, shields, splint mail and studded leather), a combined workshop is needed.

Such a workshop costs 250 gp, plus the cost of the shelter where it is set up. An additional 100 gp for a pavilion tent, an additional 300 gp for a well-crafted hut/workshop or more as part of a larger dwelling. Included in the cost of the armorer's shop is the cost of the tools necessary to make wooden shield blanks and shield frames, padded armor and all armor linings and padding necessary to the armored goods.

As with the smithy, this price presumes one principal armorer and up to two apprentices; above that number costs 150 percent of the workshop and housing costs per additional three armorers.

Player character workshops: Often, a PC armorer who is also an adventurer will set up an armorer's shop and crew it with a single overseer and two apprentices. This shop's duty will be to keep the PC supplied in armor: also whenever the PC returns home, he can if he wishes, operate the shop — especially on the off-shift.

If he does hire an overseer, he'll have to pay the rates according to the overseer's ability as described previously.

Note, a PC armorer can make armor for his friends. However, he can't avoid paying the minimum cost for the materials, of course. The character can carry a tent and leatherworker's shop on the back of a horse, so he can work on any sort of all-leather or padded armor while on the road. But on the road, he can only get in a couple of hours of work per day. So multiply all armor making time by four to determine how long it takes on the road.

The character who does all this extra work will be a little more tired than his fellows reducing his Observation ability checks by -1 on a day following the Armorer work.

Apprentices and overseers:

The cost of the workshop constitutes only the set up cost for the armoring operation. Maintenance of the workshop, pay for the employees and cost of materials also come into play. Of course, so do the profits from the sale of manufactured goods.

Each apprentice costs 2 gp per week for food, upkeep and training. Once an apprentice has reached young adulthood and has achieved an Armorer ability check of 60% or better, he'll demand to be promoted to overseer status (described below) or will find more favorable employment elsewhere.

Apprentices cannot run a workshop unsupervised. Supervision comes in the form of an overseer, an adult with an Armorer skill check of 60% or better. Each overseer costs 15 gp per week for an overseer with a skill check of 60% and an additional 15 gp per week per five skill points over 60 the overseer has in the Armorer skill (i.e., if the skill check is 80%, the overseer costs 75 gp per week.)

Time to craft armor: To determine the standard time it takes an apprentice (supervised and assisted by an overseer) to make a piece of armor, subtract the armor's AC value from 10 and multiply the difference by two weeks. Thus, a set of chain mail (AC 5) takes 10 weeks to construct (i.e., 10-5 = 5; 5 x 2 weeks = 10 weeks.) For pieces of armor which don't grant specific AC benefits (like helmets) figure the time at one week per 7.5 gp retail value. Thus, a great helm would take more than 10 weeks to make (it costs 80 gp); a basi-

Table 5.4: Standard Costs to Manufacture Armor

Armor Piece	Retail Value	Materials Cost (gp)	Time Taken	Apprentice/Overseer*	Total Cost
Banded mail	200	100	6 wk	24 ¹	124
Brigandine	120	60	6 wk	32 ¹	92
Bronze plate	400	200	12 wk	114 ²	314
Chain mail	75	37	9 wk	18 ³	55
Field plate	2,000	1,000	16 wk	304 ⁴	1,304
Full plate	4,000	2,000	18 wk	342 ⁴	2,342
Helm, great	80	40	4 wk	8 ³	48
Helm, basinet	8	4	1/2 wk	1 ³	5
Hide armor	35	17	8 wk	8 ⁵	25
Leather armor	5	1 ⁶	2 wk	2 ⁵	3
Padded armor	4	0 ⁶	4 wk	4 ⁵	4
Plate mail	600	300	14 wk	133 ²	433
Ring mail	40	10	4 wk	16 ¹	26
Scale mail	60	20	6 wk	24 ¹	44
Shield, body	10	5	1/2 wk	1 ³	6
Shield, buckler	1	0 ⁶	1/2 day	2 sp ⁵	2 sp
Shield, medium	7	3	2 day	8 sp ³	3.8
Shield, small	3	1	1 day	4 sp ³	3.4
Splint mail	80	40	4 wk	8 ³	48
Studded leather	20	10	3 wk	3 ⁵	13
Full Barding[†]:					
Banded/splint	1,750	875	14 wk	266 ⁴	1,141
Brigandine/scale	1,000	500	8 wk	152 ⁴	652
Chain	500	250	10 wk	190 ⁴	440
Field plate	5,000	2,500	18 wk	342 ⁴	2,842
Full plate	8-20,000	4-10,000	20 wk	380 ⁴	4,380-10,380
Leather/Padded	150	75	4 wk	75 ⁴	150
Plate mail	2,000	1,000	16 wk	304 ⁴	1,304
Ring/studded leather	800	400	8 wk	152 ⁴	552
Half Barding[†]:					
Banded/splint	1,000	500	12 wk	228 ⁴	728
Brigandine/scale	500	250	6 wk	114 ⁴	364
Chain	300	150	5 wk	94 ⁴	244
Field plate	3,000	1,500	16 wk	304 ⁴	1,804
Full plate	5-15,000	2,500-7,500	18 wk	342 ⁴	2,842-7,842
Padded/leather	100	50	2 wk	38 ⁴	88
Plate mail	1,500	750	14 wk	266 ⁴	1,016
Ring/studded leather	400	200	6 wk	114 ⁴	314

*Dwarves produce armor in half the listed time. Gnomes, uldra and elves produce armor in 75% of the normal time. Elves produce chain mail in half the normal time.

[†]Table 5.3.4 gives the time required to make barding for warhorses and mounts of comparable size. For smaller or larger mounts, the DM should adjust the times accordingly. Elephant barding might require an extra week or two; barding for a small mule might take a week less.

¹Two apprentices, no overseer ²One apprentice, 1/2 overseer
³One apprentice, no overseer ⁴Two apprentices, one overseer
⁵1/2 apprentice, no overseer
⁶Cost reduced because of easy availability of materials; cost of "0 gp" means cost is negligible

net, one week and a few hours of the sixth day (it costs 8 gp).

The time to craft a piece of armor can be reduced by assigning additional workers to the job. Doubling the number of apprentices working on a job cuts the time required to complete the project by half. An overseer counts as two apprentices, and no more than twice the standard amount of workers needed to complete a piece of armor can work on that piece. Some armor types can be constructed in less than the usual time for their Armor Class value as listed on Table 5.3.4.

Cost to craft armor: The costs to craft the various forms of armor are listed on Table 5.3.4 below. The cost of a piece of armor is equal to about half the retail cost for materials and the cost of maintaining one or two apprentices during the time it takes to make the piece. Additionally, the cost of the overseer's time and attention is added to projects that cannot be completed by unsupervised apprentices.

Chance of failure: For every item of armor the armorer makes, a successful skill check must be made to determine its suitability for use in combat. If the skill check indicates failure but is within 20% of the amount needed for success, the armorer has created is usable, but flawed. Such armor functions with a penalty of -1 to its AC, although it looks like the armor it was intended to be. Only a character with Armorer skill can detect the flaws, and this requires careful and detailed inspection.

If the flawed armor is struck in melee combat with a natural die roll of 19 or 20, it breaks. The character's AC immediately worsens by 4 additional classes (although never above 10), and the broken armor hampers the character's movement. Until the character can remove the broken armor, the character moves at half of his normal rate and suffers a -4 penalty to all of his attack rolls. It takes 1d4 rounds to remove the broken section of armor. It takes 2d4 rounds to remove a section of broken barding from a mount.

If the character misses his skill check by 25% or more, it's obvious to anyone, with casual inspection, that the armor is flawed. No one will buy it at the normal retail value. The armorer might be able to sell it at half the total value to someone desperate for cheap armor, someone who's willing to take the risk of wearing flawed armor.

Finally, the level of difficulty inherent in fashioning different types of armor varies. Some armor is simple enough that apprentices can work on it alone. Some is so complicated that only master armorers should oversee this work, and hiring a master armor costs more than just hiring a normal overseer.

Table 5.3.5 shows the relative difficulty of manufacturing the different types of armor and the skill score required to attempt crafting armors of various types. An armorer without the required skill score to construct a given type of

armor may attempt to construct it, but will at best (on a successful skill check) produce a flawed suit.

Table 5.3.5: Armor Difficulty

Armor Type	Modifier to Skill Check	Minimum Skill Score*
Banded/splint	+5%	75%
Brigandine/scale	+5%	0%
Chain mail	+15%	50%
Field/full plate	-15%	90%
Helm, great	+15%	50%
Helm, basinet	+15%	0%
Hide armor	0%	50% **
Leather/padded	0%	0%
Plate mail	0%	75%
Ring mail	+5%	0%
Shield, any	+15%	0%
Studded leather	0%	0%
Full and half barding:		
Banded/splint	+5%	75%
Brigandine/scale	+5%	0%
Chain	+15%	50%
Field/full plate	-15%	90%
Leather	0%	50% **
Padded	0%	0%
Plate mail	0%	75%
Ring	+5%	0%
Studded leather	0%	50% **
*This is the minimum score required to attempt construction of an armor type before modifiers.		
**A character must have Leatherworking 50% or better to attempt construction of this type of armor.		

Making field plate and full plate is a risky proposition. Only the best of independent armorers will undertake such a task because the potential losses are so great. In addition, if an armorer is creating a suit of field plate or full plate armor, the character who will use the armor must be present at least once a week during the creation of the armor, since such types of armor require very exact fitting.

Barding must also be fit exactly. A set of barding styled for one mount won't work for any other animal, even of the same species.

Added expenses: Some hidden expenses to armor making may arise at the DM's option.

Bribery: In many places, local officials will expect a little graft in order for them to process the necessary permits efficiently and regularly. If the PC doesn't pay up, those permits take a long, long time to be processed, and during that time the PC can't operate a retail armorer's shop.

Theft: Armorer's shops can be burglarized just like any other operation. Thieves are quite willing to steal some high-quality armor goods and fence them elsewhere in the city. Depending on the quality of the merchandise in the shop, this can be a serious financial blow.

Unclaimed goods: Sometimes a patron who custom orders a piece of armor never shows up to buy it. Maybe he's been killed, ran low on funds or has another reason for not returning. If the custom piece of armor was decorated or fine-tuned to that specific customer, it could be that no else is willing to buy it ... except at a heavily discounted price.

Unsold stock: Armorers don't just work up pieces of armor to order. The armorer fabricates numerous examples of the most common sorts of armor for the casual customer and as practice for the apprentices. Not all of this gets sold and a piece that's never sold is a few gold pieces out of the shop's coffers.

All in all, it may be safer financially for a player character to be a full-time adventurer and only a part-time armorer.

Repairing armor: The Armorer skill can also be used to repair damaged armor.

Normal armor: It costs one percent of the armor's retail value for each damage point repaired. This is the cost in materials and employment of apprentices to perform the repairs. Each damage point requires one hour to repair and every 10 damage points requires one work day to repair (for non-magical armor). Repair work is typically completed by apprentices. Armorers typically charge a 50 percent profit on repair jobs.

Repairing magic armor: Magic armor is repaired in exactly the same way as normal armor. Base the cost for repairs on the normal retail value of the armor as if it were not magic.

When magic armor is damaged, holes may be driven into it, but the basic enchantment is unchanged. Therefore, the armorer doesn't have to repair materials enchanted to "match" the original armor. All he has to do is patch up the holes and the armor will be fixed. However, repairing magic armor requires great skill and can only be done by a master armorer.

Of course, if a set of magic armor is damaged so severely that the enchantment is ruined, nothing a normal armorer can do will repair it. Armor that seriously damaged is ruined and an armorer won't be able to fix it.

Castle armorer: One armorer is always required for every 40 soldiers or fraction thereof, in the employ of a player character, and only spare time can be spent on the manufacture of items, i.e. that fraction of the normal month not spent caring for equipment of troops can be used to make armor, helmets, and/or shields, prorating time according to the number of men: 0 = 100%, 1-5 = 85%, 6-10

=70%, etc. This includes the armorer and the apprentices which are assumed to be present.

Racial modifiers: Dwarves may take the Armorer skill as a Mental 1 or Physical 1 skill and receive a +25% bonus to their initial skill score. Gnomes, elves and uldra may take Armorer as a Mental 1 or Physical 1 skill and receive a +10% bonus to their initial skill scores. Arrakian human armorers receive a +10% bonus to their skill score and Eranan and Peradian humans are penalized by -10% to their skill score.

NPC dwarf armorers cost triple the normal amount to hire and will generally not work for more than a year for a anyone other than a dwarf. Gnome and uldra armorers cost double the normal rate to hire. Elf armorers charge five times the rate of a human armorer.

Dwarven treatments: Dwarven armorers with a skill score of 75% or higher know many treatments for metals,



A blacksmith at work

chiefly concerned with inhibiting oxidation and other forms of corrosion or in altering appearance (shine and hue). Two deserve mention here: the common *bluishine* treatment, used for all metals to resist acid (+1 bonus to saves) and rust (especially “bloodrust”), and to give them a beautiful gleaming deep blue appearance. And, the *everbright* treatment, that gives all metals an enduring bright shine (like chromium), and absolutely prevents any tarnishing, discoloration, rusting (even by a rust monster), or corrosion of a blade, unless the blade is later actually broken or subjected to forge-fire, earth-fire (lava) or dragon fire.

Crude Armory: A character without access to a forge and other tools normally used to make armor can use his knowledge of armory to make crude but effective armor from natural materials like hides, furs, and shells. He can't create armor better than AC 6.

It takes one week per level of AC below 10 to make crude armor (assuming the availability of the necessary materials). A character can make hide armor in four weeks, a shield in one week.

Crude armor tends to be more flawed and less durable than standard armor. After crude armor is created, make a skill check. If the check fails by more than 20%, the armor is unusable. If a failed check is within 20% of the amount needed for success, the armor is flawed and functions at an AC two worse than normal (but never worse than AC 10). Flawed crude hide armor has AC 8; a flawed crude shield offers no protection whatsoever.

If flawed crude armor is struck in melee with a natural die roll of 19 or 20, it falls apart. The wearer's AC immediately worsens by four (to a limit of AC 10). Removing the useless armor takes 1d4 rounds; during that time, the wearer moves at half his normal rate and suffers a -4 penalty to all attack rolls.

Beekeeping (Mental 1, Wisdom/Intuition) — This skill includes proficiency in raising honey bees and knowledge of how to harvest wax and honey without destroying the hive. A successful skill check is only required if the character wishes to produce a special honey.

Blacksmithing (Physical 1 or Mental 1, Strength/Muscle, Intelligence/Knowledge) — A character with Blacksmithing skill is capable of making tools and implements from iron. Use of the skill requires a forge with a coal-fed fire and bellows, as well as a hammer and anvil. The character cannot make armor or most weapons, but can craft crowbars, grappling hooks, horseshoes, nails, hinges, plows, and most other iron objects.

Racial modifiers: Dwarves, gnomes, Arrakian humans and Stout halflings receive a +5% bonus to this skill.

Boatwright (Mental 1, Intelligence/Knowledge) — The Boatwright skill allows a character to construct all kinds of water craft up to a maximum length of 60 feet. Larger vessels cannot be built.

The time required to build a boat depends on size. As a general guide, a boat requires one week of construction time per foot of length. Two characters with the Boatwright skill cut this time by half; three reduce it to one-third. A maximum of one boatwright per five feet of length can work on the same vessel.

The basic boat includes hull, masts (if applicable), a deck and benches as required. Features, such as a cabin or a sealed hold, add about a week a piece to complete. Characters without the Boatwright skill can aid the boatwright in construction, but two such characters equal the time savings that one additional skilled boatwright could provide.

Prerequisites: At least a rudimentary knowledge of Carpentry is necessary to use the Boatwright skill, therefore, a skill score of 25% in Carpentry is the prerequisite for this skill.

Bookbinding (Mental 1, Intelligence/Knowledge) — A wizard with this skill is familiar with the process of assembling a book. Bookbinding is a demanding task; the pages must be glued or sewn to a common backing of some kind, protected by various kinds of varnishes or treatments and then fastened to a strong and durable cover. Additional chemicals or compounds to ward off mildew and deter moths and bookworms are a necessary precaution.

Bookbinding is especially helpful for a wizard assembling a spell book. Normally, a wizard must pay a bookbinder 50 gp per page for a standard spell book or 100 gp per page for a traveling spell book — see Chapter 7 of the *DMG*. A wizard who does this work himself reduces these costs by 50 percent, although the process takes at least two weeks, plus one day per five pages. If the character passes a skill check, his spell book gains a +2 bonus to item saving throws due to the quality and craftsmanship of the work. In addition, the wizard must succeed in a skill check if he is dealing with unusual or unsuitable materials, such as metal sheets for pages or dragon scales for a cover.

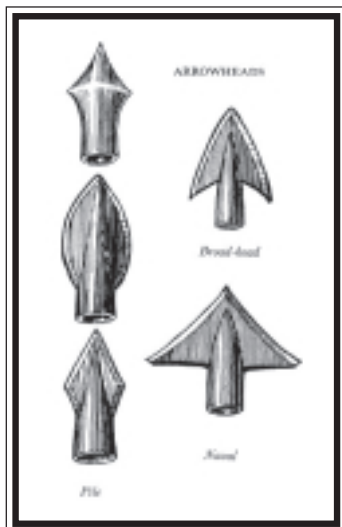
Bowyer/Fletcher (Physical 1, Dexterity/Aim -1) — A character with this skill can make bows and arrows as described below.

A weaponsmith is required to fashion arrowheads, but the bowyer/fletcher can perform all other necessary functions. The construction time for a long or short bow is one week (full-time), while composite bows require two weeks, and 1d6 arrows can be made in one day. When traveling all construction times are multiplied by four. Thus, a long or short bow takes four weeks to construct while traveling. The Weaponsmithing skill is required to create crossbows.

When the construction time for the weapon is completed, the player makes a skill check. If the check is successful, the weapon is of fine quality and will last for many years of normal use without breaking. If the check fails, the weapon is still usable, but has a limited life span: An arrow

breaks on the first shot; a bow breaks if the character using it rolls an unmodified 1 on his 1d20 attack roll.

If a character wishes to create a weapon of truly fine quality, the player must use the following alternative procedure for determining the success of his attempt. When the skill check is made, any failure means that the weapon is useless. However, a successful check means that the weapon enables the character to add Strength bonuses to attack and damage rolls. Additionally, if the skill check is a critical success (01-05%), the range of the bow is increased 10 yards for all range classes or is of such fine work that it is suitable for enchantment. A bow built for Strength takes at minimum of six months to construct.



Bows built for Strength of 19 or more are constructed of metal and other special materials, not normal wood and require a minimum of six months to construct. A character who wishes to build this type of bow must have the Weaponsmithing skill (50%) also and successful skill checks must be made for both skills (Weaponsmithing and Bowyer/fletcher) in order for the bow to be created successfully.

Costs of materials for arrows and normal bows is negligible. If the character is trying to make a weapon of truly fine quality, he must either pay half of the weapon's normal retail value for exceptionally fine woods or double the time it takes to craft the weapon. The extra time constitutes the time spent searching for the perfect wood and materials.

Table 5.3.6 Value Of Strength Bows

Strength Rating	Typical Value
16-17	1,000 gp
18	2,000 gp
18/01-75	3,000 gp
18/76-90	4,000 gp
18/91-99	5,000 gp
18/00-19	6,000 gp
20-21	7,000 gp
22-23	8,000 gp
24	9,000 gp
25	10,000 gp

Tools of the trade: A set of Bowyer/fletcher tools, which can be used at maximum efficiency by one character, costs 10 gp (15 gp for a set which can be used simultaneously by three workers and an additional 7.5 gp per three additional workers). The Bowyer/fletcher is not required to set up a workshop. He can work by himself in the field. If he chooses to set up a permanent shop, a large tent costs 25 gp and a hut workshop costs 75 gp.

Crude Bowyer/Fletcher: A character without access to the normal bowyer/fletcher tools or ideal construction materials can still make short bows and arrows as long as he has a knife or other cutting tool.

Because crude bows and arrows use natural materials — such as bone, wood, and stone — and fine craftsmanship isn't required, construction time is reduced (see Table 5.3.7). Arrowheads must be made by weaponsmiths, but the bowyer/fletcher fashions the bows, shafts, and draw-strings.

Table 5.3.7: Construction Time for Crude Bows and Arrows

Weapon	Construction time
Arrow, flight	7/day
Arrow, incendiary or poison	5/day
Bow, short	1 day

As with the standard Bowyer/Fletcher skill, weapons made with the crude Bowyer/Fletcher skill must be checked for quality. A failed skill check, made when the weapon is completed, means the arrow shatters on the first shot; a bow breaks if the character using it rolls an unmodified 1 on his d20 attack roll.

Crude Bowyer/Fletcher does not allow the option of creating fine quality weapons, including the long bow.

Racial modifiers: Dwarves rarely learn Bowyer/Fletcher skills and when they do their skill score is penalized by -15%. All elves, except for Drow and Oceanus elves receive a +15% bonus to their Bowyer Fletcher skill. Wild Halflings receive a +5% bonus to their Bowyer/Fletcher skill.

Brewing (Mental 1, Intelligence/Knowledge) — The character is trained in the art of brewing beers and other strong drink (not including wine). The character can prepare brewing formulas, select quality ingredients, set up and manage a brewery, control fermentation and age the finished product.

Racial modifiers: Dwarves, goblins, hobgoblins and orcs receive a +5% bonus to this skill.

Butchery (Mental 1, Intelligence/Knowledge +1) — A character with this skill has knowledge of the methods of properly sectioning and preserving meat. A skill check is only required if the character must rush the processing or

if a special cut is required. A skill check must also be made to process any type of monster. Note, if this skill is used to process a carcass that has not been skinned or if it is used outside a normal butcher shop setting, the check is made at -40%.

Candler (Mental 1, Intelligence/Knowledge) — A character with this skill has the ability to make tallow and wax candles or all sorts. A skill check is only required if the character is attempting to create a candle suitable for ritual or religious use, for use as a material component of a spell or for enchantment purposes. A skill check must also be made to produce a candle which includes special ingredients in its wax or tallow (at the DMs option).



Caravanner (Mental 1, Wisdom/Intuition) — A character with this skill has the ability to manage caravans. He can estimate the amount of food and water needed for a caravan on a journey by making a successful skill check. His extensive knowledge of trade routes and road conditions also allows the character with this skill to cut the time to complete a journey by 10 percent on a successful skill check. On a roll of 96-00, the caravanner picks a poor route and adds 10 percent to the time needed to complete a journey.

Racial modifiers: Eradan humans and Oldanquasti elves receive a +10% bonus to their skill score.

Carpentry (Mental 1 or Physical 1, Strength/Stamina, Intelligence/Reason) — The Carpentry skill enables the character to do woodworking jobs: building houses, cabinet making, joinery, etc. Tools and materials must be available. The character can build basic items by drawing on his experience, without the need for plans. Unusual and more complicated items (a catapult, for example) require plans prepared by an engineer and a skill check is required. Truly unusual or highly complex items (wooden clockwork mechanisms, for example) require a skill check, possibly at a penalty.

Cartwright (Mental 1, Intelligence/Knowledge) — A character with this skill is proficient in the construction of carts of all types. Chariots, wagons and other transport vehicles may also be created. The metal parts must be fashioned by a blacksmith, but the remaining parts can be put together by the cartwright.

Typical construction time of a single-horse drawn cart is two days, if all the parts are available. Chariots take about three days to construct, if made of wood, while large covered wagons take up to a week to build.

A skill check is required for each attempt to build a vehicle. A failed check indicates the vehicle is flawed in some way.

Cheesemaking (Mental 1, Intelligence/Knowledge) — This skill allows the character to expertly create cheese from the curds of soured milk. A skill check is required only when attempting to prepare a truly magnificent wheel of cheese as a special gift or for a special celebration.

Clockwork Creation (Mental 1, Physical 1, Intelligence/Knowledge, Dexterity/Aim) — This skill is known to the clockwork mages of the Ishmaq lands, dwarves, gnomes and very few others. This skill allows a character to produce intricate mechanical devices, machines made up of tiny gears and clockwork mechanisms. This skill is required for a clockwork mage to produce a magical clockwork device. Merely having the skill does not grant a non-clockwork mage the ability to create one. This skill is also used for checks involving the construction or repair of mechanical devices.

Racial modifiers: Gnomes receive a +15% bonus to their Clockwork Creation skill score. Dwarves receive a +5% bonus to their skill score.

Clothesmaking, Crude (Mental 1, Intelligence/Knowledge -1) — This skill enables a character to create simple garments from furs, skins, leaves, and other natural materials. Although crude clothing isn't attractive or stylish, it's generally comfortable and functional. Fur cloaks, grass skirts, and hide loincloths are typical examples.

Cobbling (Physical 1, Dexterity/Aim) — The character can fashion and repair shoes, boots, and sandals. A skill



Fresh meat from the butcher

check is required to make footwear suitable for enchantment.

Cooking (Mental 1, Intelligence/Reason) — Although all characters have rudimentary cooking skills, the character with the Cooking skill is an accomplished cook. A skill check is required only when attempting to prepare a truly magnificent meal worthy of a master chef.

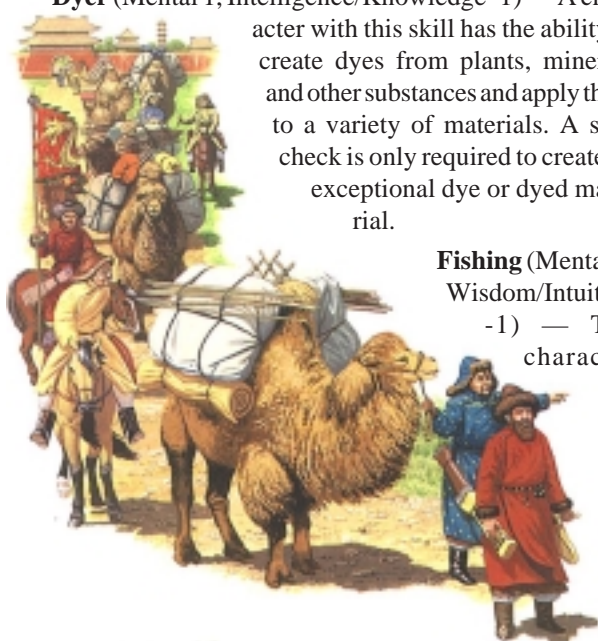
Craft Instrument (Mental 1, Physical 1, Intelligence/Knowledge -2, Dexterity/Aim -2) — Those who take this skill must specify whether they are skilled at crafting wind, stringed, percussion or keyboard instruments. A character with at least a 50% skill score in one of these forms of instrument crafting may learn to craft instruments of another type at half the normal cost. A character with skill in all forms of instrument crafting is a master craftsman, able to craft instruments of all sorts with a +10% bonus to his skill score.

A craftsman must buy materials equal to a quarter of the instrument's sale value. It then takes 1d6 days to craft a wind or percussion instrument, 2d8 days to build a string instrument and 3d10 days to create a keyboard instrument. These times assume that the craftsman is spending 10 hours a day working on the instrument. If craftsman tools (cost 25 gp, weight 5 lbs.) are not available, all times are doubled.

The quality of an instrument is determined by a final skill check. Failure results in an instrument of poor quality, while success indicates good quality. A natural 96-00 indicates that the instrument is nonfunctional, while a natural 01-05 results in a masterpiece worth twice the normal value.

Simple repairs take only 1d4 hours and require no skill check unless the proper tools are not available. However, repairing severe damage requires 1d8 hours and a skill check is mandatory for success.

Dyer (Mental 1, Intelligence/Knowledge -1) — A character with this skill has the ability to create dyes from plants, minerals and other substances and apply them to a variety of materials. A skill check is only required to create an exceptional dye or dyed material.



Fishing (Mental 1, Wisdom/Intuition -1) — The character

is skilled in the art of fishing, be it with hook and line, net or spear. Each hour the character spends fishing, roll a skill check. If the roll is failed, no fish are caught that hour. Otherwise, a hook and line or a spear will land fish equal to one-fifth (20 percent or .2) the difference between the die roll and the character's skill check. A net will catch three times this amount. An adult can live on two typical game fish (such as trout, bass or bullhead) per day.

Modify the number of fish caught by factoring in the quality of the fishing spot. Consult Table 5.3.8 and multiply the base number (one-fifth the die roll minus the character's skill score) by the indicated modifier. These guidelines help determine the quality of the spot:

- Poor: Swamp, bog, shallow creek.
- Average: Slow-running stream or river; moderately deep pond or lake; shore of body of water (as opposed to the center); sunny area in warm weather, shaded area in cool weather.
- Good: Rapid-running stream or river; deep pond or lake; center of body of water (as opposed to the shore); shaded area in warm weather, open sunny area in cool weather.

Table 5.3.8: Quality Of Fishing Spots

Quality	Multiplier
Poor	.5 (round down)
Average	1
Good	2

Example: Grog has a skill score of 65 in Fishing. He's fishing in a poor quality spot. Grog's player rolls a 40 for his skill check. With this roll in an average spot, Grog would ordinarily catch five fish (13-8). Multiply the base number by the poor multiplier from Table 5.3.8 (.5). Grog catches two fish (5 x .5, rounded down). Of course, no fish can be caught where no fish are found.

Barbarians: Instead of fishing with hooks and nets, some barbarians use spears or their hands. Many barbarians also know how to fish with hooks, nets, traps, and other equipment.

Gem Cutting (Mental 1, Physical 1, Intelligence/Knowledge, Dexterity/Aim -2) — A character with this skill can finish the rough gems that are discovered through mining at a rate of 1d10 stones per day. A gem cutter derives no benefit from the assistance of unskilled characters. A gem cutter must work with a good light source and must have an assortment of chisels, small hammers, and specially hardened blades.

Uncut gems, while still of value, are not nearly as valuable as the finished product. If the cutting is successful (as determined by a skill check), the gem cutter increases

the value of a given stone to the range appropriate for its type. If a critical success (01-05) is rolled, the work is exceptionally brilliant and the value of the gem automatically falls into the range for the next most valuable gem (the DM has the relevant tables).

Any character who fails a Gem Cutting roll cuts the gem, but does so poorly and reduces its value to the next lower category.

For example, Durgin the dwarven gemcutter tries his hand at a precious stone with a finished value of 500 gp, but he slips with his chisel and reduces its value to that of a fancy gem (100 gp value).

A character who rolls a 96-00 when cutting a gem splits it in half and ends up with two uncut gems with a combined value of one class lower than that of the original gem.

For example, Durgin starts with another gem. It has a value of 50 gp. He places his cutting clamp, over tightens the jaws and splits the gem in half (he rolls 96-00). He now has two uncut gems with a value of 5 gp each.

The gem cutter may attempt to increase a gem's value to the next highest value range without rolling a critical success by making a second successful skill check and consulting the Table 5.3.9 below.

The chance to increase the value is based on the character's Gem Cutting skill level. No gem may normally be increased beyond the next most valuable gem range, however, a gem cutter may attempt to increase the value of a gem that was cut with a critical success to a value range two places higher than the original gem.

For example, Durgin attempts to cut an uncut gem which if cut would be worth 100 gp. He successfully cuts the gem, rolling a critical success in the process, thus increasing the value of the gem to 500 gp. He may then attempt to increase the value of the gem as he would any other gem by rolling on Table 5.3.9 below. If successful, the finished gem would be worth 1,000 gp.

Skill level	Gemstones value:		
	one class decrease	no change	one class increase
01-30 (shaky)	01-08	09-83	84-00
31-60 (fair)	01-16	17-92	93-00
61-90 (good)	01-25	26-92	93-00
91-100 (superb)	01-30	26-95	96-00
101+ (master)	01-40	41-95	96-00

Racial modifiers: Dwarves, gnomes and uldra are exceptional gem cutters. Characters of these races may take gem cutting as a one point physical or mental skill and receive bonuses to their Gem Cutting ability as detailed on Table 5.3.10. below.

Race	Skill bonus	#gems cut /day	% increase value	NPC cost multiplier
Dwarf (all)	+20%	2d8	+5%	2x
Gnome	+30%	2d10	+10%	2x
Uldra	+10%	2d6	+0	2x

Glassblowing (Physical 1, Dexterity/Balance) — A character skilled at this trade can manufacture all kinds of glass containers, jars, or bottles. Creating symmetrical or precise pieces requires a skill check, but if a character is making items for usefulness instead of for decoration or laboratory use, he can produce about ten small containers, five medium containers or two large ones in a day's work. Precise or decorative items are produced at half the normal rate. The character must have access to a specialized glazier's workshop and furnace in order to make use of this skill.



Glassblowers at work

Grooming (Physical 2, Dexterity) — Grooming is the ability to make another look his or her best — with clean skin, well-trimmed hair, and virtually unmarred complexion. This skill is usually the province of barbers (*c.f. Al-Qadim*).

Grooming takes about an hour, and after that the patron gains a +2 bonus to encounter reactions when dealing with individuals of his or her own race. The same bonus applies when the patron interacts with geniekind (genies always appreciate a well-groomed supplicant). The effect lasts for two days after the grooming. (Only one reaction roll is required for a given individual encountered during that time, however.)

When combined with the Disguise skill, Grooming enables characters to disguise others just as well as they can disguise themselves. All modifications for disguise still apply, under the Disguise skill.

Grooming, Animal (Physical 1, Dexterity) — This character is adept in grooming a specific species of animal that must be chosen when the skill is taken. This can be used to increase the price of an animal for sale or simply to make the specific animal look and feel its best.

For instance, after a hard ride Gallaina might choose to spend an hour in the stable giving her horse a thorough rub-down and hoof cleaning. And, Blent always gets the best price for his champion wardogs because he spends extra time cleaning and trimming their coats.

Hunting (Mental 1, Wisdom/Intuition -1) — When in wilderness settings, the character can attempt to stalk and bring down game. A skill check must be made with a -5% penalty for every unskilled hunter in the party. If the die roll is successful, the hunter (and those with him) have come within 101 to 200 yards (100+1d00) of an animal. The group can attempt to close the range, but a skill check must be made for each 20 yards closed. If the stalking is successful, the hunter automatically surprises the game. The type of animal stalked depends on the nature of the terrain and the whim of the DM. This skill can also be used to sneak up on monsters and sentient beings.

Table 5.3.11 indicates the number of rations provided by various sizes of game animals. These figures are approximations; the actual numbers depend on the consumers' size (a bulky fighter may need more food than a slim cleric), ages (adolescents may eat more than the elderly), health (a healthy character can do with less food than his ailing companion), and activities (a character who spent the day fighting may need more food than a friend who spent the day reading).

Size of game animal	Number of rations*
S	1-2/2-3
M	3-4/4-6
L	5-8/8-12
H	9-15/15-25

*A ration is the food necessary to feed an average adult for one day. The figures to the left of the slash indicated the number of rations obtained when a character of average skill handles the butchering. The figures to the right show the number of rations obtained by a character with the Animal Rending skill.

Barbarians: A barbarian receives a +10% bonus to his skill check when hunting in his homeland terrain or when



The barber has a knack for hearing rumors

hunting an animal native to his homeland terrain. For example, a barbarian from a jungle homeland doesn't qualify for a bonus when hunting in the plains. But if he stalks a jungle animal on the plains (such as a tiger that escaped from the king's private game preserve), he makes his skill checks at +10%.

Racial modifiers: Dwarves are penalized by -5% when using this skill.

Additional information: Additional detail on this skill, including tables to determine the type of game encountered, is found in *Dragon #137*, pg. 8-14, "What's for Lunch? A detailed hunting system for the AD&D™ game."

Jewelry Making (Physical 2, Dexterity/Aim -2) — A character with this skill is capable of producing works of jewelry, given the proper tools, workplace, and materials. Proper use of the skill requires a complete workshop. The building cost varies according to the character's needs, but the tools involved are expensive and difficult to get. A basic set of tools can cost anywhere from 2,000 to 6,000 gp, and more elaborate jewelry may require more exotic tools. The DM should determine what is needed and be careful to balance the cost with the potential profit.

The time required to make an item varies and should be determined by the player and his DM. After the allotted work time has expired, a skill check should be made. If a natural 96-00 is rolled, then the piece is ruined and the materials are wasted. Any other failed check means that the item is flawed in some way that anyone with the Appraising skill can detect and is worth only the cost of materials.

If the skill check is successful, multiply the cost of materials by 100 percent plus 2 percent for each point by which the check succeeded. For instance, Bargar the gnome wishes to make a ring out of a particularly nice topaz he has acquired. The topaz is worth 500 gp, and he uses 20 gp

worth of platinum. The DM decides that, to do a fine job, Bargar must spend one week working on this item. At the end of this week, a skill check is made. Bargar has a skill score of 70%, so he rolls a 45%, succeeding with a margin of 25 points. This means that Bargar now has a nice ring that he can keep or sell for 780 gp, 150 percent of the cost of materials.

Racial modifiers: Dwarves, gnomes and uldra are exceptional jewelry makers. Characters of these races may take Jewelry Making as a one point physical skill and receive bonuses to their Jewelry Making ability as follows: Gnomes +30%, dwarves +20%, uldra +10%. Gnomes are also work very quickly when making jewelry and can complete a piece twice as quickly as a character of any other race.

Leatherworking (Mental 1, Intelligence/Knowledge) — This skill enables a character to tan and treat leather and to make clothing and other leather objects. The character can make leather armor, as well as backpacks, saddlebags, saddles, and all sorts of harnesses.

For rules on constructing leather armor with this skill see the Armorer skill description.

Locksmithing (Mental 1, Physical 1, Intelligence/Reason, Dexterity/Aim) — With the Locksmithing skill a character can make and repairing all kinds of mechanical locks. Thieves with this skill gain a +10% bonus to their lock picking skill, because they are intimately familiar with the internal structure and working of locks.

Racial modifiers: Dwarves and gnomes receive a +5% bonus to their skill score.

Massage (Physical 1, Dexterity/Aim) — The Massage skill allows a character to help partners maintain their form

longer during combat. By applying this therapy, the masseuse ensures that the muscles of the subject remain loose and relaxed — essential for good combat. On a successful skill check, any character that receives a massage before a melee combat gains a two point bonus to their normal fatigue score during the next melee if it occurs within 12 hours of the massage. A warrior that receives this treatment receives a four point bonus to his normal fatigue score.

Massage can be practiced only on others; the skilled masseuse cannot massage himself.

Racial modifiers: Muls receive a +5% bonus to their skill score when using this skill.

Metalworking (Physical 1, Dexterity/Aim) — A Blacksmithing skill of 50% or higher is a prerequisite for this skill.

Characters with this skill can work artistically in silver, copper, gold, tin, brass and other soft metals. They produce the beautiful and useful metal items common to any bazaar — oil lamps, coffee pots, vases, trays, and the like.

A successful skill check results in a useful item of high quality. Failure may indicate that a craftsman has fashioned something ugly and unsuited for sale. More often (and for PCs), failure means that an item still looks pleasing, but is somehow flawed or fragile and fails when put to the test. (For example, the pot leaks, a handle breaks, and so forth.)

Characters with an Artistic Ability skill that relates to metalworking gain a +5% bonus to their Metalworking skill. While Metalworking does allow characters to fashion iron or steel with some deftness, it does not grant them the ability to make effective weapons or armor. Metalworkers may attempt to repair nonmagical armor that's made of



A hunting we shall go.

metal, but a failed skill check results in the destruction of the armor. (Characters seeking armor repair should visit a metalworker only as a last resort; armorers are far better suited to the task.)

Racial modifiers: Gnomes receive a +25% bonus to this skill. Dwarves and ultra receive a +15% bonus.

Miller (Mental 1, Intelligence/Knowledge) — A character with this skill is able to operate and repair a grist mill powered by any natural source. A skill check is required to successfully repair a damaged mill.

Mining (Mental 1, Physical 1, Wisdom/Intuition -3, Strength/Muscle -3) — A character with the Mining skill is needed to site and supervise the operations of any mine.

Not all regions will yield something of value, regardless of the success of the skill check. Examples of places where mining is a waste of time include regions of deep sand or dirt and areas of hardened lava. Streams flowing through these regions may have carried traces of ores or a gemstone, but a character with the Mining skill knows that mining these areas is guaranteed to yield nothing.

If a miner seeks to excavate an area that might yield valuable material, he can make a Mining skill check after surveying the area. He may determine that increasing the area of his survey sweep could yield something of value.

The length of time required for a survey will depend upon the conditions of the search. Under ideal conditions, it would take a week to survey an three-mile hex. Ideal conditions mean that the character is not constantly fending off goblins and marauding bandits, nor is he hunting for food. If the search is begin conducted above ground, deep snow could make prospecting nearly impossible. Even a thin layer would triple the time needed. Steady rainstorms, rough terrain, and short daylight hours all interfere with a survey of the surface.

Underground searches are limited by the natural formations of caverns and passages. The area which can be examined in one week is reduced underground to two-square-miles, conditions permitting. The natural shape of the passages may be such that the character is restricted to a narrow 100-yard stretch or that the search must be carried deeper into the earth.

After the search is completed, a skill check must be made by the miner. If unsuccessful, the search has either failed to discover anything of value or the character thinks he has found the best site for the mine. The miner may search the area again, seeking to verify his original findings, but it becomes increasingly more difficult; the amount of time required is multiplied by the number of surveys (the second survey takes twice as long, the third takes three



Dwarves make exceptional miners

times as long, etc.) and a cumulative -5% penalty is imposed on each subsequent skill check (-5% on the second check, -10% on the third check, etc.).

If the check is successful, the surveyor has determined the extent of mineral wealth in the area, within a reasonable margin of error. This does not guarantee a successful mine, but it does locate the best site for one. If the area contains nothing of value or is unsuitable for mining, a successful Mining skill check reveals the fact.

The check does not guarantee a successful mine, only that a particular site is the best choice in a given area. The DM must determine what minerals, if any, are to be found in the region of the mine by consulting Tables 5.3.12 to 5.3.15 below. On a failed check, the character only thinks he has found a good site. Much effort is spent before the character is proved wrong, of course.

Once the mine is in operation, a character with the Mining skill must remain on site to supervise all work. Although this is a steady job, most player characters will find it better to hire an NPC for this purpose.

Mine frequency: The following table indicates the chance for a mine to exist in a three-mile hex. It takes approximately one week under ideal conditions to survey a three-mile hex.

Table 5.3.12: Mine Frequency

Terrain	Chance for mine
Mountains	10%
Hills	7%
Rivers	2%
Other areas	1%

Mine Products: The following tables should be used to determine the products of a mine located in a specific terrain type.

Table 5.3.13: Mountains & Hills

d00 roll	Mine Product
01-20	Coal
21-25	Salt
26-40	Iron
41-45	Hardstones*
46-66	Lead
67-76	Tin, Zinc, Bismuth
77-81	Sulfur
82-95	Precious Metals (roll d00 again)
	01-65 Copper
	66-83 Silver
	84-95 Gold
	96-97 Platinum
	98 Aluminum
	99-00 Special: Mithril, etc., consult Table 5.3.16
96-00	Gemstones

*See *Forgotten Realms Adventures*, pg. 141, to determine hardstone type. Reroll all results that indicate materials not found in the earth.

Table 5.3.14: Rivers & Streams †

d00 roll	Mine Product
01-50	Coal
51-65	Gemstones
66-75	Gold
76-00	Roll again at -10% on mountain table

†Not located in mountain or hill region

Table 5.3.15: Other Regions

d00 roll	Mine Product
01-35	Coal
36-40	Salt
41-60	Iron
61-66	Sulfur
67-00	Roll again: If result is 57-00, then consult Table 5.3.13

Special metals: Mithril, adamantite and other special metals exist deep under the earth in dense metamorphic formations. The actual presence of a special metal must be confirmed by checking the Special Metal Formation table.

Table 5.3.16: Special Metal Formation

d00	Product Quality
01-45	Silver (highest quality)
46-80	Gold (highest quality)
81-90	Platinum (highest quality)
91-95	Mithril
96-99	Adamantite
00	Special metal (Vultite, Rolaren, etc., DM's discretion)

Gemstone: If gemstones are found roll on the table below to determine the average value of the stones, then consult the tables found on pg 130-39 of *Forgotten Realms Adventures* to determine the specific gem type.

Table 5.3.17: Gemstones

d00	Gem Classification
01-24	Ornamental Stones
25-48	Semi-precious stones
48-68	Fancy Stones
69-88	Precious Stones
89-96	Gem
97	Jewels
98-99	Roll twice
00	Roll three times

Quality of mine: Because a mine has been established does not mean that it automatically yields valuable metal or gems. The quality of the ore must be determined. Even the highest quality metal requires some processing before it can be sold.

Metals: If the yield of the mine is a metal, it will probably be in the form of ore (metal-bearing rock). While pure nuggets may be discovered occasionally, usually a character with the Smelter skill must separate the metal from the ore.

The quality of the ore is equal to the number of coins which can be produced from it by a single miner in one week. A copper mine with a rating of 200 cp, would mean that a single miner, working for one week, produces a pile of ore which can yield 200 cp of copper when smelted. The amount of coinage indicates how much is produced, not that coins must be produced. For example, 1,000 coins of iron equals one suit of plate armor, 100 spear heads or 500 arrowheads.

To determine the quality of the mined ore, roll 1d12 and compare it to the result for that metal on the Ore Quality table below. The result is the coin equivalent produced per week by each miner.

If a 12 is rolled, roll 1d12 again. If another 12 results, the mine is a pure vein of the highest quality and requires no smelting. If an 11 or lower results, the metal must be smelted.

Ideally, the smelted metal has the same value as its coin equivalent, i.e., 20 ten-coin ingots of silver are worth 200 sp. In a true medieval economy, however, everything is negotiable. Miners may not be able to get this much for their bullion or may get more, depending on local conditions, who the buyer is and regional supply.

If the character sells the ore without smelting, the selling price can be no more than 25 percent of the value of the pure metal and it may be as low as five percent. The asking price will depend on the difficulty of transportation and the cost of smelting the ore.

Gemstones: Newly mined gemstone are not nearly as valuable as they are after finishing. Gemstone are rough and even unrecognizable when first discovered. Characters with the Mining or Gem Cutting skills can correctly identify a stone after 1d6 rounds of study.

The quality of a gemstone mine depends on the number of stone in each find and the value of the stones is that which one miner can excavate in a week.

Table 5.3.18: Ore Quality

Ore Type	d12 roll — number of coins per miner per week											
	1	2	3	4	5	6	7	8	9	10	11	12
Adamantite	1	2	4	8	16	30	45	75	120	200	325	500
Aluminum	2	4	8	16	35	70	105	200	300	400	600	900
Copper	100	200	250	300	350	400	500	750	1000	2000	3000	5000
Gold	10	25	50	100	200	300	400	500	750	1000	1500	2500
Iron, Lead	200	300	500	800	1200	1700	2300	3000	3800	4700	5700	8000
Mithril	2	4	8	12	20	32	50	80	130	210	350	600
Platinum	5	10	20	40	75	100	250	400	800	1200	1600	2000
Silver	25	50	100	200	300	400	500	750	1000	2000	3500	5000
Bismuth, Tin, Zinc	150	250	400	700	1000	1600	2200	2800	3600	4400	5400	7500

Table 5.3.19: Gem Quality & Average Uncut Value

Gem Type	10 roll — number and average value of gems mined per week										
	1	2	3	4	5	6	7	8	9	0	
Ornamental											
#/week	1d10	1d10	2d10	2d10	4d10	4d10	4d10	5d10	5d10	7d10	
Avg. Value (sp)	3d6	5d6	3d6	5d6	3d6	5d6	7d6	4d6	5d6	5d6	
Semi-precious											
#/week	1d6	1d6	1d10	1d10	2d10	2d10	2d10	4d10	4d10	6d10	
Avg. Value (20 sp+)	5d6	10d6	5d6	10d6	5d6	10d6	12d6	7d6	10d6	10d6	
Fancy											
#/week	1d6	1d6	1d10	1d10	2d10	2d10	2d10	4d10	4d10	6d10	
Avg. Value (gp)	1d10	1d20	1d10	1d20	1d10	1d20	2d12	2d8	1d20	1d20	
Precious											
#/week	1d4	1d4	1d6	1d6	1d10	1d10	1d10	2d6	2d6	2d8	
Value (x15 gp)	1d2	1d4	1d2	1d4	1d2	1d4	1d6	1d3	1d4	1d4	
Gems											
#/week	1d2	1d2	1d3	1d3	1d4	1d4	1d4	1d6	1d6	1d8	
Value (x25 gp)	1d3	1d6	1d3	1d6	1d3	1d6	1d8-1	1d4	1d6	1d6	
Jewels											
#/week	1	1	1d2	1d2	1d2	1d3	1d3	1d3	1d10/3	1d4	
Value (x125 gp)	1d3	1d6	1d3	1d6	1d3	1d6	1d8-1	1d4	1d6	1d6	

The value of the stones is the average value for an uncut stone, which is 10 percent of its cut value. To realize the full amount from the gemstones, a miner needs to employ a character with the Gem Cutting skill. Some stone are more or less valuable than this amount, but the average is as accurate as needed to calculate the income from the mine.

The output of a gemstone mine does not remain constant, it is rolled each week to determine the worth of the week's output. The number of miners at work each week is determined before the dice are rolled.

In addition to the base value of the stone mined in a given week, there is a 1% chance per week of operation that a miner will discover an exceptional stone. If an exceptional stone is found, its value is equal to the base value of the mine's stones multiplied by 1d00. For example, an exceptional stone found in a semi-precious stone mine worth up 40 sp normally (according to the roll for the week) would be worth 40 sp multiplied time a d00 roll or up to 4,000 sp.

This table on the opposite page should be used to determine the quantity of stones that can be produced per man week and the average value of an uncut stone.

Coal, hardstones, salt: The following table should be used to determine the amount of coal, hardstones or salt yielded in a mine or quarry per man week.

Table 5.3.20: Coal/Hardstones/Salt

d10 roll	Quantity
1	1/2 ton
2	1 ton
3	1.5 ton
4	2 ton
5	3 ton
6	5 ton
7	7.5 ton
8	10 ton
9	12 ton
10	15 ton

Types of mines: The two types of mines commonly in use are placer mines and underground tunnel mines.

Placer mines: Placer mining involves a pan or sluice to sift gravel, dirt, sand and water from a flowing stream or river. This technique is most commonly employed above ground, but can be conducted below. Placer mining is a relatively simple operation requiring little equipment. At this basic level, the only requirements are a character with a shallow pan and a great deal of patience.

Placer mines collect mineral deposits from underground veins which have been eroded by water, tumbled downstream and been deposited in a streambed where the miner harvests them. Only mineral wealth, eroded from deposits, collects along the streambed. Since erosion is slow, placer mining is much less profitable than deep mining.

Placer mines do not yield profitable amounts of copper, iron, mithril or gemstones. Characters who have discovered gold, silver or platinum may try to mine the deposits. Underground mines are required for all other metals and gems. To calculate the value of a placer mine, determine the quality and then roll 1d4 and multiply by 10. This is the percentage of its top value the mine will yield. For example, if a gold mine could yield 100 gp per week, a placer mine will yield only 10 to 40 gp per week.

Tunnel mines: Operating an underground or tunnel mine requires much more work than a placer mine, but the potential for wealth is also greater. An underground mine tunnels into the earth in search of veins of ore and gem-encrusted rock.

Excavating a tunnel mine: Excavating a tunnel is hard work and time consuming. The rates for excavating by the various races follow. Rates are in cubic feet per miner per eight-hour shift. If a character with the Mining skill does not supervise workers for underground construction they work at half the normal rate if the character supervising makes a successful Mining skill check, otherwise the miner's work at only a quarter the normal rate. The following tables give guidelines for how well these workers perform when supervised by a skilled miner.

Table 5.3.21: Mining Rates (Cubic Volume of Rock per Eight Hours Labor per Miner)

Miner's Race	very soft rock	soft rock	hard rock
	(limestone)	(sedimentary rocks)	(lava, igneous rocks)
gnoll, halfling, human	75'	50'	25'
gnome, kobold, half-orc, Stout halfling, Sul human	80'	60'	30'
goblin, orc, Uldra	85'	65'	30'
dwarf, hobgoblin	90'	70'	35'
half-ogre, mul	120'	85'	45'
ogre	150'	100'	50'
hill giant	250'	150'	75'
fire giant, frost giant	300'	200'	100'
stone giant	500'	350'	175'

Overseeing mining operations: In order for a mine to produce at maximum efficiency, the character in charge must make a successful Mining skill check each week of the mine's operation. If the roll succeeds, the mine produces normally. If it fails, production is reduced by half for that week. This could be the result of pilfering among laborers, a cave-in which causes the loss of valuable production time, the intrusion of some monster — an umber hulk or ankheg perhaps — or plain old bad decisions on the part of management. The exact details should be worked into an adventure if possible; hunting the umber hulk through the tunnels or rescuing trapped miners before they suffocate.

Although overseeing a mine provides steady work, player characters will probably find it best to hire an NPC with the Mining skill to act as overseer, freeing themselves up for more exciting pursuits.

Multiple workers: For game purposes, assume that each extra miner will cause an appropriate additional volume of rock to be mined, providing that there is room in the shaft. Assuming that a typical shaft will be 10-foot wide and arched to 16 feet (or so) at its peak, including shoring, where appropriate, the maximum number of miners, by race, per 10-foot wide shaft is shown on Table 5.3.22 below. Increase the number for wider or narrower shafts accordingly, although any miner larger than man-sized needs a 10-foot minimum width in which to work.

Miner Race	Maximum workers
dwarf, gnome, goblin, halfling, kobold, Uldra	16
hobgoblin, human, half-orc, orc	12
gnoll, half-ogre	8
ogre	6
giant (any type)	4

Multiple Shifts: There is no reason to limit work to one-third of the day. If there is need, construction can be carried on 24 hours per day, as long as there are enough fresh workers every eight hours to do so. No worker may toil more than eight hours per day (at full efficiency).

Humanoid and unwilling labor: As a rule, player characters will not be able to get a race of evil creatures such as kobolds, hobgoblins, orcs, gnolls, ogres or giants to perform mining labor. These creatures would rather steal, rob and kill for their income. Fear or enslavement will sometimes prove successful for a time, but guarding the unwilling miners and the hard task of getting them to work at their optimum rate will be difficult problems for the taskmaster.

Miners have tools, which make quite efficient weapons, so one comparable guard per four workers is about the minimum. Slave or unwilling labor is from 50 to 80 percent

as efficient, depending on how many foremen are on hand to watch and drive the laborers. If the ratio is 1:16, efficiency is 50 percent; if 1:12, it is 60 percent; 1:8 means 70 percent; and 1:4 brings efficiency to 80 percent of normal. Thus, for every four unwilling miners there must be a guard. Of course, if ogres were doing the work, the guard or taskmaster would have to be equal to an ogre in Hit Dice/power — 4th-level fighters for ogres, for example.

Mineral Vein Direction: A tunnel mine must follow the shifting vein of mineral through the earth. Such a path typically requires a tunnel 10 feet wide and 10 feet high.

When a miner discovers a vein, roll 1d10 and multiply by 10; this is the depth in feet needed to intersect the vein. Mining may now begin in earnest. To determine the path of the vein, roll 1d4 and consult the Mineral Vein Direction table below.

d4 roll	Vein runs
1	North-South
2	East-West
3	Northeast-Southwest
4	Northwest-Southeast

The vein always runs at least 20 feet in the direction indicated. After each 20-foot section is excavated roll 1d10 and check the Vein Path Alteration table to determine the new path of the vein.

d12 roll	Change
1-2	Steep descent
3-4	Shallow descent
5	Curves right (10-60 degrees)
6	Curves left (10-60 degrees)
7	Continues straight
8	Shallow ascent*
9	Steep ascent*
10	Vein ends
11	Vein splits
12	Special (DM's choice)

*If the mine starts on the surface, the first time this is rolled it is treated as descent rather than ascent.

Miners who wish to continue working the mine must follow the vein, even if it goes in a direction they do not wish to follow. If the path of the vein takes a course that makes it impossible to follow, such as emerging into thin air through a cliff face, that particular course of the mine is played out. If all branches of the vein end, the mine is played out. This rule takes priority over the duration of mining site rules.

In unusual circumstances, say a tunnel which ends at a cliff which overlooks a gorge, miners may try to pick up the vein again on the other side. The DM must decide how likely that vein is to continue, depending on the situation.

Natural areas: Where natural passages and cave/cavern space exist, there can be no work or minor work only to straighten, enlarge or whatever. Computing the amount of rock necessary to be mined for such passages or spaces in no great matter. The existence of such natural areas is another matter altogether. You can always assume that the basically subterranean races of creatures discover such natural cave areas and select them purposely. For player characters, you might wish to allow the following chances for finding a natural cave area:

Table 5.3.25: Chance to discover natural cave area

Type of Rock Being Mined	Chance for Natural Space (per man month)
limestone (very soft)	1 in 10
other sedimentary rocks (soft)	1 in 50
lava (hard)	1 in 20
other igneous rocks (hard)	1 in 100

The size of such natural areas will be small to very large and with many passages in the case of limestone only. Igneous rock areas will be short passages or small caves only. Lava area spaces will tend to be tubes often fairly large and long. Other sedimentary areas will be smallish and not extensive.

Shoring a tunnel: A tunnel mine must be supported or shore with wood or stone pillars. Otherwise, sections of the tunnel will almost certainly cave in. Shoring can be done by characters with the Mining, Carpentry or Stonemasonry skills.

Each 10' section of tunnel requires two side braces and one ceiling brace, each at least 1' thick. If the tunnel is 10' wide and 10' high, each brace uses 30' of bracing material. Each shoring brace requires four hours to build.

Playing out a mine: Mines contain finite amounts of mineral wealth. Sometimes, this amount is enough to keep miners busy for generations. More frequently the mine plays out after a period of intensive mining.

To determine the length of time a mine will produce before depletion, roll d00 at the start of the mining operation. The result is the number of weeks the mine can be worked. If the result was doubles (11, 22, 33, etc.), the mine has a much longer duration. Roll d00 again, the result is the additional number of months the mine will produce. Add this figure to the number of weeks set by the first roll. If the second roll is also doubles, roll 1 d00 a third time, the result is the number of additional years the mine will operate.

Further doubles are treated as tens of years, hundreds of years, and so on.

In Fälgorna, each month is four weeks and each year is 62 weeks or 16 months. Note, a week is the amount of work that one miner can perform in a week. If 12 miners are engaged in excavating a mine, 12 weeks of the mine's lifetime are used up for each week of operation.

If the mine is a placer mine, disregard any doubles rolls for the duration of the find. A placer mine is always depleted after 1d00 weeks of work.

Racial modifiers: Dwarves, gnomes, hobgoblins and muls receive a +15% bonus to their Mining skill score, goblins, orcs, and uldras receive a +10% bonus, and half-orcs, Stout halflings, Sul humans and kobolds receive a +5% bonus.

Obsidian Working (Mental 1, Physical 1, Intelligence/Knowledge -1, Dexterity/Aim -2) — The character can create edges for knives, arrowheads, spear blades and other weapons from the volcanic glass of obsidian and perform repairs on obsidian-edged weapons that are damaged in use. The character also has some skill in sculpting crude artistic images from obsidian, but the Artistic Ability skill is required to create images of true value. The character is also skilled at identifying the areas where obsidian can be found.

Obsidian is faster and easier to work than iron, though it needs to be replaced more often. Typical work rates for obsidian crafts are listed on Table 5.3.26.

Table 5.3.26: Obsidian Working

Weapon	Work time
Arrowhead	1d4 per hour
Spearhead	1 day
Knife	2 days
Repair item	1d6 hours

Papermaking (Mental 1, Intelligence/Knowledge) — A character with this skill knows how to manufacture paper. This can be an invaluable skill for a wizard, since paper may be fairly rare or expensive in some regions of Fälgorna. Rag pulp, bark, linen, hemp and wood were all used to make paper in medieval times. The material is pounded or pressed flat and treated with various chemical compounds to bind and strengthen it. At the DM's option, the character may also be familiar with the manufacture of parchment and vellum. Parchment is finely-scraped animal skin, treated with lime and other chemicals; vellum is unusually supple and smooth parchment taken from very young animals.

A wizard who makes his own paper can reduce the costs of manufacturing a spell book by 50 percent, although this requires one to two weeks of time and a suitable work area. Normally, a traveling spell book costs 100 gp per page, and

a standard spell book costs 50 gp per page. If the wizard also knows the Bookbinding nonweapon skill and binds the volume himself, the cost of the spell book is reduced by 75 percent.

Pottery (Physical 1, Dexterity/Balance -2)— A character with this skill can create any type of clay vessel or container commonly used in Fälgorna. The character requires a wheel and a kiln, as well as a supply of clay and glaze. The character can generally create two small- or medium-size items or one large-size item per day. The pieces of pottery must then be fired in the kiln for an additional day.

Raw materials for pottery work cost 3 cp for a small item, 5 cp for a medium-size item, and 1 sp for a large item.

Barbarians: Though barbarians usually don't have potter's wheels, kilns and glazes, they can still create a surprising variety of earthenware objects. They begin by removing stone, splinters and other debris from lumps of clay, then knead the clay with water until it softens. They roll the clay into coils, then shape it into bowls, pots and cups. They may press ornamental pebbles and bones into the sides of the object, or use sharp sticks to etch designs. The objects are then air-dried or placed near a fire to harden.

Shamans: This skill works as described. However, if the character uses the Pottery skill successfully to create a clay ritual mask, he receives a +5% bonus to his Shamanic Ritual skill check when using the mask.

Racial modifiers: Dwarves are penalized by -5% when attempting to use this skill.

Rope/Net Making (Physical 1, Dexterity/Aim) — This skill enables the character to create thread, yarn, string, twine, nets or rope from animal or plant materials. Given the proper materials and time, no skill check is required. If the character is attempting to create rope out of scavenged materials such as wild vines, then a secret check is made by the DM. Failure means that there is a weak point in the rope and it has a 50% chance of breaking during use. Proper testing can reveal this weakness, given time. A skill check is also required if the character is using an unusual material to create the net or rope (such as spider silk) or if the character is creating a rope or net intended for use in combat.

Scribe (Physical 1, Dexterity/Aim +1) — Before printing came into common use, professional scribes created books by copying manuscripts. Even after printing presses were in widespread use, scribes were in demand for their calligraphy and the quality of their illuminated (or illustrat-

ed) pages. A character with this skill is familiar with a scribe's techniques for preparing pages and working both swiftly and accurately. This is an invaluable skill for a wizard; with a successful skill check, the character gains a +5% bonus to any rolls he must make in order to copy or transcribe a spell into his spell book or onto a scroll.



Seamstress/Tailor (Mental 1 or Physical 1, Intelligence/Knowledge -1, Dexterity/Aim -1) — The character can sew and design clothing. He can also do all kinds of embroidery and ornamental work. Although no skill check is required unless the character wishes to create a truly masterful work, the character must have at least needle and thread to work.

A character with this skill can use it to make padded armor on a successful skill check.

Racial modifiers: A dwarf is penalized by -5% when using this skill. Halflings receive a +5% bonus when using this skill.

Shipwright (Mental 1, Intelligence/Knowledge -2) — The character with this skill is knowledgeable regarding techniques for ship construction and repair. He can design and build ships of all types, with a skill check only being required for an unusual feature. The character can perform routine maintenance on sailing vessels or galleys, including repairing sails and caulking the hull, without a skill check. A shipwright need not have other workmen to finish



small vessels, but vessels of greater size require large crews of shipwrights and other laborers to build or repair.

Shipwright, Spelljamming: Only a character who has experience in Wildspace can learn this skill, which shares basic techniques with the earth-based Shipwright skill, but is nevertheless considered a separate skill. However, a character who is trained in building Spelljamming vessels has little understanding of seaworthiness and a character trained in conventional shipwrighting has little understanding of the design techniques used in Spelljamming vessels. An attempt by a normal shipwright to conduct Spelljamming carpentry or shipwrighting is done so with a -40% penalty to the skill check and vice versa.

A character familiar with building and repairing Spelljamming vessels can oversee normal carpenters working on Spelljamming vessels. The tools, machinery and materials necessary must be available. Jury rigging to restore hull points, masts or spelljamming rigging requires a successful skill check. If this check fails, the character either fails to repair the damage or the repair must save as thin wood vs. crushing blow each time it is stressed, at the DM's option.

A character with the earth-based Shipwright skill gains a +10% bonus to his Spelljamming Shipwright skill and vice versa.

Silkmaking (Physical 1, Dexterity/Aim -2) — A character with this skill can spin silk thread from silk worm cocoons, spider silk and other raw materials without making a skill check. By making a skill check, a character with this skill can also appraise silk products.

Smelting (Mental 1, Intelligence/Knowledge) — The Smelting skill is closely tied to the Mining skill. Between them they provide all of the metal to the world's strongholds. With this skill a smelter can be operated.

A smelter is a very hot furnace used to separate metal from ore-bearing rock. The furnace is super-heated by forcing air from a bellows — often operated by two or more people — through burning coal. Ore is fed into the smelter in iron buckets moving along a chain, which tows the buckets along a rail and dumps their contents into the furnace.

The ore is heated to the metal's melting temperature (which is below the rock's). Water or acid are occasionally added to enhance the process. The molten metal runs out from the base of the smelter and into molds or troughs known as "pigs" hence the term pig iron. The pigs are sold to blacksmiths, weaponsmiths, and armorers to produce metal goods, weapons and armor. Smelters can also make alloys, such as steel or bronze.

The amount of ore that can be processed is more a function of the size of the smelter than of any character's work rate. A small smelter can process ore as fast as four miners can dig it. A medium smelter can process the ore



Dwarven smelters at work

produced by up to 20 miners. A large smelter can process ore excavated by up to 100 miners.

In addition to the cost of smelting equipment, a smelter is expensive to maintain because of the materials required to operate it. A small smelting operation costs 5 gp per day to operate, the cost of a medium operation is 12 gp per day, and a large one costs 25 gp per day to run. Smelter costs only apply when the smelter is in operation. To keep it operating at maximum efficiency, it is common practice to collect a stockpile of ore before firing the furnace. Once all the ore is smelted, the equipment is allowed to cool and is then cleaned.

Given its bulk, even a small smelter is not very portable.

Table 5.3.27: Smelter Cost

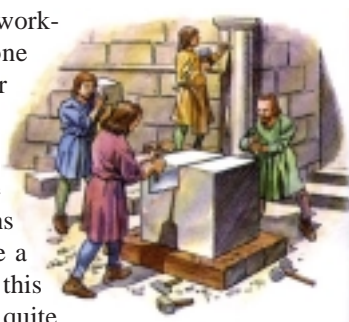
Smelters	Cost	Size
Small	1,000 gp	30' x 30'
Medium	2,000 gp	50' x 50'
Large	5,000 gp	75' x 75'

Stonemasonry (Physical 1, Strength/Stamina -2) — A stonemason is able to build structures from stone so that they last many years. He can do simple stone carvings such as lettering, columns, and flourishes. The stone can be mortared, carefully fitted without mortar or loosely fitted and chinked with rocks and earth. A stonemason equipped with his tools (hammers, chisels, wedges, block and tackle) can build a plain section of wall one foot thick, ten feet long, and five feet high in one day, provided the stone has already been cut. A stonemason can also supervise un-

skilled laborers who are working to quarry stone; one stonemason is needed for every five laborers.

Racial modifiers:

Dwarves are among the most skilled stonemasons in the world and receive a +10% bonus when using this skill. Gnomes are also quite skilled and receive a +5% bonus.



Tattooing (Physical 1, Dexterity/Aim) — This is the art of injecting dyes beneath the surface of the skin in order to create lasting art upon the human body. The process is painful for the subject and difficult for the tattoo artist because skin isn't the best medium with which to work.

Note, merely having the Tattooing skill doesn't grant the character Artistic Ability. The skill only covers the ability to produce a tattoo of crude design.

This skill is necessary to cast the *tattoo of power* spell, though it isn't necessary to make a successful skill check when using this skill to cast that spell. The magic is able to guide an experienced hand in the correct patterns and designs to make with the dye.

Racial modifiers: Fälgornians humans default to this skill at 20%.

Waterproofing (Mental 1, Intelligence/Knowledge -1) — This skill enables a character to use special ingredients (tree sap, bee's wax, oils, etc.) to waterproof such materials as leather, cloth or wood. This can be used to ensure that a cloak sheds rain or that a protective cover keeps a spellbook dry. Such protection needs to be reapplied every week to items that are frequently exposed to water. Other items need upkeep once a month or so. The DM should make a skill check in secret and note whether the waterproofing was successful or not. This protects items that are fully submerged only if the waterproofed container is completely sealed.

Weapon Sharpening (Mental 1, Intelligence/Knowledge -1) — A character with this skill is adept at honing a blade to its finest possible edge. This works on any type S or P weapon. The character must spend half an hour sharpening the edged weapon with a fine quality whetstone (1 sp). At the end of this time, the character must make a skill check. Failure means that the character hasn't done it quite right and must devote another half-hour followed by another check. Success means that the blade is at its sharpest and functions with a +1 bonus to hit and damage for the next three attacks, after which time it loses its fine edge and needs resharpening. A character with the Weaponsmithing skill may also sharpen weapons and is capable of achieving this same effect without having to make a skill check.

Special note: If a character with the Weapon Sharpening skill later decides to learn the Weaponsmithing skill, he may convert the skill points allocated to Weapon Sharpening to Weapon Smithing skill points. Every two Weapon Sharpening points may be converted to one Weaponsmithing point.

Weaponsmithing (Mental 1, Physical 1, Intelligence/Knowledge -3, Dexterity/Aim -3) — This highly specialized skill enables a character to perform the difficult and highly exacting work involved in making metal weapons, particularly those with blades. The character blends some of the skill of the blacksmith with an ability to create blades of strength and sharpness thus, Blacksmithing (50%) is a prerequisite for this skill. A character with the Blacksmithing skill may attempt Weaponsmithing at a -40% penalty to his skill score, but is never able to create an exceptional weapon.

The workshop: A fully equipped smithy is necessary to use this skill. Such a workshop costs at least 200 gp, plus the cost of the shelter where it is set up: An additional 100 gp for a pavilion tent, 300 gp for a well-crafted hut/workshop or more as part of a larger dwelling, such as a mansion, villa or castle.

Included in the price of the smithy is the cost of the tools necessary to make leather hilt wrappings, wooden handles and other small non-metal items used in weapon construction. (The smithy may also be used by an armorer to create all-metal armor.)

This workshop is large enough to accommodate the character and up to two full time apprentices.

Creating a weapon: The time and cost to make various types of weapons are listed on Table 5.3.28. Typically a weapon costs 10 percent of its retail price to make from raw materials. The time for construction listed on the table assumes a single weaponsmith is working on the weapon in question. A weaponsmith who works with two apprentices can produce a weapon in half the normal time.



Table 5.3.28: Weapon Construction

Weapon	Construction Time				Material Cost
	Poor	Average	Fine	Exceptional	
Arrowhead	20/day	10/day	2/week	1/week	1 cp
Battle Axe	2/day	1/day	25 days	50 days	5 sp
Hand Axe	4/day	2/day	12 days	25 days	1 sp
Dagger	2/day	1/day	25 days	50 days	2 sp
H. Crossbow	15/month	10/month	50 days	100 days	5 gp
L. Crossbow	1/day	15/month	35 days	70 days	35 sp
Fork, Trident	1/day	15/month	35 days	70 days	5 sp/15 sp
Scimitar	14/month	7/month	70 days	140 days	15 sp
Spear, Lance	2/day	1/day	25 days	50 days	variable
Bastard Sword	10/month	5/month	100 days	200 days	25 sp
Broad Sword	20/month	10/month	50 days	100 days	1 gp
Short Sword	1/day	15/month	35 days	70 days	1 gp
Long Sword	15/month	8/month	60 days	125 days	15 sp
2-hd Sword	5/month	3/month	165 days	330 days	5 gp

Note: Weapons not listed on Table 5.3.28 should be compared to similar weapons on the table to determine construction time. A weaponsmith can typically create one average non-sword weapon a day. Swords typically take longer to create.

Weaponsmithing failure: When constructing a weapon, at the end of the weapon making process, the weaponsmith makes his Weaponsmithing skill check using the skill modifier for the weapon quality he's trying to achieve (see Table 5.3.29). If successful, the weapon is created.

If the check fails by up to 20%, the weapon created looks normal but has a serious structural flaw. In combat, the weapon breaks and is useless on a roll of five or less on a d20.

If the weaponsmith fails the skill check by more than 20%, the weapon breaks and is ruined during the final stages of the creation process (for example, when it's being cooled after heat-tempering).

Weapon quality: It is possible to construct weapons of varying quality.

- Poor quality weapons are shabbily made. They look bad and like the flawed weapons described above, they break on a natural attack roll of one to five. They don't hit as well or do as much damage (-1 to hit and damage) as their average quality equivalents.

- Average quality weapons are not especially notable. They get the job done, are reliable and inexpensive. Most weapons available for sale are of average quality.

- Fine quality weapons are very well made. Each will have one specific bonus: either +1 bonus to hit or +1 bonus to damage. This bonus is not magical: it comes from improved balance, sharpness, etc. (The weaponsmith determines when he is making the weapon whether he's

trying to make it more accurate or cause more damage.) Fine weapons also cost a lot more than average weapons (typically 25 times more). Fine weapons are suitable for magical enchantment.

- Exceptional quality weapons are like fine weapons but give the wielder a +1 bonus to hit and damage. They're also very expensive (usually 50 times the normal price). Like fine weapons, exceptional weapons are suitable for enchantment.

Table 5.3.29: Effects Of Weapon Quality on Combat

Weapon Quality	Effects on Performance			Skill Mod.
	Attack Bonus	Damage Bonus	Breaks	
Poor	-1	-1	1-5 on d 20	+10%
Average	0	0	--	0
Fine	+1*	+1*	**	-10%
Exceptional	+1	+1	**	-20%

*Fine weapon are either +1 to hit or +1 to damage, not both.

**Fine and exceptional weapons save as +1 magic weapons.

Castle weaponsmith: A weaponsmith is required for the support of troops, one being required to support 80 men or fraction thereof. If the weaponsmith has spare time he may use it to construct weapons.

Crude Weaponsmithing: A character with a skill score of less than 30% in Weaponsmithing can only make simple nonmetallic weapons using stone, wood, bone, and other natural substances. The character can only fashion weapons for which he has weapon proficiencies. For example, a character with a proficiency in spears can fashion crude spears but not crude axes. Table 5.3.30 summarizes the construction times for various weapons.

After completing a weapon, the character must make a skill check. If he has the Hunting skill, he modifies his checks by +15%. If the check fails, the weapon is so badly flawed that it can't be used. On a roll of 96-00, it breaks on the first use. On a roll of 01-05, the weapon won't break unless struck against a harder material.

Table 5.3.30: Construction Time For Crude Weapons

Weapon Type	Construction Time
Atlatl	1 day
Axe, battle	4 days
Axe, two-handed	8 days
Axe, hand	1 day
Axe, throwing	6 days
Bolos	1 day
Boomerang	8 days
Blowgun	2 days
Club	1 day
Club, maga	3 days
Club, great	1 day
Dagger	2 days
Dart	3/day
Javelin	1 day
Knife	2 days
Net	3 days
Nunchaku	2 days
Quarterstaff	1 day
Sling	2 days
Staff sling	3 days
Spear	2 days
Throwing stone	3 days
War hammer	5 days

Barbarians: A barbarian may only fashion weapons commonly used in his homeland.

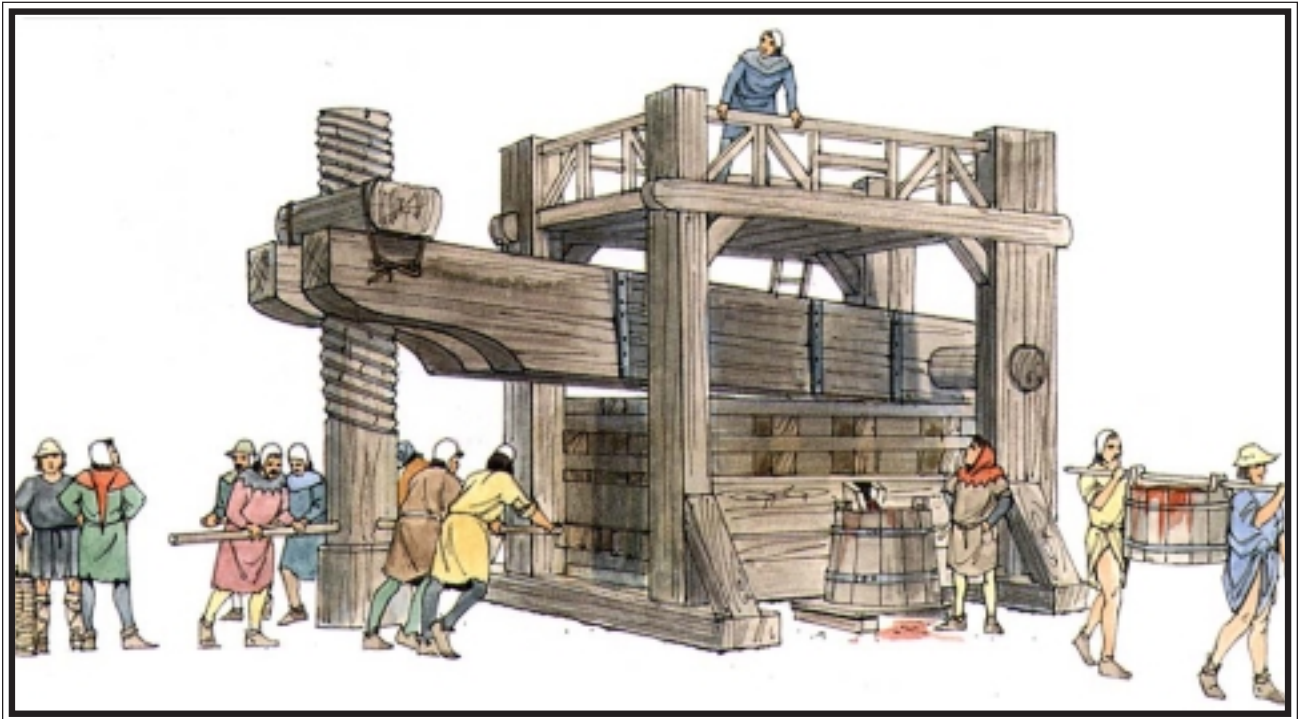
Racial modifiers: Dwarves may learn Weaponsmithing as a Mental 1 or Physical 1 skill and receive a +10% to their initial skill score. Gnomes, uldra and elves receive a +20% bonus to their initial skill score but must pay the normal cost to learn the skill. Dwarven weaponsmiths are three times as efficient and cost 10 times as much to hire. Gnome and uldra smiths are twice as efficient and cost four times as much to hire. Elfin weaponsmiths are two-and-a-half times as efficient and cost eight times as much to hire.

Dwarven treatments: Dwarven weaponsmiths with a Weaponsmith skill score of 75% or higher may attempt to apply dwarven metal treatments to the weapons they create, as detailed in the description under the Armorer skill.

Weaving (Mental 1 or Physical 1, Intelligence/Knowledge -1, Dexterity/Aim -1) — A character with Weaving skill is able to create garments, tapestries, and draperies from wool or cotton. The character requires a spinning apparatus and a loom. A weaver can create two square yards of material per day.

Racial modifiers: Dwarves are penalized by -5% when using this skill.

Winemaking (Mental 1, Intelligence/Knowledge) — This skill allows a character to create wine from the fermented juice of grapes or other plants and fruits well enough to make a living at it. The character will always succeed to some extent; a skill check is only required when attempting to prepare a truly magnificent wine as a special gift or for a special celebration, for example.



Winemaking plays an important role in the economies of many kingdoms



Gossamer threads she takes for her gown

5.4 Mental skills

Acting (Mental 1, Charisma -1) — Acting enables a character to skillfully portray various roles, often as entertainment. It can also be used to enhance a disguise. If a character has both Acting and Disguise skills, the check for either is made at a +5% bonus.

Skill checks are required only if the actor must portray a particularly difficult role or is attempting to ‘ad lib’ without rehearsal.

Administration (Mental 1, Intelligence/Reason +1) — Many temples own substantial amounts of land and property, wielding power over vast areas. Priests who can manage these lands and turn a tidy profit in the name of the Church are always in demand. A character with this skill is adept in the management and accounting of enterprises ranging from the agriculture of an entire province to the vineyards of a single small monastery. He knows how to account for money, plan work, and supervise the collection of taxes or the sale of goods.

Alchemy (Mental 1, Intelligence/Knowledge-3) — A character with this skill is not necessarily an alchemist or a specialist in the magical school of alchemy, but he is well-versed in the physical aspects of magical research and the properties of various chemicals, reagents and substances. If the character has access to a decent laboratory, he can use his knowledge to identify unknown elements or compounds, create small doses of acids, incendiaries, or pyro-

technical substances or (if he is a wizard of 9th level or higher) brew potions.

Refer to Chapter 5 of *Player’s Option Spells and Magic* for information on the size, cost and equipment of an alchemical laboratory. Naturally, a wizard or other character may be able to defray some of the costs by sharing his facilities or striking some kind of deal with a local wizard’s guild; the DM can come up with the details.

A wizard who spends money to expand his alchemical laboratory beyond the minimum size for a character of his level increases his chance of success when using the Alchemy skill by 1% per 1,000 gp in improvements.

Identifying substances or samples of unknown material requires 1d4 days and a successful skill check. Simple materials, such as powdered metals or ores, provide the alchemist with a +5% to +20% bonus on his check, at the DM’s discretion. Rare, complex, damaged or incomplete samples might impose a -5% to -20% penalty.

This skill can be used to identify potions, but a character has only half his normal chance to identify cursed potions as such (including his own creations). A character attempting to make a magic potion with this skill must follow the rules in the *Book of Artifacts*, pg. 120-24.

Creating dangerous substances such as acids or burning powders takes 1d3 days and 20-50 gp or $(1d4+1) \times 10$ per vial, or 2-5 days and 50-100 gp or $(1d6+4) \times 10$ per flask. The alchemist must pass a skill check in order to successfully manufacture the substance; failing the check with a



An alchemist at work in the laboratory

natural roll of 96-00 results in an explosion or other mishap that exposes the character to the effects of his work and damages the laboratory for 10 to 60 percent or 1d6 x 10 percent of its construction value.

Acid inflicts 1d3 points of damage per vial or 2d4 points of damage per flask, and continues to injure the victim during the next round; the vial inflicts one point of damage in the second round, and the flask causes 1d3 points of damage. In addition, the flask is large enough to splash creatures near the target; see Grenade-like Missiles in the *DMG*. Acid can also burn out a lock or clasp, forcing an item saving throw.

Incendiaries ignite when exposed to air. A flask of incendiary liquid inflicts damage as per burning oil (2d6 points in the first round and 1d6 in the second). Again, refer to the *DMG*. Incendiary powders or liquids can easily start fires if used on buildings, dry brush or other such surfaces.

Pyrotechnic materials resemble incendiaries, but create clouds of billowing smoke. A vial creates a cloud of smoke 5' high by 5' wide by 5' deep, obscuring vision. A flask creates a cloud of smoke 10' high by 10' wide by 10' deep. The clouds persist for 1d3 rounds, depending on the wind and other conditions.

Alchemy is an expensive hobby, to say the least, and it can be a dangerous one as well. If a player character is abusing this skill (i.e., walking into a dungeon with 10 flasks of acid in his pack), the DM can require item saving throws for all those beakers anytime the character slips, falls or is struck by an opponent.

Wizards: Wizards who specialize in the school of alchemy gain a +10% bonus to their skill rating in Alchemy.

Prerequisites: The prerequisites for this skill are Herbalism (50%) and Brewing (50%). A character who learns the Alchemy skill gains a +5% bonus to both the prerequisite skills upon learning Alchemy because of the new insights gained into the interrelation of these skills.

Alms (Mental 1, Charisma/Leadership) — Some orders of priests rely on the charity of others for their support and livelihood. A character with this skill is able to find food, shelter and clothing in return for the benefit of his wisdom and a blessing or two for his hosts. The quality of the charity the priest finds may vary widely, depending on the wealth of his prospective hosts, their piety and their recognition of his deity, and the way the priest presents himself. Generally, if there's shelter to be had, the priest can make use of it, but obtaining food or clothing for his companions may require a skill check at the DM's discretion.

Ambush (Mental 1, Intelligence/Reason) — A character with this skill is proficient at laying ambushes and setting up surprise attacks. Most characters can set up an adequate ambush when the terrain favors it and they know the enemy is coming, but a character who allocates skill points to this skill is able to create ambushes where ambushes wouldn't normally be possible.

Ambushes are impossible if the attackers have already been spotted by the victims; there's no point in hiding then. If the ambushing party knows their quarry is coming to them, they can lay an ambush. If the attack is going to take place in difficult or unusual circumstances, a skill check may be called for; failure indicates that the victims have spotted the ambush before they walk into it. Otherwise, the ambush is guaranteed to achieve surprise.



Ambush by rogues

Racial modifiers: Elves, Forest Gnomes and halflings gain a +25% bonus to their Ambush skill checks. Kobolds and Orcs gain a +20% bonus. Goblins and Lizard Men gain a +10% bonus.

Anatomy (Mental 1, Intelligence/Knowledge) — This skill involves the knowledge of the secret mysteries and intricacies of the human (demihuman and humanoid) body, including the structure, function and location of bones, muscles, organs and other soft tissues. This skill provides the scholarly foundation for the special abilities of the Anatomist wizard kit.

A wizard or other character can use this skill to repair corpses that have been badly damaged. With a successful skill check, the character can strengthen and reinforce a body, making it more suitable for animation as a mindless undead. This provides a hit point bonus of +1 per die for skeletal remains or a bonus of +2 hp per die for a creature to be animated as a zombie. This skill also comes in handy with certain necromantic spells (such as *corpse link*, *spectral voice* and *graft flesh*), which require fresh body parts that have been carefully harvested from cadavers.

This skill also has some less gruesome benefits. A detailed knowledge of anatomy can help with both the treatment of disease and the accurate artistic representation of the human body. Characters with the anatomy nonweapon skill automatically increase their skill with Surgery and Healing by +10%. A character using an Artistic Ability skill to depict living creatures gains a +10% bonus if the character also possesses the Anatomy skill.

Assassins: An assassin who studies the Anatomy skill gains a +10% bonus to his chance to successfully assassinate.

nate an opponent because his enhanced knowledge of the body allows the assassin to deliver a more lethal strike.

Animal Handling (Mental 1, Ego/Willpower -1, 20% default) — Proficiency in this area enables a character to exercise a greater than normal degree of control over pack animals and beasts of burden. A successful skill check indicates that the character has succeeded in calming an excited or agitated animal. In contrast, a character without this skill defaults to only a 20% chance of succeeding in the attempt. If this skill is taken as a recommended, studied or bonus skill, 20% is added to the total. The character with this skill also receives a +5% bonus to all animal-riding skills.

Ranger: A ranger's animal empathy ability can produce essentially the same calming effect on an animal as the Animal Handling skill. If a ranger also has the Animal Handling skill, he may attempt to soothe an animal either by making skill check or by using his animal empathy ability — but not both. A ranger who takes this skill gains a +2 bonus to his animal empathy skill. Any character with an animal empathy skill or trait gains a +10% bonus to the Animal Handling skill.

If an animal is among a ranger's followers, neither animal empathy nor the Animal Handling skill is necessary to control the follower. The Animal Handling skill has no effect on a ranger's species enemy.

Paladin: A paladin can soothe his bonded mount automatically; the Animal Handling skill is not necessary.

Racial modifiers: Eradan humans, elves (except for Drow and Oceanus elves), half-elves, forest gnomes and

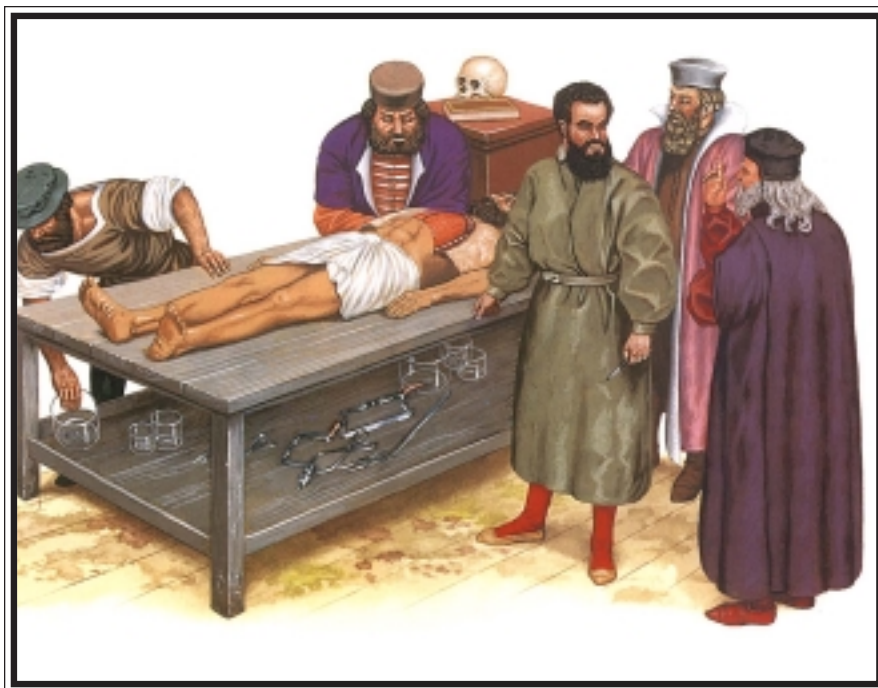
Uldra receive a +5% bonus to this skill. Peradian humans gain a +10% bonus to their Animal Handling skill.

Animal Lore (Mental 1, Intelligence/Knowledge) — This skill enables a character to observe the actions or habitat of an animal and interpret what is going on. Actions can show how dangerous the creature is, whether it is hungry, protecting its young, or defending a nearby den. Furthermore, careful observation of signs and behaviors can even indicate the location of a water hole, animal herd, predator or impending danger, such as a forest fire. The DM will secretly roll a skill check. A successful check means the character understood the basic actions of the creature. If the check fails by 20% or less, no information is gained. If the check fails by more than 20%, the character misinterprets the actions of the animal.

The effectiveness of this skill varies according to the background of a character. A character who has lived his entire life underground knows little about animals living above ground and is penalized by -10% to his skill check when attempting to use the Animal Lore skill with regard to these creatures, but he will be very knowledgeable about those underground and receives a +5% chance to his skill check when attempting to use Animal Lore with regard to these creatures (and vice versa). A character with a background of trade with other races who live both below and above ground or who travels regularly between the surface and the Everdark, may have normal Animal Lore skill with no modifiers, knowing both above and below-ground animals (but not having expert knowledge of either).

A character may also imitate the calls and cries of animals that he is reasonably familiar with, based on his background. This ability is limited by volume. The roar of a tyrannosaurus rex would be beyond the abilities of a normal character. A successful skill check means that only magical means can distinguish the character's call from that of the true animal. The cry is sufficient to fool animals, perhaps frightening them away or luring them closer. A failed check means the sound is incorrect in some slight way. A failed call may still fool some listeners, but creatures very familiar with the cry automatically detect a false call. All other creatures and characters are allowed a Wisdom check to detect the fake.

Finally, Animal Lore increases the chance of successfully setting snares and traps (for hunting) since the character knows the general habits of the creature hunted. A character with this skill adds a +10% to a



Anatomists exploring the mysteries of the body

Hunting and Set Snares skill checks (with regard to animals only).

Aquatic creatures: Aquatic creatures live in habitats and follow behavior patterns that do not lend themselves to easy study. Characters with this skill suffer a -10% penalty to checks regarding aquatic creatures. However, a character can choose to specialize in aquatic creatures resulting in a +5% bonus when studying aquatic animals, but resulting in a -10% penalty to land-based skill checks.

Barbarian: All barbarians receive the Animal Lore skill as a bonus skill for creatures in their homeland terrain. If a barbarian spends skill points to improve this skill by at least 25 skill points, he acquires knowledge of Animal Lore for creatures other than those native to his homeland terrain.

Druids: Any nature priest or druid who does not already have this skill may take it as a recommended skill.

Paladins: Although this skill allows a character to imitate animal sounds, this ability neither helps nor hinders the paladin when summoning his bonded mount.

Racial modifiers Elberethi elves, Forest Gnomes, Wild Halflings and Uldra gain a +10% bonus when using this skill. Fälgornian humans, Peradian humans, Variquesti elves and Rock Gnomes receive a +5% bonus when using this skill.

Animal Training (Mental 1, Wisdom/Intuition, Ego/Willpower) — Characters with this skill can train one type of creature (declared when the skill is chosen) to obey simple commands and perform tricks. An additional skill is required to train other types of creatures, however the character who has a skill score of at least 50% in another form of Animal Training acquires his new Animal Training skill as a recommended skill (i.e., +30% to the skill score). Creatures typically trained are dogs, horses, falcons, big cats, pigeons, elephants, ferrets, and parrots. A character can choose even more exotic creatures and monsters with animal intelligence (although these are difficult to control).

A trainer can work with up to three creatures at one time. The trainer may choose to teach general tasks or specific tricks. A general task gives the creature the ability to react to a number of nonspecific commands to do its job. Examples of tasks include guard and attack, carry a rider, perform heavy labor, hunt, track, or fight alongside soldiers (such as a war horse or elephant). A specific trick teaches the trained creature to do one specific action. A horse may rear on command, a falcon may pluck a designated object, a dog may attack a specific person or a rat may run through a particular maze. With enough time, a creature can be trained to do both general tasks and specific tricks.



A bard shares a song with his pet

Animal Trainability: An animal's trainability rating is a general indicator of an animal's capacity to learn. The higher the trainability rating, the more tricks and tasks an animal can know and the faster it can master them. The trainability rating is primarily based on the animal's Intelligence score, but also takes into account its fondness for humans and demihumans, its willingness to learn and its eagerness to please.

Table 5.4.0 lists trainability ratings for a variety of animals. The DM may make exceptions for animal individuals. He may decide, for instance, that a particular squirrel is smart enough to merit a medium rating rather than the low rating given on Table 5.4.0. Likewise, he may rule that an exceptionally dull wolf deserves no better than a low rating. In any case, the DM should make such a determination as soon as the animal arrives. A animal's trainability rating should not change once it has been assigned.

An animal trainer who wishes to train a wild animal must tame it first (animal followers of rangers and druids never need to be tamed). Wild animals can be tamed only when they are very young. The taming requires one month of uninterrupted work with the creature. At the end of the month, a skill check is made. If successful, the beast is suitable for training. If the check fails, the creature retains enough of its wild behavior to make it untrainable. It can be kept, though it must be leashed or caged.

The four trainability ratings — Negligible, Low, Medium and High — are discussed in detail below. Each describes the types of animals encompassed by the rating, the time required to learn tricks and tasks, and the maximum number of tricks and tasks that animals with the rating can learn. For convenience, Table 5.4.1 summarizes this information. At the end of the training time, a skill check is made. If successful, the animal is trained. If the die roll fails, the beast is untrainable.

Additionally, each description lists several tricks and tasks associated with the rating. The lists don't include all possible tricks and tasks, but a general sample; the DM should use the lists as a basis to determine the difficulty of any other trick or task that a character wishes to teach an animal. An animal can learn tricks and tasks associated with all lesser ratings, as well as those associated with its own rating. A medium trainability animal, for instance, can learn tricks and tasks associated with negligible, low, and medium ratings.

Negligible Trainability: This category includes animals with little aptitude for learning, such as fish, insects, arachnids and reptiles. Most of these creatures have Intelligence scores of zero. Animals with negligible trainability can learn only the simplest tricks, such as those requiring movement towards or away from a stimulus. They can't learn tasks. Since some of these creatures are unable to discern sound, the character may need to use a bright light

(such as a torch) or a broad gesture (a sweep of the hands) instead of a vocal command to get the animal to respond.

An animal with negligible trainability can learn no more than a few (1d2) tricks, though the DM may decide that a particular animal is not capable of learning *any* tricks. Training time is 2d8 weeks per trick.

Sample tricks

Withdraw: The animal moves away from the character at maximum speed for 1d4 rounds, then stops.

Come: The animal advances toward character at maximum speed, stopping when it comes within a few feet. If the command *come* is given while the animal is engaged in an activity (such as chasing rabbits, eating, etc.), the animal returns only if it makes a successful saving throw vs. paralysis.

Stay: The animal stays in place for 2d6 rounds, after which it resumes its normal activity.

Attack: The animal aggressively attacks any creature indicated by the character. The attacks persist until the character breaks the command. Whether an animal fights to the death is up to the DM. In many cases, an animal in danger of losing its life (an animal that has lost half of its hit points) will withdraw. If the character commands such an animal to continue its attacks, a morale check may be in order. Animals that have been attack-trained usually have a base morale of at least 11.

Attack-trained animals get a save vs. rods against a ranger's *animal empathy* ability.

Low Trainability: Animals in this category have an average but unexceptional aptitude for learning. They can learn a wide range of tricks, but few tasks. The category includes herd animals, small mammals and birds, most of which have Intelligence scores of one. The majority of animals either belong to this category or the medium trainability category.

An animal with low trainability can learn 1d6+1 tricks and tasks, of which half or less can be tasks. Training time is 2d6 weeks per trick and 12 weeks for tasks.

Sample tricks

Heel: The animal remains within a few feet of the character, mimicking his movement. The animal tries to move as fast as the character, stopping when he stops, and staying with him until the character breaks the command. This type of movement is distinct from the animal's normal movement, as the animal remains at the character's side at all times, rather than lurking in back of the party. Mastery of the *come* and *stay* tricks usually precedes the learning of this trick.

Sit: The animal sits on its haunches until the character breaks the command, at which time the animal resumes its normal actions. Variations include standing, rearing, rolling over, playing dead, and other simple physical feats, all

of which are distinct tricks and require individual training periods.

Speak: The animal growls, barks, chirps or makes any other natural sound on command.

Fetch: The animal retrieves a specific object and brings it to the character. Typical objects include coins, balls, bones or sticks. In order for the animal to execute the command, the character must first show the object to the animal before throwing it or hiding it. The animal won't search indefinitely; if the character tosses the object in a field of high grass, for instance, the animal may search for 1d3 turns before giving up and returning to the character. Note that the *fetch* trick doesn't allow the animal to hunt for and recognize objects belonging to a general category; that is, an animal can't enter a building and look for hidden gems or other treasure items.

Carry Rider: This assumes the animal is physically able to carry a rider. It obeys simple movement commands from the rider, such as turning left and right, stopping, and trotting. However, the animal can't execute any of the maneuvers associated with the Stunt Riding task explained in the medium trainability section below. This does not replace Riding skill; any maneuvers performed by the rider, such as using the mount as a shield or leaping from the steed's back to the ground, require a Riding skill check.

Sample tasks:

Retrieve: The animal can locate and bring back a specific type of item from a general location. Such items might include coins, jewelry, weapons or food; a general location might be the interior of a building, a grove of trees or a shallow stream. The character must show the animal a sample similar to the desired item, and must also indicate the area which the animal is to search. The animal won't search indefinitely; if unable to find an item, it usually will return empty-handed (or empty-mouthed) within an hour. The *fetch* trick must be learned before this task.

Bodyguard: The animal protects the character or a designated friend from attacks by keeping opponents at bay or by attacking them directly, as commanded by the character. The animal will fight alongside the character, making its own decisions which enemies to attack (it may, for instance, attack an unnoticed opponent sneaking up behind the character). The *attack* trick must be learned before this task.

Medium Trainability: Exceptionally bright animals belong to this group, including those commonly found as pets, trained for circuses, or used in warfare. These animals will tend to have Intelligence scores in the 2-4 range.

An animal with medium trainability is able to learn three to nine (2d4+1) tricks or tasks in any combination. Training time is two to eight (2d4) weeks for tricks, and 10 weeks for tasks.

Sample tasks

Track: The animal can follow the trail of an animal, human or demihuman; in general, only animals capable of tracking prey by scent are eligible to learn this task. The animal must be familiar with the creature being tracked or the character must provide a sample of the scent (a piece of clothing, a scrap of hide). It can retrace its path to lead the character to the creature. If the animal assists the character in tracking, the character adds +5% to his Tracking skill checks. If the animal is tracking by itself, it makes Tracking checks independently of the character. Assume that the base Tracking score of a wolf, lion, or similar predator ranges from 65% to 80%. A hunting dog's score may be as high as 95%, while a young badger's score as low as 55%; the DM makes the call.

Stunt Riding: An animal with this skill can ride, performing all of the feats associated with the Airborne and Land-based Riding skills (as appropriate to the animal's size and species). For airborne mounts, the animal's Stunt Riding score is the same as the character's Wisdom score times five, with a -10% penalty or his Airborne Riding skill score, whichever is better. For land-based mounts, the Stunt Riding score is equal to the character's Wisdom score times five, with a +15% bonus or his Land-based Riding skill score, whichever is better. Therefore, a character with Wisdom 14 and a Land-based Riding skill score of 90% who wants his stunt-riding dog to balance on a horse leaping a gap wider than 12 feet must roll his Riding score of 90% or less (his Wisdom of 14 times five plus a 15% bonus is less at 85%).

High Trainability: Only a handful of animals, such as dolphins and certain primates, qualify for this category. Animals with high trainability can reason, weigh options, and arrive at their own conclusions. Their ability to learn tasks rivals that of some humans and demihumans. Their Intelligence scores begin at five and go up.

An animal with high trainability can learn six to 11 (2d4+3) tricks or tasks, or any combination of the two. Training time is 2d3 weeks for tricks, and eight weeks for tasks.

Sample tasks

Lookout: As directed by the character, the animal stands watch or scouts ahead, keeping alert for signs of trouble. If the animal perceives a threat, it unobtrusively alerts the character. This training includes a special signal the animal can give for a ranger's species enemy or another specific creature.

Complex Chore: The animal can perform a complex chore requiring decision-making or a relatively detailed series of steps. Such chores include building a fire, washing dishes or grooming a horse. Learning each chore requires a separate training period.

Weapon Use: The animal wields a sword, dagger or other simple weapon, using it when attacking. Each weap-

on requires its own training period and opposable thumbs are needed in most instances. This task is most useful when the animal has already mastered the *attack* trick or *bodyguard* task, described above.

Not Applicable (-) : Creatures who can communi-

cate with spoken language and whose Intelligence scores are on par with those of humans don't have trainability ratings. To determine their behavior as animals, consult the relevant information in their *Monstrous Compendium* entries.

Table 5.4.o: Trainability Ratings

Animal	Trainability	Animal	Trainability
Ape, Carnivorous	High	Mammal, small (beaver, chipmunk, hamster, gopher, jackrabbit, kangaroo rat, mouse, muskrat, prairie dog, rabbit, snow hare, squirrel, woodchuck)	Low
Aurumvorax	Low	Mammal, small (ermine, ferret, fox, monkey, raccoon, wild pig)	Medium
Avian (cockatoo, duck, eagle, falcon, gull, hawk, heron, loon, osprey, owl, pelican, penguin, pigeon, snowy owl, tern, toucan, vulture)	Low	Mountain lion	Medium
Avian (crow, parrot, raven)	Medium	Octopus (any)	Neg.
Baboon	High	Oliphant	High
Badger (any)	Low	Orangutan	High
Bat (common, large, giant)	Low	Otter (any)	Medium
Bear (black, brown, cave, polar)	Medium	Owlbear	Low
Beetle (any)	Neg.	Pegasus	High
Boar (giant, warthog, wild)	Medium	Porcupine (any)	Low
Cat, small	Medium	Prairie cat	High
Camel	Low	Rat (any)	Medium
Crab, giant	Neg.	Remorhaz	Low
Crocodile	Neg.	Rhinoceros	Low
Dog	Medium	Scorpion, large	Neg.
Dog, blink	High	Seahorse, giant	Medium
Dog, moon	High	Seal	Medium
Dolphin	High	Sea lion	Medium
Draconet, fire Drake	Medium	Skunk (any)	Low
Eagle, giant	High	Smilodon	Medium
Eel (any)	Neg.	Snake (most varieties)	Neg.
Elephant (Mammoth, Mastodon)	Medium	Snow Leopard	High
Fish, giant (pike, catfish)	Low	Spider (giant, steeder)	High
Frog, giant	Neg.	Tiger	Medium
Gripli	Medium	Toad (fire, giant)	Neg.
Griffon	Medium	Toad, ice	High
Herd animal (antelope, buffalo, caribou, cattle, deer, giraffe, goat, musk-ox, reindeer, sheep, stag, zebra)	Low	Walrus	Medium
Hippocampus	High	Weasel (any)	High
Hippogriff	Medium	Wolf (any)	Medium
Horse	Medium	Wolverine (any)	Medium
Hyena	Low		
Jackal	Medium		
Jaguar	Medium		
Leopard	Medium		
Lion	Medium		
Lizard (giant, minotaur)	Neg.		
Lizard (subterranean)	Low		
Lynx, Giant	High		

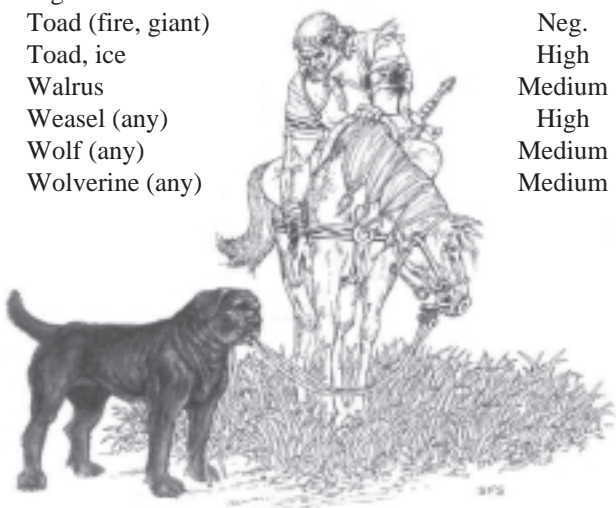


Table 5.4.1: Animal Trainability Table

Trainability Rating	Tricks		Tasks		Max. Number	
	Rng/Druid	Other	Rng/Druid	Other	Rng/Druid	Other
Neg.	2d6 weeks	2d8 weeks	-	-	1d4-1	1d2
Low	2d4 wks	2d6 wks	10 wks	12 wks	2d4*	1d6+1*
Med.	2d3 wks	2d4 wks	8 wks	10 wks	2d4+2	2d4+1
High	1d4 wks	2d3 wks	6 wks	8 wks	2d4+4	2d4+3

* Up to half of these can be tasks.

Success of Tricks and Tasks: Animals perform most tricks and simple tasks automatically; no die rolls or success checks are necessary. If the outcome of a particular task is uncertain (a animal taught to pull a wagon has a heavy load to haul) the DM may require an ability check if the relevant ability score is known (the animal pulls the wagon if a Strength check succeeds) or he can assign a percentile chance based on his assessment of the situation (the load is exceedingly heavy; the DM sets the chance of success at 20%). The DM should adjudicate the *attack* trick, the *bodyguard* task, and similar combat-oriented tricks and tasks just as he would for normal combat situations, determining attack and damage rolls as required.

Training aquatic creatures: A character wishing to train aquatic animals should also have the Swimming skill. It is difficult to train such animals without being able to enter the water with them. A character without the Swimming skill who attempts to train an aquatic animal does so at a -40% penalty to his Animal Training skill check.

Exceptional animal trainers: Rangers, druids and characters with kits that focus on the character's special relationship with animals (and any character with the Beast Master special ability — see Chapter 4) are more efficient than other characters at training animals. These characters require less time to train an animal to perform a general task or specific trick as summarized on Table 5.4.1.

These characters also gain a second chance to train an animal if their initial attempt fails. At the end of the training period, the trainer makes a skill check. If the check is successful, the animal has learned the task or trick. If the check fails, the character may make a second attempt at teaching it the same task — requiring an amount of time equal to that spent for the first training, followed by a second skill check. If this second skill check fails, the animal is too dumb or too stubborn to learn that particular trick or task. The trainer may repeat the process with a different trick or task.

Rangers and druids: The Animal Training skill isn't required to train a ranger's or druid's animal followers and a species enemy can't be trained by a ranger.

Paladins: A paladin does not need the Animal Training skill to teach tricks and tasks to his bonded mount. However, if he has this skill in the same species as the bonded

mount, he will be able to train his bonded mount as if he were a ranger or druid.

Barbarians: To acquire this skill, a barbarian must come from a society where animals have been domesticated as pets, mounts or beasts of burden. Generally, a barbarian can only train animals native to his homeland terrain, though the DM may approve related species. For example, with the DM's permission, an arctic barbarian may train a brown bear, even if the polar bear is the only species native to his homeland.

Racial modifiers: Eradan humans gain a +5% bonus to their skill score. Fälgornian and Peradian humans, and Elberethi elves gain a +10% bonus to their skill score. Oceanus elves gain a +10% bonus when training aquatic creatures and are penalized by -10% when attempting to train any other kind of creature.

Specialized Animal Training skills

Following are two detailed descriptions of Animal Training skill. The first describes the training of falcons and the second describes the training of hounds.

Tricks and task listed for either skill might be taught to other animal types (at the DM's discretion). Also, tricks and tasks listed under the general Animal Training skill may be learned by falcons or hounds according to their trainability rating. However, in the case of a trick or task which appears in both the general Animal Training section and either the specialized Falconry or Hound Training section, the trick or task in the specialized section takes precedence.

Falconry: Falconry is a specialized form of Animal Training. A character with this skill is an expert in training and handling falcons, enabling him to teach them tricks and tasks (This skill also allows the training of hawks at a -5% penalty. Owls are a separate skill and can be trained at -10%).

A character can teach a falcon 1d6+1 tricks or tasks (rangers and druids can teach 2d4) in any combination. It takes 2d6 weeks (2d4 for rangers or druids) to teach the falcon a trick, 12 weeks (10 weeks for rangers or druids) for a task. At the end of a training period, the character makes a skill check. If the check succeeds, the falcon has learned the trick or task. If the check fails, the falcon is incapable of learning more.

If not using falconry training equipment (see Chapter 7 of the *Complete Ranger's Handbook*), the success roll required for training is penalized by -10%.

Sample tricks

Attack: The falcon will attack on command a creature designated by the falconer until called off. The falcon's base morale is at least 11. The falcon receives a save vs. rods against the animal empathy ability or any character other than its master.

Capture prey: A hunting-trained falcon will return with the prey alive and unharmed.

Catch object: Upon command, the falcon will catch a small object thrown into the air or a small falling object and return to the falconer.

Distract: The falcon is trained to feint at an opponent. The opponent must make a saving throw vs. paralysis or lose its next action.

Eye attack: The falcon is trained to strike at an opponent's eyes. A beak hit has a 25% chance of striking an eye. An opponent struck in the eye is blinded for 1d4 rounds and has a 10% chance of permanently losing sight in the eye. The *attack* trick must be learned before the *eye attack* trick may be taught to the bird.

Hand signals: The falcon can be commanded by hand signals as well as by voice.

Hide object: The falcon takes an object from the falconer, flies away with it, and conceals it. The falcon will retrieve the object on command.

Pit fighting: The falcon is trained as a fighting bird. It has a +2 attack bonus against any fighting bird that is not so trained.

Recall: The falcon will immediately return to the falconer upon receiving the command.

Nemesis: The falcon is trained to attack a specific individual. The falcon never checks morale when attacking the individual. The *attack* trick must be learned before the *nemesis* trick may be taught to the bird.

Sample tasks

Hunting: The falcon is trained to hunt its natural prey small mammals and game birds; and to return with them to the falconer. Nearly all trained falcons receive this training first.

Ferocity: The falcon receives a +1 bonus to all attack and damage rolls, and a morale bonus.

Guard: The falcon shrieks at the approach of strangers. If approached closer than 20 or 30 feet, the falcon will attack unless ordered not to. The bird can recognize designated friends.

Homing: The falcon recognizes one place as its roost and returns there upon command.

Loyalty: The falcon is exceptionally loyal to an individual selected by the trainer. It has a +4 saving throw bonus against charm, control, empathy or friendship attempts by others. Further, it comes when the individual summons it, guards its master from attack and may perform unusual acts of loyalty as decided by the DM.



Falconry equipment

Species enemy: This task can only be taught by a ranger or other character that has a designated species enemy (as determined by the DM).

The falcon is trained to recognize an entire species as a natural enemy. Its basic reaction will be hostile, it will reject empathy, and have a +4 saving throw bonus against the enemy's charm or control attempts. It will attack the species enemy in preference to others.

Track: The falcon will track a designated creature and return. It can retrace its path to lead the falconer to the creature.

Hound Training: Hound Training is a specialized form of Animal Training. A character with this skill is an expert in the training and handling of dogs, enabling him to teach them tricks and tasks (This skill also allows the training of wolves at a -5% penalty. Other canines can be trained at a -10% penalty).

A character can teach a dog 2d4+1 tricks or tasks (rangers and druids can teach 2d4+2) in any combination. It takes 2d4 weeks (2d3 for rangers or druids) to teach the hound a trick, 10 weeks (eight weeks for rangers or druids) for a task. At the end of a training period, the character makes a skill check. If the check succeeds, the hound has learned the trick or task. If the check fails, the hound is incapable of learning more.

Sample tricks

Alarm: The dog remains in a given area and alerts its master (by barking, whining and/or howling) when strangers enter that area. The dog can monitor any area that is well defined (i.e., a room or chamber). If no such boundaries exist, such as in a field or forest, the dog alerts its master of

intruders within a 50-foot radius. Alarm can also be used to cover a party's rear during movement.

Attack: The dog attacks any creature designated by its master. If no creature is indicated, the animal attacks the stranger closest to its master. If the master is attacked while commanding the dog to attack a different target, the dog must save vs. paralysis. If the save is failed, the dog disregards the command and attacks its master's assailant. If the dog is ordered to attack a friend, it must also make a save vs. paralysis. If the save is failed, the dog does not attack, instead returning confused to its master's side.

Heel: With this command, the dog remains close to its master. Unless ordered to remain alongside the master's leg, the dog will remain within a 3-foot to 5-foot radius of its master.

Jump: With this skill, the dog can be commanded to make exceptional leaps. With a 10-foot running start, the dog is capable of making horizontal jumps equal to $2d4 +$ its Strength score (See *High-Level Campaigns*, pg. 58) in feet, and vertical jumps of $1d4 +$ half its Strength in feet. If the dog is unable to run, it can jump horizontally $1d4 +$ its Strength in feet, and vertical jumps of $1d3 +$ half its Strength in feet. Without this skill, dogs receive no bonus due to their Strength score and must first make a saving throw vs. paralysis before jumping.

Mounted heel: The dog remains within a 6-foot to 10-foot radius of its master's steed. Learning this trick requires some time for the dog to grow accustomed to its master's steed.

Silence: The dog's natural urge to bark and howl can be repressed temporarily with this command. The dog, when excited, still emits a low growl or quiet whine. This skill is especially useful when master and dog are setting an ambush or laying low. Note, this command may be used in conjunction with other commands. An example of this would be silent alarm; the dog only whines and growls instead of barking upon detection of intruders.

Stay: The dog remains where it is until recalled by its master. Should something distracting occur nearby, the dog must make a saving throw vs. paralysis. The maximum time limit for the dog to remain in place is one hour. After that, the animal reacts according to its normal behavior (DM's discretion).

Trick, basic: These are any common tricks designed primarily to impress viewers with the animal's intelligence and/or obedience. This becomes useful when trying to convince skeptical innkeepers to allow the animal inside their establishments. Common tricks include such behaviors as "speak," "shake," "play dead," etc.

Sample tasks

Guard: The dog closely watches the target (usually a prisoner). Should the target move, the dog growls menacingly as a warning. Should the target continue to move, the

dog barks furiously and nips at it. If the target attempts to escape, the dog attacks until the target ceases its attempt.

Herd animals: Dogs trained in herding, upon command, chase down any animal within sight. Upon catching the animal, the dog attempts to herd it back to its master by barking and nipping at it. Should the animal attack, the dog must make a successful saving throw vs. paralysis (modified by breed) to attempt to herd the animal. The dog must make a save every time the animal attacks.

Should the animal the dog is herding be lost from sight, the dog must make a successful Intelligence check (See *High-Level Campaigns*, pg. 59). Likewise, if there is a chance of the dog being confused as to which animal to herd, a successful Intelligence check must be made to herd the desired animal.

House skills: This training modifies the dog's behavior so that it is a compatible living companion. It corrects problems such as house soiling, excessive barking, and other destructive behavior. Note, without these skills, the dog will not be allowed in most establishments. Furthermore, this ensures the animal interacts civilly with strangers regardless of standard animal behavior.

Protect: The dog remains close by the target (be it a person or object) and allows no strangers to approach within a 5-foot radius. If a stranger approaches, the dog growls menacingly and interposes its body between the intruder and its target. If the stranger penetrates the safe zone, the dog barks and snaps viciously. If the intruder persists or attempts to touch the target, the dog attacks. If the target moves away of its own volition, the dog whines and attempts to keep the target in its place by nudging it with its nose. If the target continues to move away, the dog alerts its master (if present) with a bark. The dog remains with the target, continuing to protect it as they travel. It is up to the DM when the animal will give up and return to its master.

Recall: This command is an advanced version of *come*. On this command, the dog will return to its master's side. *Come* may be learned as an individual trick or as part of house skills. If the command *come* is given while the dog is engaged in an activity (such as chasing rabbits, eating, etc.), the dog returns only if it makes a successful saving throw vs. paralysis. The *recall* version of this command negates the need for a saving throw; the dog returns immediately to its master regardless of activity.

Resist instinct: In training for resist instinct, the dog learns to trust its master fully. The dog's response overrides its instinctual urges and fears. When the DM calls for a saving throw vs. paralysis related to the performance of a trick or task, an animal trained in *resist instinct* receives a +3 bonus to the save. This task may be taught to a dog multiple times (each counts as a separate task). Additional trainings give an additional +2 bonus to the save for each training. Also, a saving throw vs. paralysis should be made

any time a dog must perform an action against its nature (reflecting its instinctual nature. The bonus to the saving throw applies to these checks also.)

Retrieve: The dog recovers any object it sees its master drop or throw. Upon recovery, it returns to its master and drops the item. If the item is dropped or thrown into an area where it can be lost (i.e., water, tall grass, etc.) the dog must make a successful Intelligence check (See *High-Level Campaigns*, pg. 59) to recover the lost item. This takes 1d3 rounds. If unsuccessful, the dog returns to its master without the item or with the wrong item (DM's discretion).

Retrieve, advanced: The *retrieve* task must be learned before *advanced retrieve* can be taught.

This task is like *retrieve* though it allows a dog a second recovery attempt for lost items. Additionally, it teaches the animal a basic vocabulary of four items (selected by its master) which it can identify and recover. Examples would be "stick," "ball," "book," etc. The dog will search the area within a 50-foot radius of its master for the desired object. Upon finding the object, the dog immediately returns to its master with the item.

Retrieve, specific: The *retrieve* task must be learned before *specific retrieve* can be taught.

A dog trained in this task is able to retrieve any item pointed at by his master. The dog picks up an item in the designated area. It then looks to its master for a visual signal, such as a nod or shake of the head. If correct, the dog returns the item to its master; if incorrect, it drops the item and selects another, repeating the process. Clearly, this could be a tedious process.

Stay, improved: The *stay* trick must be learned before *improved stay* may be taught.

This task is like the trick *stay* except that it increases the maximum time limit a dog can stay to six hours. Saving throws to ignore distractions are made at +2 bonus.

Stay, advanced: The *improved stay* task must be taught to a dog before *advanced stay* may be learned.

A dog taught this task increases the time it will stay to a maximum of one day. Saving throws to resist distraction are made at +4.

Stay, long-term: The *advanced stay* task must be taught to a dog before *long-term stay* may be learned.

A dog that has learned this skill remains in an area for up to a week, awaiting the return of its master. This task differs from the other *stay* tasks in that the dog is free to roam about, forage for food, and seek shelter. Throughout the waiting period, the dog remains in the same general vicinity. Saving throws to resist distraction do not apply, as the dog is free to move about.

Track: The dog, upon finding a scent, may track the creature leaving the trail. Treat this skill in the same manner as the Tracking skill. If the scent is lost, the dog must make an Intelligence check to regain the scent. (See *High-Level Campaigns*, pg. 59)

Trick, advanced: This is any other behavior the trainer desires the dog to learn. The DM must adjudicate the complexity of the task. Examples of advanced tricks include chewing through ropes binding its master's hands, leading a horse by its reins to a safe area, untying a knot with its teeth, etc.

Water skills: This task trains the dog to enjoy entering the water and swimming. Normally, without *water skills*, a dog must make a successful saving throw vs. paralysis to enter water over its head. No such check is made for dogs with this skill. Furthermore, dogs with water skills may dive and swim beneath the water's surface if they make a successful saving throw vs. paralysis. Dogs without this skill may never be enticed to voluntarily submerge.



This could be worth a lot ...

Appraising (Mental 1, Intelligence/Reason, Wisdom/Intuition) — This skill allows the character to make generally accurate (plus or minus 10 percent) assessments of the value of common objects, including items made of precious metals and gemstones. The character can also assess within plus or minus 25 percent, the value of objects of art, tapestries, furniture, weapons, etc. — provided a variety of these items are present in the game world. These assessments require no skill check.

A character who passes a skill check (rolled by the DM) will be able to identify a forgery of a valuable object, to make a very accurate assessment of the value of a common item (within 5 percent of the value), or make a general assessment of the worth of an uncommon item, including an artifact. The character must have the item in hand to examine. On a failed check, the character cannot get a better estimate of value. On a roll of 01-05, the character knows the exact value of the item and some of its history

(when applicable). However, on a roll of 96-00, the character wildly misreads the value of the item, always to the detriment of the character.

On a successful skill check a character with this skill can evaluate the amount of cargo a ship, beast of burden or caravan is carrying (judging by how a ship sits in the water, how heavily laden a beast is or how many animals in a caravan, etc.). With a skill check the character can determine the weight (by plus or minus 25 percent), but not the value of any cargo. As with other uses of this skill, a failed check indicates that the character cannot tell how much cargo is present. While on a roll of 01-05 or 96-00 the character is either exact in his estimate or wildly inaccurate.

Racial modifiers: Dwarves gain a +15% bonus to their initial skill score. Rock Gnomes gain a +5% bonus to their Appraising skill and all gnomes gain a +20% bonus when appraising any kind of gemstone or jewelry item. Oldan-quasti elves gain a +10% bonus to their skill score and Eradan humans a +5% bonus.

Archaeology (Mental 2, Intelligence/Knowledge -2) — A character with this skill is well studied in the area of antiquarian lore. He can gain intriguing clues about past races and cultures by studying material remains (such as fossil relics, nonmagical artifacts and monuments) of past human, demihuman and humanoid life and activities. Certain skills such as Ancient Geography, Local and Ancient History, Ancient Languages, and Appraising greatly enhance the effectiveness of Archaeology.

In addition, the character has specific knowledge of techniques and methods of safely unearthing these material remains. The two subskills listed below provide detail on how the archaeologist plies his trade.

Excavation: The character with this subskill has learned the techniques for the careful unearthing of a site or ruin. This process involves shoring up crumbling foundations, choosing the proper tools and protecting exposed finds. Without the proper use of this skill, delicate finds may be destroyed by crude and reckless digging. Characters with knowledge of excavation techniques can ensure that the structural details of a dig are left intact so that further visits to the excavation site can still yield useful knowledge.

A character with the Mining skill may conduct an excavation using his Mining skill alone with a -25% chance of success. A character with both the Mining and Archaeology skills gains a +10% bonus when conducting an excavation.

Relic dating: This subskill proves useful whenever the character comes upon an object of questionable age. He can use this subskill to gain an educated guess as to when the item was made. There is no roll necessary for those objects fashioned in the last 20 years (the age of these will be obvious to the character), unless it has been altered through nonmagical means to appear much older; in which case, a

successful skill check reveals the fraud. This skill can be combined with Ancient History to give more accurate information regarding the past of a relic.

Racial modifiers: Dwarf and gnome characters gain a +10% bonus to their skill score when performing an excavation.

Arena Acting (Mental 1, Charisma -1) — The Arena Acting skill allows a gladiator or other character to feign a weakness to trick his opponent. If the check is successful, he has shown a weakness he does not really possess. For example, he could convince an enemy that his left side is overexposed or that his weapons are unfamiliar in his hands. More often than not, these tricks succeed. If the enemy attacks against the character's assumed weakness, the PC attacks his foe with a +3 bonus to attack and damage on the following round. These bonuses reflect the surprise the target feels upon realizing he has been duped.

Arena Acting can work only once against any given opponent. Thereafter, the enemy is far more cautious in his attacks.

Racial modifiers: Kobolds receive a +5% bonus when using this skill.

Arithmology (Mental 2, Intelligence/Reason -2) — Arithmology is the practice of finding the numerical values of letters, words, and names, and using those values in magical equations to discover truths about the subject. Names, even assumed names, carry power, and knowing the values of these names grants power over the named individual.

In game terms, using Arithmology to find the value of a subject's name (real or given) gives the subject a -2 penalty on all saving throws against the spellcaster's magic. If the true name of an outer planar creature (such as a fiend) is known and calculated, this penalty becomes -4. Of course, a fiend's true name is a closely guarded secret. Its discovery may be as dangerous as an encounter with the fiend itself!

Arithmology has two requirements aside from knowledge of the craft: materials and time.

Materials are easily acquired: paper and writing tools and perhaps a book of tables and an abacus.

The time factor can be more prohibitive. When using the Arithmology skill, the player must add the numerological value of the subject's name (where A=1, B=2, etc.). The sum of the letters is the total number of rounds the calculation will take.

For instance, Benjamin Harrison (U.S. President from 1889-1893) has a numerical value of 170. This translates to two hours and 50 minutes required to use the skill. Note, any mathematical error by a player is the equivalent of failing the Arithmology skill check.

Only part of a name or an alias provides appropriate negative modifiers to the skill check

Table 5.4.2: Arithmology modifiers

Name portion	Modifier
Alias	-50%
Last name only	-40%
One missing name	-20%

In any event, its user must be free from distraction, making Arithmology impossible to use in combat. Practitioners should discover necessary names and equations before confronting an enemy.

Because Arithmology taps into the magical energies of the world and reveals patterns not meant to be seen by mere mortals, a Sanity check must be made each time this skill is successfully used. The check is made at the end of the required calculation time.

If the character also possesses the Omen Reading—Numerology skill, Arithmology may be used with Numerology to divine the future. A character who knows both skills gains a +10% bonus when using Omen Reading—Numerology.

Priests: This skill is required of any priest who uses spells from the Numbers sphere.

Assimilation (Mental 1, Intelligence/Knowledge) — The character with this skill is able to study a different culture well enough to pretend to be a member of it. Assimilation allows the character to pick up cultural mannerisms (common rituals, expressions of speech, taboos, etc.).

It is distinct from Acting but helpful to that skill. A character who has both Acting and Assimilation skills receives a +5% bonus to checks with either skill when portraying a member of another culture. (This is not cumulative with the Acting/Disguise bonus; if a character has all three skills, he does not receive a +10% bonus.)

Astral Combat (Mental 2, Intelligence/Reason) — In the unique arena that is the Astral, combat takes on a new perspective. Attacks come from any of the three dimensions, weapons carry little mass, and blows are driven by the force of Intelligence rather than Strength. Those able to adapt to these conditions gain a considerable advantage over their foes.

Much like the Blindfighting skill gives those who've mastered it an edge in the darkness, Astral Combat gives a character the ability to fight on the Astral plane without penalty. Those who use this skill suffer no penalty for firing missile weapons. Foes of the character gain no benefit for higher position, but the trained astral combatant can make a successful skill check to gain such a position over his opponent just in time to strike with a + 1 bonus.

Astral Navigation (Mental 2, Intelligence/Reason -2) — By using the strange astral energies which permeate the Silver Void, a character can find his way through the

Astral. While anyone can navigate the Astral Plane, a successful skill check allows a traveler to cut the normal travel time in half. A character accomplishes this by observing the flows of energy through the plane, noting familiar “landmarks,” and avoiding mental quagmires. Essentially, learning this skill entails discovering how to perceive the astral energies and recognize them for what they are which is something the untrained observer simply cannot do.

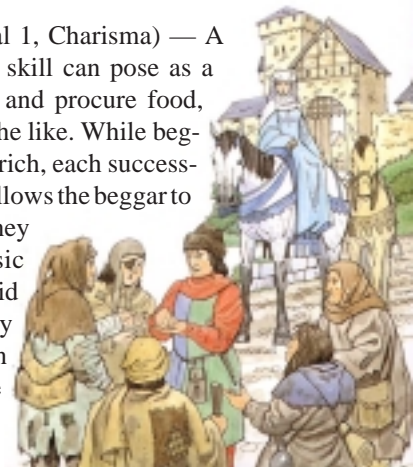
Astral Running (Mental 50) — The ability to move on the Astral Plane comes naturally to any being with a thinking mind. Though speed depends upon Intelligence, even those of average wits can move fairly quickly. Those who wish to move very fast, as fast perhaps as the githyanki themselves, need training and skill. The ability to move at greater than normal speeds is called Astral Running, although it has little to do with the physical activity of the same name.

Astral running entails a special method of focusing thoughts, beyond just simply “thinking really hard.” Those who are taught the secret can travel at an astral movement rate equal to their Intelligence/Reason score multiplied by six, to a maximum of 96. A character can sustain this movement for up to one round per point of Constitution/Health. While using the Astral Running skill, it is not possible to perform any other actions.

Even with the skill, a non-githyanki still cannot fully achieve a githyanki's skill in astral movement. While characters with this skill can probably keep up with githyanki (for a while), the near-natives can maintain these speeds while performing other actions.

Astral Tracking (Mental 2, Wisdom/Intuition) — Similar to Astral Navigation in ways that normal tracking and navigational skills never are, this skill also utilizes the unnamed astral energies of the plane. With Astral Tracking, the path of a creature can be found and followed through the strange environs of the plane. A body can determine only the race of the maker of the “tracks” using this skill, but no other special information.

Begging (Mental 1, Charisma) — A character with this skill can pose as a convincing beggar and procure food, spare change, and the like. While beggars never become rich, each successful use of this skill allows the beggar to collect enough money to meet a his basic needs at the squalid state for a single day (see Table 22 in Chapter 6 of the *DMG*). Nonplayer characters always fork over a little



Beggars at work

something to successful a beggar. Player characters are never affected by this ploy; they respond to a character with the Begging skill as they see fit.

This skill enables a character to pose as beggars automatically; his real status is disguised. A skill check determines whether a character actually receives any money or food.

A character who begs from the same NPC more than once suffers a -10% cumulative modifier for each attempt after the first. Location also modifies the skill check. In small towns, beggars incur a -10% penalty, along trade routes and in villages the penalty becomes -25%, and begging in a rural region incurs a -35% penalty. Attempts to use the Begging skill fail automatically in the wilderness, in the desert and at sea. No penalty applies for begging in a city.

These modifiers do not take into account the wealth of a particular locale, just population density. Impoverished regions may have a greater penalty, as might certain affluent regions with long traditions or a great reputation for stinginess.

Begging is not a good way to become rich or powerful. It can, however, prove useful as a masquerade. A Character who wishes to be “invisible” knows that beggars are often ignored in public. In a crowded square, a bum either blends in or becomes a faceless annoyance, much like a droning fly. However, even flies should pick their hangouts carefully. In the wrong spot, such as a palace court, such insects risk being cast out or brusquely swatted.



An orc gets the point of a blood oath

Priests: A priest who begs from followers of his religion gains a +10% bonus to his skill score.

Blood Oath (Mental 50) — Much like the ranger’s special racial enmity, this option allows the player to select a certain type of creature as his character’s blood enemy. Whenever he is faced with his chosen foe, the character receives a +2 bonus to attack and damage rolls. However, his hatred toward this enemy is so great that it requires an enormous effort of willpower to resist an opportunity to combat his foe.

If the character wishes to avoid a confrontation, he must first make an Ego/Willpower check to see if he has the force of will to turn around and walk away. If he fails, his Blood Oath gets the best of him, and he charges forward, teeth bared and weapons flashing.

Bluffing (Mental 2, Charisma/Appearance -2) — The Bluffing skill allows a character to fool his subject convincingly. When the character attempts to use this skill, the DM should decide on any modifiers to the skill check. If the roll is successful, the target believes the bluff. If the roll fails, the target calls the character’s bluff. If the character makes his skill check by less than 10 points, the target is suspicious but still buys the story. If the character makes the roll by 25 or more, the target buys the story “hook, line and sinker.”

When trying to bluff a group, only the leader needs to believe the bluff. If there is not a clear leader and the bluff succeeds, check the margin by which the bluff succeeds (if the bluffer needs a 75 and rolls a 60, the margin is 15). The portion of the group that believe the bluff is 50% + two times the margin). The DM can determine which individuals believe the bluff randomly or assign belief.

See Table 5.4.3: Typical Bluff Modifiers for examples of situations that should alter the skill check. The DM can, of course, assign more.

Condition	Skill Score Modifier
Target knows he’s been bluffed before by character	-5% to -25%
Character has convincing props, costumes etc.	+5% to +15%
Target has high Wisdom/Intuition	+5% per point over 14 (15+)
Character can demonstrate partial truth of bluff	+5% to +15%
Player tells story especially well	+5% to +15%
Player tells story especially poorly	-5% to -15%
Target is already suspicious	-10%

Boating (Mental 1, Intelligence/Knowledge, Wisdom/Intuition) — This skill allows the character to pilot any small boat, such as a kayak or canoe, operating it at maximum speed. It also allows the character to make minor repairs and improvements in these boats, such as waterproofing them and patching holes.

A successful skill check enables the character to handle the craft in treacherous situations; for instance, maneuvering the boat through choppy water without capsizing it or avoiding collisions when guiding it through a narrow channel choked with rocks or ice.

Note, the Navigation and Seamanship skills deal with ships in oceans, seas and other large bodies of water; the Boating skill is confined to small craft on rivers, lakes, on oceans close to shore and over similar terrain, usually on relatively calm waters.

Barbarians: A barbarian may not take this skill unless water vessels are common in his homeland.

Racial modifiers: Dwarves have a distinct dislike for water and thus receive a -15% penalty to their Boating skill.

Body Language (Mental 1, Wisdom/Intuition -2) — A character with the Body Language skill is able to interpret subtle changes in the behavior of another creature that give away its moods and attitudes. Sitting posture, vocal tone, gesticulations, facial movements and expressions all contribute to this.

This skill is effective only on beings of the same race as the user or of a closely related race (for most characters this includes all the PC races except lizard man). For example, a human could not read a dragon's body language. Only creatures of low intelligence (Int 5+) or higher can be "read" with Body Language, and the reader must be able to see the subject's body.

On a successful skill check (rolled by the DM), the reader can judge the general mood of the subject — happy, scared, depressed, etc. A failed check indicates the character attempting to use this skill is unsure of the subject's mood or on a roll of 96-00, the character misreads the subject's mood (usually as the opposite of the true mood).

If he concentrates, the reader can also tell whether a subject is lying. This requires a skill check at -20% and the player must announce he is doing this; it is not automatic.

Bureaucracy (Mental 2, Intelligence/Knowledge) — Characters who boast this skill are proficient at dealing with large organizations such as local governments, court systems, and Church hierarchies. Bureaucrats at heart, they can obtain favors, justice and information when others would fail. The skill gives them knowledge of the system,



Juad raiders rowing up river

patience with its component parts and mental quickness in realizing whom to talk to and when.

The Bureaucracy skill is only effective when a character is dealing with organizations of 10 or more people. The governing body of a good-sized city, the adjudication of a docket of cases before a judge, the decisions of the official Church — all require a large number of individuals, and the Bureaucracy skill makes a difference. However, a group of village elders in a small town and the lord of an oasis have no need of complex organizations nor are they impressed by a character who has skill in handling them.

Paperwork and red tape are no problem for characters with this skill. They know the proper protocol for dealing with clerks. They can prepare (or make sure others prepare) the required documentation and they can vouch that all such matters are performed correctly. The normal issuing time for any documentation or permit is halved and cases for reviews are guaranteed quick attention. No skill check is required.

This skill also may be used to turn organized groups against a certain individual or to make sure that important documents are lost, information is given to the wrong person or casework is brought up too soon (or forgotten entirely while a prisoner languishes in a dungeon). This kind of bureaucratic maneuver requires a successful skill check. If a natural 96-00 is rolled, the character attempting to pervert the wheels of truth and justice suddenly falls prey to the bureaucracy's own scrutiny. (At the DM's discretion, bribes may be required to set things right or to prevent a short-term jail sentence.) Otherwise, a failed check doubles or halves the normal amount of time for all decisions and/or issuances (whichever is least beneficial).

If individuals on both sides of an issue are trying to speed or slow the process, they cancel each other out if both skill checks succeed.

Camouflage (Mental 1, Wisdom/Intuition) — By using this skill, the character can attempt to conceal himself, his companions and inanimate objects by using natural or man-made materials. Successful use assumes the availability of all necessary materials. In forests and jungles, the character can use shrubbery, mud and other readily available resources. Arctic or similarly barren terrain usually requires special clothing, paints or other artificial materials (although “digging in” is an old trick which may be applicable in such terrain, depending on local conditions). It takes a character a half-hour to camouflage himself or another person, two or three hours to conceal a cart or inanimate object of comparable size, and a half-day to hide a small building.

Neither human, demihuman, monster, nor animal passerby will be able to see a camouflaged character, presuming the character makes a successful skill check. Camouflaged companions will also go unnoticed; only one skill check is required for the entire group.

On a successful skill check, a camouflaged creature can ambush an opponent, gaining a free round of attack, before the normal surprise roll.

The chance to camouflage a creature or object is modified by terrain, situation and the size of the object as listed on Table 5.4.4 below. The DM may adjust penalties based on these guidelines.

Terrain or Object	Skill Score Modifier
Tiny creature/object	+15%
Small creature/object	+5%
Man-sized creature/object	0%
Large creature/object (cart-sized)	-5%
Huge creature/object (small building)	-15%
Gargantuan creature/object	-75%
No vegetation nearby	-20%
Rocky, hilly, broken terrain	+5%
Very rocky terrain	+10%
Wooded, high grass, etc.	+15%
Dense vegetation, jungle, swamp	+25%
Inadequate time for preparation	-10% per five minutes of preparation time remaining

Camouflaging has no effect on predators that locate prey by scent or other keen senses; a hungry wolf can still sniff out a camouflaged human. A camouflaged person has no protection against a passerby who accidentally brushes against or bumps into him. Likewise, a camouflaged person may reveal himself if he sneezes, cries out from the sting of a bee or makes any other sound.

Note, camouflaging is only necessary for persons or objects that would otherwise be partially or entirely exposed. A person hiding behind a stone wall wouldn't need to be camouflaged to avoid detection, nor would a buried object.

Racial modifiers: Lizard men and orcs are extremely skilled at Camouflage and receive a +15% bonus to their skill. Goblins and Kobolds are also skilled, but only receive a +5% bonus in any above ground setting, below ground the bonus is +10%.



Cartography (Mental 1 Intelligence/Knowledge-2)

A new map

— This skill grants proficiency at map making. A character can draw maps to scale, complete with complex land formations, coastal outlines and other geographic features. The character must be reasonably familiar with the area being mapped. The DM makes a skill check in secret to determine the accuracy of the map. A successful skill check means that the map is correct in all significant details. If the roll fails, the map contains a few errors, possibly a significant one. A roll of 96-00 means the map contains a serious errors, making it useless.

A small travel kit consisting of a waterproof leather case (with stiff sides so that it may be used as a drawing surface), two bottles of ink, a half-dozen quills and a like number of parchment sheets will cost the cartographer about 25 gp. Additional colored inks and drawing instruments should be available in most cities.

The Reading/Writing skill is not a prerequisite for Cartography. However, if the mapmaker cannot read or write, his maps, while accurate, will have keys understood by himself only.

Prerequisites: Navigation (50%) or Orienteering (50%) is a prerequisite for this skill.

Chanting (Mental 1, Charisma/Leadership +2) — The character is an accomplished chanter and can use this ability to help fellow workers or soldiers keep pace. Skill checks are used to determine the effectiveness of the Chanting.

On a successful skill check, those who can hear the chanter become slightly hypnotized by the rhythmic sound, causing the time spent on arduous, repetitive tasks to pass quickly. The DM can, at his option, adjust results for forced marching, rowing, digging and other such tasks accordingly.

Racial modifiers: Lizard Men, who actually drone more than chant, are especially effective at establishing a rhythm through “chant” and receive a +15% bonus to this skill. Dwarves, Svirfneblin, hobgoblins and kobolds receive a +10% bonus when using this skill. Rock gnomes, goblins and orcs receive a +5% bonus when using this skill.

City Familiarity (Mental 1, Intelligence/Knowledge) — A character with this skill is unusually knowledgeable about one specific community, chosen when the skill is purchased. City Familiarity gives the character a good knowledge of the important political and financial figures in the community, an understanding of which families (and criminal organizations) are most important and how they relate to one another and a good grasp of the city’s main streets and byways.

The character need not make a skill check to call on this information. When the character wants more detailed information — such as the precise layout of streets when he’s running away from city guards, the name of the number-two man in a specific crime organization or the knowledge of which politicians are cheapest to bribe — the character must make a skill check with a difficulty modifier determined by the DM.

A character must chose a particular city and have lived there for at least three months before he can learn the City Familiarity skill. And, except for the town in which he grew up — he can do so only with the DM’s permission.

Comedy (Mental 1, Charisma/Appearance, Intelligence/Knowledge) — A character with this skill is an entertainer who tells jokes, riddles and funny stories and/or performs various other comic acts. The character can make anything funny, but DM may require a skill check to see if the audience responds well to the comedy or not.

When performing, the comedian can raise morale by two on a successful skill check. A failed check lowers morale by one, or if the roll is 96-00, by two. In addition, on a roll of 96-00 the crowd tries to kill the comedian, or at least throws him out. The comedy was that bad!

On a roll of 01-05 the comedy was so good that people are falling out of their chairs and rolling on the floor. The comedian might have to stop until people regain their composure. The comedian will also gain a bonus modifier of +5% to +20% (5d4) when performing for this audience again.

On a failed skill check, the audience must make a morale check after each joke or after the entire performance (DM’s decision). Usually, a tougher crowd requires more morale checks. If the audience succeeds in a morale check, then the

audience will tolerate the comedian, for now. If the audience fails a morale check, then the audience acts unfavorably, if not hostile, towards the comedian.

Note, alcohol effects the morale of the audience. If the audience, in general, is slightly intoxicated their morale is modified by +1. If the audience is moderately intoxicated their morale is modified by +2. If the audience is greatly intoxicated their morale is modified by +3.

The DM may allow modifiers to the comedian’s skill check. For comedians who prepare well for a comedy routine (i.e. the player prepares for a good roleplaying session), the skill check is modified by +5%. Failure to prepare gives a modifier of -5%.

Commerce (Mental 1, Intelligence/Knowledge -1) — Characters with this skill know how business works in a particular city and its surrounding towns and villages, and can predict when certain commercial activities will take place (i.e. when the market is at its fullest, when and where some smaller street markets open, etc.). While the skill doesn’t allow for any special contacts, the character knows:

- The guilds and their duties (and guild contacts);
- The location of major shops and their wares; and
- Where to find particular nonmagical goods for sale.

Concentration (Mental 2, Ego/Willpower -2) — A character with this talent has rigorously trained himself to ignore distractions of all kinds, deadening his mind to pain or sensation. This allows a wizard to ignore annoyances or disturbances that might otherwise interfere with the casting of a spell.

In order to use this ability, the player must state that his character is concentrating when he begins to cast a spell. If the character is struck by any attack, he is permitted to attempt a skill check to ignore the distraction and continue to cast his spell (unless, of course, the damage is enough to render him unconscious.) The wizard can try to ignore grappling or restraining attacks that cause no damage, but suffers a -20% penalty to his check. Spells that incapacitate without damaging, such as *hold person* or *command*, still interrupt the caster if he fails his saving throw.

A character using this ability must focus on the casting of his spell to the exclusion of all other activity, even direct attacks. Any Dexterity adjustment to his Armor Class is lost, and in addition, flank or side attacks are treated as rear attacks, with a +2 bonus to hit instead of a +1.

Connoisseur (Mental 2, Intelligence/Knowledge, Wisdom/Intuition) — A character with this skill is an excellent judge of art, cuisine, wine or another area of interest chosen by the player. The character has more than a special interest in the his area of expertise; rather than simply conveying knowledge of the subject, the character has an exquisite appreciation for the subject of his interest.

On a successful skill check, the character may not only identify the peculiar qualities of the object of his expertise

(i.e., naming the vineyard and year of a wine), but may also make fine value judgments and commentary about the work. This skill is especially useful in determining the difference between an original or authentic work and an imitation and in appraising its value (as the Appraising skill, but limited to the character's subject of interest).

When first learned, this skill must be limited to a particular category cuisine of a nation, wine, beer, liquors, painting, sculpture, music and so forth. Furthermore, the character may specialize in a particular subcategory of the chosen category, be it the cuisine of the city of Verbronia (rather than just Eirbronian), Paladondian winemaking, primitive halfling art or pre-emancipation Lizard Man chants. In his specialized category the character gains a +10% bonus to his skill score.

Failure of a Connoisseur skill check means the character has failed to grasp some important qualities of the subject matter; failure on a roll of 96-00 means that the character makes a blindingly bad judgment — potentially embarrassing if other connoisseurs of the same field are present.

Separate Connoisseur skills must be taken for different areas of interest.

Creature Lore (Mental 1, Intelligence/Knowledge, Wisdom/Understanding) — A character with this skill has specific knowledge about the ecology, organization, combat techniques and other relevant information (as found in the *Monstrous Compendium* and other sources) about a specific monster type or a closely related group. For example, a character with this skill might be an expert on bulettes, dragons, giants, trolls, etc. In general, the broader the creature category chosen, the less specific the knowledge attained.

Intelligence/Knowledge is the relevant ability for most forms of Creature Lore, however, Wisdom/Understanding is the relevant ability for any form of Creature Lore that deals with supernatural or outer planar creatures. Skills with Wisdom/Understanding as the relevant ability include Fiend Lore, Necrology and Spirit Lore.

Some specific types of Creature Lore are listed below.

Fey Lore: This is the knowledge of the fey folk and their ways. A character can use this skill to discern what sort of faerie would lurk in a specific area or terrain, whether or not an item was made by the fey folk or simply to gather some clue in dealing with such creatures in a diplomatic matter.

Fiend Lore: A character who takes this skill can pick one broad category of evil outer planar beings to be knowledgeable about. For example, baatezu, tanar'ri, yugoloth, etc. are all eligible broad categories. However, Fiend Lore is a highly speculative science and those who use it are often exposed to false information. The DM is encouraged to occasionally feed false information to the player characters, allowing the characters to prove or disprove new rumors.

The character with this skill has a good understanding of the stories and legends surrounding lower planar creatures. This information is never, of course, entirely accurate. The character knows all current superstitions and may have developed his own theories as well.

The character is aware of the tales surrounding half-demons. For example, he might believe that half demons' births are accompanied by storms and petty natural disasters and that if a man commits suicide his wife may give birth to a half-demon.

When making a physical examination of a suspect, true "demon-marks" may be distinguished from birthmarks if a skill check is made, and the smell of fiendish sulfur is rarely confused with natural scents (such as rotten eggs or burnt meat).

A character with the Tracking skill may distinguish fiend tracks from animal tracks if a successful skill check is made for both skills. Similarly, a character with the Animal Lore skill may tell whether or not an animal's erratic behavior is fiendishly induced.



Fiend Lore takes a toll on the mortal mind

Character's with the Fiend Lore skill are also familiar with the nature of fiendish contracts and have a rudimentary knowledge of the various types of common magical items created and used by fiends. A character with this skill can identify an item (magical or nonmagical) originating in the lower planes if he successfully makes a skill check at -40% penalty. This ability does not allow the character to determine the properties of the item in question, only that it has a fiendish origin.

Study of fiends and the lower planes takes a toll on the mortal mind. For every five skill points a character acquires in this skill, his Sanity score is permanently reduced by one percentile point. This reduction cannot be avoided by any means (including *wish*, *limited wish*, and *alter reality*).

Genie Lore: Characters with this skill are versed in the nature and background of all geniekind, from the smallest elemental gen to the grandest noble pasha or caliph. They know the proper manner for greeting and conversing with a genie — in other words, the manner least likely to offend

the creature. In contrast, other characters must rely on successful Charisma checks both initially and every time they commit a potential faux pas (in the DM's opinion).

Characters who have Genie Lore also know the hierarchy and organization of geniekind. At a glance, they can tell whether a creature is a marid, djinni, dao or efreeti. They can also say whether a creature they're conversing with is noble or base.

If a genie is masquerading as a common human, a successful skill check reveals the ruse. If this check fails, perception is completely reversed from the truth. In other words, the genie seems definitely to be a common person and a common person seems definitely to be a genie. A character with Genie Lore can perform only one check per "suspect." The DM rolls this check separately and secretly (not revealing the true results). If an individual with Genie Lore has no reason to be suspicious, the check is made at a -40% penalty.

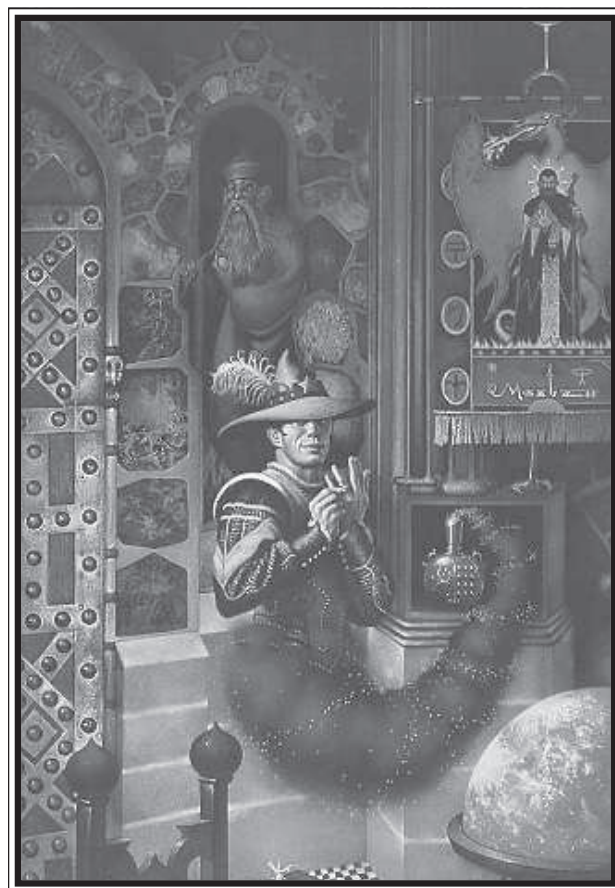
Genie Lore also enables a character to detect the work of genies — that is, the physical manifestations of genie spells, as well as items created by a genie's spell-like abilities. The chance of success is limited. The character makes the skill check at a -40% penalty. If successful, the individual may discern, for example, whether a wall has been constructed by genie-magic, whether a meal was summoned into being by a djinni or whether a princess is enamored magically by the effects of a dao-granted *limited wish*.

Genie Lore does not enable a character to detect genies moving invisibly through the immediate area. Nor does it help the character see through an extraordinary disguise unless the genie is working some wonder of magic at the time.

Necrology: A character with this skill, also known as Undead Lore, is well versed in the lore of undead creatures. This skill may be used to help determine the probable lairs, dining habits and history of such creatures (no ability check needed). Whenever a character with this skill confronts an undead, he may be able to specifically identify the creature (discerning between a ghast and a common ghoul, for instance). In addition, providing the character makes a successful skill check, he recalls the creature's specific weaknesses and natural defenses or immunities. At the DM's discretion, a failed ability check (in either of these cases) will reveal misleading or even completely erroneous information which may actually strengthen or otherwise benefit the undead.

Spirit Lore: This skill enables a character to make sensible decisions concerning the spirits. It means that they have some idea what powers spirits have and what aid they can give shamans.

Further, although it does not include the knowledge of ritual details covered by the Shamanic Ritual skill, it does



Genies come in many forms

allow the character to identify shrines and other sites dedicated to the spirits, tools created for use in shamanic rituals and to determine what sacrifice is required by a known spirit for any given reason.

DMs may also use this skill as a way warn players who are about to commit errors which their characters simply would not make. ("The spirits might just find that insulting...").

Crowd Working (Mental 1, Charisma/Appearance) — Almost every bard is familiar with the ways of a crowd. However, a character who takes Crowd Working learns all the tricks of the trade. Such characters are skilled at observing crowds and adjusting their performances accordingly.

This skill also can be used to adjust the encounter reaction of a crowd. A successful skill check will alter the crowd's reaction by two levels.

If the bard (or other character) or his group is soliciting money from a crowd, a successful skill check indicates that the bard or other performer is particularly appealing and the crowd willingly donates twice as much money as it normally would (or conditions improve one category if using the performance rules in the *Complete Bard's Handbook*.)

Crystal Focus (Mental 1, Ego/Willpower -1) — Many psionics find that they can achieve a deeper and more productive psionic trance by focusing their meditations on an inanimate object. Crystals and gemstones are the most frequently used foci, because of their clarity and durability. However, any object which is sufficiently intricate in design or complexity can be used as a focal object. A crystal focus gives the psionist a +1 bonus on power checks for one particular science or devotion.

To use this skill, the psionist must first attune a focal object to one of his psionic powers. This requires a skill check and two hours of meditation. After that, he can use the +1 bonus any time he initiates the power if he has the crystal (or other focal object) in contact with his body. A psionist may only attune one crystal at a time. If he rolls a natural 20 on his power check, the crystal burns out and is destroyed.

The focal object doesn't have to be very valuable — a plain quartz crystal is usually enough to establish focus.

In Fälgorna this skill has also been developed on a parallel track by users of magic. A priest or a wizard can use the techniques of the Crystal Focus skill to cast one spell (which is determined when the focal item is attuned) at one level higher than his current level at no additional cost in spell points.

When a priest or wizard uses this skill, a skill check must be made each time the focal object is used. In order to gain the bonus, the character must concentrate for one round, staring into the focal object, in addition to the normal casting time of a spell. During this extended casting the caster loses all bonuses to Armor Class for Dexterity and flank attacks are treated as rear attacks (+2 to hit instead of the normal +1). If the check fails, the caster may still cast the spell normally, but with the extended casting time. On a skill check of 96-00 the magic consumes the focal object and is wasted.

Danger Sense (Mental 2, Ego/Aura +1, Wisdom/Intuition +1) — This skill provides the character with a sixth sense that warns him of impending danger from traps, hazards and ambushes. When the character is approximately one round away from triggering the threat (for example, in one round he'll step on a rattlesnake if he keeps moving at his current rate), the DM makes a secret skill check. If the check fails, the DM tells him nothing. If the check succeeds, the character feels a tingling in the back of his neck or on the tips of his fingers; the DM tells him the general direction of the threat (in front, to the right, overhead, and so on). The character doesn't learn anything about the type of threat; it might be pool of quicksand, a concealed lion or a hidden trip wire. It's up to the character to figure out how to respond to the warning.

If the threat is an impending ambush from an NPC or a creature, the character can only be surprised on a roll of one and if not surprised, automatically gains the initiative on

the first round of combat (assuming that combat ensues one round after the character is alerted by his Danger Sense). On a successful skill check, a character with Danger Sense is affected by a rear attack as if it were a flank attack.

The DM may decide that the character's Danger Sense does not work against unfamiliar dangers. If an island barbarian has never seen a poisonous snake, he might be oblivious to the rattlesnake's danger. Exotic magical traps or illusions may also circumvent Danger Sense.

Debate (Mental 1, Intelligence/Reason) — Characters with the Debate skill can hold their own during heated discussions, remaining quick-witted and cool-tempered. They do not gain the ability to convince guards or holy warriors of their viewpoints, however. Nor can they sway the thinking of unruly hordes or skeptical masses.

This skill does allow them to engage in meaningful arguments, impressing others with their mental faculties. As a result, debaters gain a +2 bonus to encounter reactions. When they're attempting to smooth ruffled feathers, the bonus is subtracted from the result on the dice. When they're attempting to enrage another character with cheek and guile, the bonus is added to the dice roll.

An individual with the Debate skill is quite engaging. As a result, a character verbally battling one-on-one with such a debater is less watchful of his or her surroundings. Pickpocket attempts against that character are made at +5% bonus, the character's initiative is penalized by one phase, the character's ability checks are made at -3 and skill checks are at -15%. (The debater does not suffer these penalties unless doing battle with another debater.)

Debaters cannot automatically preoccupy others, however. An individual must be willing to talk in the first place before a debater can use this skill.

Further, the skill doesn't work unless the targeted individual is at least cautious (on the Reaction Table) toward the debater (if they saw eye-to-eye, there would be nothing to debate). Assuming these conditions are met, the debate begins if a successful skill check is rolled. If the roll fails, the debater cannot attempt to engage the target again for at least one turn. If the skill check succeeds, the debate continues until the target makes a d20 roll higher than his or her Intelligence/Reason score. The smarter the individual, the livelier the debate, and the harder it is to end it. Debate also ends if a sudden action or activity interrupts it — for example, a failed pickpocket attempt, a sudden attack or magical explosion, a scream from the harem, and so forth. As soon as the debate ends, so do the penalties noted above.

Two individuals with the Debate skill can seek to best each other in verbal sparring. In this case, both make skill checks each round until one fails. Both characters are preoccupied; they suffer the penalties noted above while engaging each other in debate.

Detect Signing (Mental 1, Intelligence/Reason +1) — This skill allows a character to realize when rogues from other guilds or crime families are communicating using their own secret signs. The character who makes a Detect Signing roll recognizes seemingly meaningless symbols found in writing and ordinary speech as having special meaning, although he will not know the content of the communication.

If a character makes a Detect Signing roll by 30% or better, he can recognize one word or symbol in a specific communication and understand its meaning. The DM chooses which word the character recognizes. (This is an opportunity for the DM to pass an intriguing clue on to the rogue character.)

Diagnostics (Mental 1, Intelligence/Knowledge-1) — Both the Healing and Diagnostics skills aid victims of trauma and disease. However, while the Healing skill can be used to restore lost hit points, Diagnostics is mainly concerned with determining the cause of the damage and the prognosis. Diagnostics alone will not heal damage. With a successful skill check, a character becomes aware of all the following information applicable to a particular patient:

- If the patient has suffered physical damage, the character can determine the extent of the damage, though he may not be able to ascertain the exact cause (if a victim was attacked by a tiger, the character will know that the victim was clawed by a large animal, but not necessarily the species). The character can recommend treatments and offer a prognosis, as with victims of diseases.

- If the patient has been poisoned, the character knows the antidote (if one exists) and how to prepare it. Note, even if the character knows how to prepare an antidote, he may not have access to the necessary ingredients.

- The character knows the name of the disease, its cause, how long the patient has had it, and the optimum treatment. If the patient is treated as specified, he suffers the mildest form of the disease and its shortest duration. If the patient declines treatment, or the treatment doesn't work, the character can determine the patient's prognosis with reasonable accuracy. ("The patient will recover by the end of the month." "The patient will become permanently blind if

not treated within a year.") The character may diagnose both natural and magical diseases.

- When examining a corpse, the character can determine how the victim died and approximately how long it's been dead. If the victim died of unnatural causes, the character will only be able to determine the general circumstances of the death. For example, if an evil wizard incinerated the victim with a *fireball*, a successful Diagnostics check might reveal that the victim burned to death very rapidly as

a result of some type of magic, but not that it was affected by a *fireball*.

A character with this skill may diagnose himself or any other character or animal, except for supernatural creatures (such as a ghost or skeleton) and creatures from another plane of existence (like a xorn or aerial servant). He may attempt to diagnose an individual or creature only once.

If a character also has the Healing skill, he may modify all Diagnostic checks by +5%.

Diplomacy (Mental 1, Charisma/Leadership -1) — This is the grand art of high diplomacy between states or organizations. A character skilled in Diplomacy knows the correct procedures and unwritten rules of negotiations between states or large organizations. He is capable of discerning the true intent of the various declarations, statements and gifts or exchanges that make up a diplomatic encounter, and he is able to take his own wishes and couch them in proper diplomatic terms.

Normally, the character only needs to make a skill check if the negotiations are particularly delicate or difficult. However, if there is a specific goal or compromise the character is working towards, he may attempt a check to see if he can win the other side over to his point. Naturally, the DM can apply a modifier of -40% to +40% depending on what the diplomat's offer means to the parties involved. Requesting the surrender of a vastly superior enemy is next to impossible, unless the character can convince them that they stand to gain something of great value by giving up. In any event, the DM shouldn't use this ability as a substitute for good role playing by the players.

Direction Sense (Mental 1, Wisdom/Intuition +1) — A character with this skill has an innate sense of direction. By



A strong arm often aids the diplomat...

concentrating for 1d6 rounds, the character can try to determine the direction the party is headed. If the check fails but is less than 96%, the character errs by 90 degrees. If a 96-00 is rolled, the direction chosen is exactly opposite the true heading. (The DM rolls the check.) Furthermore, when traveling in the wilderness, the character's chance of becoming lost is reduced by his ability score bonus for this skill.

Racial modifiers: Surface elves receive a +5% bonus to this skill. Dwarves and races native to the Everdark receive a +5% bonus to this skill when using it underground. However when using the skill on the surface their skill scores are penalized by -15%. Surface dwelling races receive a -10% penalty when using this skill underground, but receive no special bonus (except for elves) when using it on the surface. Oceanus elves receive a +5% bonus when using this skill in a watery environment, but are penalized -15% when using it on land.

Dirty Tricks (Mental 1, Wisdom/Intuition -2) — The Dirty Tricks skill allows a character to learn how to fight dirty against an opponent. Although the exact methods may vary from character to character, the skill allows the PC to distract an opponent just long enough to get away with something otherwise not possible. The method of trickery must necessarily vary depending on terrain, the opponent, and numerous other factors. Even weather can have a serious effect on the tricks a character can play.

The Dirty Tricks skill gives a +1 bonus to one of several actions the PC can take in the combat round, provided the PC makes a successful skill check. A foe may make a Wisdom/Intuition check at -2 to detect the trick or alternately a Dirty Tricks skill check if the opponent has also has the skill. A successful Wisdom check or Dirty Tricks skill check negates the Dirty Trick for that round.

The Dirty Tricks bonus may be applied to the user's attack, initiative (one phase bonus) or damage results. The trickster may also choose to apply the bonus as a penalty (-1) to an opponent's attack, initiative or damage. The desired bonus must be announced before the skill is checked. A failed check indicates that the enemy is alert to such tricks and will not fall prey to them later in the combat.

Dirty Tricks generally work only once or twice against any given opponent, no matter what forms are used. They remember those who engage in such tricks against them, usually with negative overtones. Only those with average or lower Intelligence will succumb to a dirty trick played twice unless it is exceptionally clever. Players are encouraged to think of the tricks themselves, rather than simply rolling the dice.

Each Dirty Trick played by the PC against the same enemy gives the enemy a cumulative +2 bonus on his Wisdom/Intuition check or +10% bonus to his Dirty Tricks skill check. Unless it can be reasonably expected that the foe would not remember the character using a dirty trick,

this bonus is permanent. A bonus also applies if the character has a reputation for dirty tricks, when facing someone who would know of this reputation.

Sample Dirty Tricks include throwing sand in a foe's eyes, playing dead to lure and enemy into striking distance, clouting him in sensitive areas, forcing him to spring arena-laid traps and so forth.

Disguise (Mental 1, Charisma/Appearance -1) — The character with this skill is trained in the art of disguise. He can make himself look like any general type of person of about the same height, age, weight and race. A successful skill check indicates that the disguise is successful, while a failed roll means the attempt was too obvious in some way.

The character can also disguise himself as a member of another race or sex. In this case, a -35% penalty is applied to the skill check. The character may also attempt to disguise himself as a specific person, with a -50% penalty to the skill check. These modifiers are cumulative, thus, it is extremely difficult for a character to disguise himself as a specific person of another race or sex (a -85% penalty to the check).

Racial modifiers: Dwarves are penalized by -5% when using this skill.

Distance Sense (Mental 1, Wisdom/Intuition) — This skill enables a character on a successful skill check to estimate the total distance he's traveled in any given day, part of a day, or a number of consecutive days equal to his level. For instance, a 7th-level character can estimate the distance he's traveled in the previous week. The estimate will be 90 percent accurate.

Dowsing (Mental 1, Wisdom/Intuition -3) — This is the skill of finding lost or hidden items by seeking a disturbance in the subtle natural energies that permeate the earth. A dowser is attuned to the invisible, intangible eddies and currents of the world around him; by careful and methodical searching, he can detect particular emanations or anomalies.

Dowsing has two general uses: First, the character can attempt to detect natural deposits or minerals in the ground, such as water, gold or other ores. Secondly, the character can attempt to find a specific man-made item that has been lost or hidden, such as a friend's dagger, a buried treasure chest or the entrance to a barrow mound. The search must be very precise — the dowser will have no luck if he sets out to find "the most valuable thing in this field" or "the nearest magical weapon," but "Aunt Claire's missing brooch" or "the gold buried by the pirate Raserid" are suitable searches.

Unlike the spell *locate object*, the dowser isn't led or directed to the item he seeks; he has to actually pass within 10 feet of the item, or walk over the place where it is buried, and succeed in a skill check to detect the item. (The DM should keep this check hidden from the players so that he

doesn't give away the location with a failed check.) Dowsing can take a long time; quartering the dirt floor of a cellar 20 feet square might take 1d3 turns, while checking a field or courtyard might take 1d3 hours. Searching an area larger than 100 yards square is impractical — the dowser gets tired of concentrating.

A dowser can detect items or substances within 100 feet of the surface, although very strong or powerful sources may be detected slightly deeper. The dowser can guess the approximate depth of what he's seeking within plus or minus 10 percent when he stumbles across it.

Dwarf Runes (Mental 2, Intelligence/Knowledge +2) — Dwarf Runes are the basic dwarven alphabet given to the dwarves by the dwarven god Dumathoin, and are taught to all young dwarves as a part of their basic education.

Dwarven runes are found engraved in stone and only rarely written on such transitory materials as parchment, cloth or paper. They are used to denote ownership, give warnings of nearby dangers and to record history. The tombs of dwarves who have been properly interred, as opposed to hasty burial during battle, are engraved with runes which tell the occupant's clan, his parentage, children and the deeds of his life. In the absence of proper interment, dwarves erect stone monoliths or engrave entire cavern walls depicting the deeds of their dead. These list the clans, the names of those who died and the nature of their deaths. The numbers of slain enemies are greatly detailed.

Dwarven runes are not a phonetic form of writing, but a conceptual one, with each rune delineating an idea or implying a range of ideas depending on placement. A single rune might convey pages of human or elf writing or be as simple as a sign saying "stairs." It's a matter of knowing what the rune means and how it is to be interpreted in context. Dwarven runes do not contain conjunctions or pronouns, but proper names are represented by altering an existing rune. This makes runes difficult for other races to understand and dwarves consider themselves superior to races who cannot read even the most simple of them.

Racial modifiers: All dwarves receive Dwarven Runes as a bonus skill.

Embolden (Mental 1, Charisma/Leadership) — The Embolden skill represents the ability to give an inspirational speech, typically before battle. Successful use of this skill, at the appropriate time, allows a character to temporarily raise the base morale of troops, followers, henchmen or similar allies.

To use this skill, the character gives a "pep talk" to raise morale. If a skill check succeeds, the base morale of the character's allies is raised by two points. This new morale value is maintained until the first morale check is failed. When the first morale check fails, the pep talk has "worn off." Instead of fleeing or otherwise "failing," the allies' morale simply reverts to its original value.

The Embolden skill must be used before going into the conflict. It cannot be used during combat or other morale-threatening situations.

Enamor (Mental 1, Charisma/Appearance -2) — This skill allows a character to trick an NPC into falling in love with him or her. It is more than the skill of knowing which flowers to send or garments to wear. The Enamor skill allows the character to study his target like a thief studies a vault, looking for weak points to exploit.

Standard use of the Enamor skill takes a week of constant contact for a susceptible victim, a month or more for a more difficult target. The DM can allow bonuses to the skill roll for a PC who is thorough and clever in his research into the victim's psyche and who takes extra time, and can assign penalties to one who spends too little time or makes wrong assumptions.

At the end of the contact period, the DM rolls the Enamor skill for the character and compares the results with those listed on Table 5.4.5



There are worse ways to get what you want

Table 5.4.5: Enamor Skill Results

Character Lost by 20%+

The victim has been (accidentally) insulted during the romantic pursuit. The victim may attack the character, may arrange to have the character assaulted, may pretend to be seduced in order to cause the character some great harm later, etc.

Character Lost by 10-19%

The victim is not interested in the character and may become irritated with continued pursuit.

Character Lost by 1-9%

The victim is flattered but not convinced. The character can start over with a -10% penalty to his Enamor check or can abandon pursuit, perhaps leaving behind some hard feelings.

Even Roll — Character makes his roll by 0-5%

The victim is flattered but not convinced. The character can start over or can abandon pursuit with no hard feelings.

Character Won by 6-10%

The victim is flattered but not convinced. The character can start over with a +5% bonus to his Enamor check or can abandon pursuit with no hard feelings.

Character Won by 11-20%

The victim is infatuated by the character but will not change ethics, goals or loyalties.

Character Won by 21-35%

The victim is in love with the character and will help the character in any way that does not violate important ethics and loyalties.

Character Won by 36%+

The victim is madly in love with the character and will abandon all ethics, goals and loyalties.

The DM, at his discretion, can additionally make a Wisdom/Understanding check for the victim and multiply the result by five to generate a percentile result. If the victim makes the check by more than the character made his Enamor skill check, the results are as for an Even Roll.

Ironically, the more complete the character's success, the more dangerous the situation becomes. A victim who is madly in love may do everything the character wishes, including betraying state secrets and turning traitor, but expects the character with the Enamor skill to be just as much in love. The victim becomes dangerously jealous of potential rivals (seeing anyone remotely suitable as a potential rival) and could become murderous if she realizes she has been duped.

The relationship built by use of the Enamor skill need not be a romantic one. Depending on

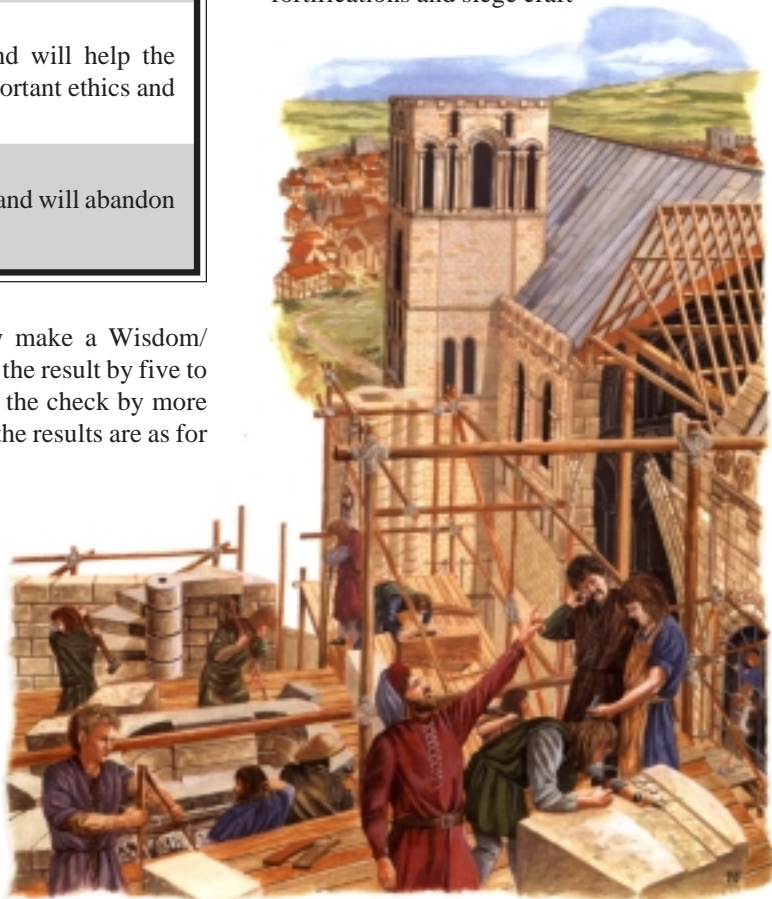
the situation, the relationship might be a friendship or the winning of some one's loyalty away from an enemy.

Although nothing prevents good-aligned characters from learning the Enamor skill, the first time they ruin a life with it may be the last time they use it.

Racial modifiers: Oldanquasti elves can be masters of deception and thus receive a +5% bonus to their Enamor skill score.

Engineering (Mental 2, Intelligence/Reason -3) — The character is trained as a builder of both great and small things. Engineers can prepare plans for everything from simple machines (catapults, river locks, grist mills) to large buildings (fortresses, dams). A skill check is required only when designing something particularly complicated or unusual. An engineer must still find talented workmen to carry out his plan, but he is trained to supervise and manage their work.

An engineer is also familiar with the principles of siegecraft and can detect flaws in the defenses of a castle or similar constructions. He knows how to construct and use siege weapons and machines, such as catapults, rams and screws. The construction and destruction of bridges, fortifications and siege craft



is a valuable skill for the warrior as well as the scholar.

Prerequisites: Numeracy (50%) is a prerequisite for Engineering.

Racial modifiers: Dwarves and gnomes are both known for their engineering abilities and thus receive a +15% bonus to this skill.



Etiquette proves most important in the presence of one's liege ...

Etiquette (Mental 1, Charisma/Appearance) — This skill gives the character a basic understanding of the proper forms of behavior and address required in many different situations, especially those involving nobility and persons of rank. Thus, the character will know the correct title to use when addressing a duke, the proper steps of ceremony to greet visiting diplomats, gestures to avoid in the presence of dwarves, etc. For extremely unusual occurrences, a skill check must be made for the character to know the proper etiquette for the situation (an imperial visit, for example, is a sufficiently rare event).

However, having the character know what is correct and actually do what is correct are two different matters. The encounters must still be roleplayed by the character. Knowledge of etiquette does not give the character protection from a gaffe or faux pas; many people who know the correct thing still manage to do the exact opposite.

In Fälgorna the Etiquette skill only gives specific knowledge of the customary and proper behavior accepted by a single culture which must be specified when this skill is taken. For example, a character who knows human etiquette may not sufficiently understand the intricacies of dwarven social conduct. A character's Etiquette skill regarding cultures other than his own may be penalized by the GM. The character's skill score is typically penalized by -40%.

Fast-talking (Mental 1, Charisma/Appearance) — Fast-talk is the art of distracting and conning NPCs. If a successful skill check is made, the fast-talker weaves a successful scam. Modifiers are based on the Intelligence and Wisdom of the victim (see Table 5.4.6). The DM may also introduce modifiers according to the difficulty or plausibility of what the character is attempting, as well as the racial preferences of the target.

Table 5.4.6: Fast-talking Modifiers

Target's Intelligence		Target's Wisdom	
Intelligence	Modifier	Wisdom	Modifier
3 or less	n/a	3 or less	+25%
4-5	+15%	4-5	+15%
6-8	+5%	6-8	+5%
9-12	0%	9-12	0%
13-15	-5%	13-15	-5%
16-17	-10%	16-17	-15%
18	-15%	18	-25%
19	-25%	19	-50%
20	-50%	20	-75%
21	-75%	21	-90%
22	-90%	22	-100%
23	-100%	23	-110%
24	-110%	24	-125%
25	-125%	25	-150%

Modifiers are cumulative. Targets with an Intelligence of 3 or less are so dim that attempts to fast-talk them fail automatically because they can't follow what's being said.

Example: Julina the Silent, spy extraordinaire, is discovered by guards as she sneaks around the emperor's palace. She quickly decides to fast-talk them into believing that she is the mistress of the steward of the palace and she just got lost in the labyrinthine halls. Unknown to Julina, the steward is an elderly, faithfully and happily married gentleman, and it is possible that the guards know of his reputation.

The DM assumes the guards have average Intelligence and Wisdom (no modifier), but adds a -15% modifier because Julina's story contradicts the steward's reputation. The DM rolls percentile dice and gets a 35. Since this is less than Julina's modified skill check of 50, she succeeds. The

guards buy her story and suggest that she go where she belongs immediately. If she failed they would call her bluff — and perhaps escort her straight to the door of the steward and his wife!

Racial modifiers: Recent observations of Variquesti elves have shown they have an extraordinary talent for Fast-talking, thus they receive a +15% bonus to this skill. Oldanquasti elves and Eradan humans are also talented, receiving +10% and +5% bonuses respectively.

Fire-building (Mental 1, Wisdom/Intuition -1) — A character with Fire-building skill does not normally need a tinderbox to start a fire. Given some dry wood and small pieces of tinder, he can start a fire in 2d20 rounds. Flint and steel are not required. Wet wood, high winds or other adverse conditions increase the time to 3d20 rounds, and a successful skill check must be rolled to start a fire.

Fire Control (Mental 1, Wisdom/Intuition) — A character with this skill can fight fires more efficiently than others. Whenever a fire is being fought on a ship (or elsewhere), the character who makes a successful skill check is able to cut the size of the fire by two points. If the check fails, the character lessens the fire's size by only one point.

Fortune Telling (Mental 2, Charisma +2, Intelligence/Knowledge -2) — This skill covers knowledge of a variety of methods of divination — all of them fake. The character with Fortune Telling is familiar with numerous devices and methods, such as tarot cards, palm reading, interpreting the flight of sparrows or the arrangement of a sacrificed animal's entrails. At least, the character is familiar enough with these practices to make it appear that he's an authentic

soothsayer. The character makes up the prediction he wishes to tell.

A successful skill check indicates that the target believes the fortune. If the check fails, the sham is discovered in some way or the prediction is simply not believed. The fortune teller's skill check is modified by his target's Intelligence and Wisdom as shown on Table 5.4.7, and by the believability of the fortune predicted (DM's discretion).

Table 5.4.7: Fortune Telling Modifiers

Target's Intelligence Modifier		Target's Wisdom Modifier	
3 or less	n/a	3 or less	+25%
4-5	+15%	4-5	+15%
6-8	+5%	6-8	+5%
9-12	0%	9-12	0%
13-15	-5%	13-15	-5%
16-17	-10%	16-17	-15%
18	-15%	18	-25%
19	-25%	19	-50%
20	-50%	20	-75%
21	-75%	21	-90%
22	-90%	22	-100%
23	-100%	23	-110%
24	-110%	24	-125%
25	-125%	25	-150%

True prediction: On a natural roll of 01-05%, the prediction made by the fortune teller actually comes true (at the DM's discretion). The character with this skill should never know he has made a true prediction, therefore, all Fortune Telling skill checks should be made secretly by the DM.

Fungi Recognition (Mental 1, Intelligence/Knowledge +3) — Although they prefer not to, dwarves and other Everdark races sometimes have to survive on a diet of fungi and other underground flora. They would rather use these as supplements to their regular diet, but when times are hard or when involved in an extended underground expedition, it is useful to be able to tell edible fungi from the poisonous or unwholesome varieties. Approximately 50 percent of underground fungi are poisonous. They may cause an upset stomach or be so poisonous that they cause death. It is impossible to harvest edible fungi without the Fungi Recognition skill.

If the character has plenty of light and an opportunity to study the fungus in question closely for one turn (and he has a skill score of at least 50%), no skill check is required. If he is unable to see the fungus properly, often the case when using infravision or if he has to make a hasty decision about edibility, a skill check must be made.



It's not quite an honest day's work ...

Racial modifiers: Dwarves and other races native to the Everdark (Drow elves, gnomes, humanoids, etc.) may take Fungi Recognition as a recommended skill.

Gaming (Mental 1, Charisma/Appearance) — The character knows most common games of chance and skill, including cards, dice, bones, draughts and chess. When playing a game, the character may either play out the actual game (which may take too much time for some) or make a skill check, with success indicating victory. If two proficient characters play each other, the one with the highest successful skill check wins. A character with Gaming skill can also attempt to cheat, thus gaining a +5% bonus to his skill check. If the skill check for the game is 86-00%, however, the character has been caught cheating (even if he won the game).

Geography (Mental 1, Intelligence/Knowledge -2) — Characters with this skill are familiar with the present-day locations and sizes of settlements and cities in their native region. A character with this skill knows basic information about the various kingdoms and other political states of the realms. He possesses basic information about their forms of government, rulers, cultures, and resources. On a successful skill check, the character has knowledge of specific or detailed information about a kingdom or region.

The knowledge of a character with a skill score of at least 75% extends to the entire continent of Fälgorna.

Geography, Ancient (Mental 1, Intelligence/Knowledge -2) — Characters with this skill are familiar with the location and size of settlements and cities in their native region at some point in the past. A successful skill check allows characters to determine where a city's limits were during the period they are familiar with, recognize a ruined keep as an ancient ducal seat and whatever other information the DM deems may have been recorded in ancient documents. The knowledge of a character with a skill score of at least 75% extends to an entire nation or domain in the campaign setting.

This skill gives a +5% modifier to the character's Spirit Lore skills in relation to checks in the region they are familiar with.

Geology (Mental 2, Intelligence/Knowledge -1) — A character with this skill is able to identify different types of rocks and minerals, including precious metals and gems. Though he cannot accurately appraise the value of such items, he can differentiate between ornamental, semiprecious and precious stones, and he can make an educated guess at the purity of any vein of precious metal. He is also familiar with underground formations and functions of the natural world related to this science, such as earthquakes,

volcanic activity and the processes involved in the creation of the various rocks and minerals.

A character with the Geology skill adds a +10% bonus to all Mining skill checks.

Racial modifiers: There are few dwarves who are not familiar with the basics of geology, and it is also a favorite



Who? Me cheat?

with gnomes, especially Deep Gnomes. Dwarves, Gnomes, Stout Halflings and Ultra may take Geology as a Mental 1 skill. Dwarves and Rock Gnomes receive a +15% bonus to their skill score. Deep Gnomes receive a +20% bonus. Stout Halflings, Forest Gnomes and Ultra gain only a +10% bonus when using this skill.

Haggling (Mental 2, Wisdom/Intuition) — The market is a place of give and take, where steep prices are demanded and modest amounts are paid. The price for equipment can be divided into three categories. The first is the “asking price,” the second the “normal price,” and the third the “bargain price.”

The asking price is just that — what a merchant typically asks for a given item when a buyer points it out. A poor haggler usually ends up paying that price. The bargain price reflects the most successful result of a haggling character, while the normal price reflects a middle ground — a sort of standoff or compromise between buyer and seller. Typically the asking price is 10 percent to 60 percent above the normal price (the price listed in the *PHB*) and the bargain price is 10 percent to 40 percent below the normal price. However, the asking, normal and bargain price may vary from city to city and kingdom to kingdom.

Here's how the skill works in play. A buyer with the Haggling skill — usually a PC — points to an item for sale and asks the price. (Prices are rarely posted.) Variations exist, but as a general rule, merchants are assumed to have the Haggling skill too, with a skill score of 65% or better to back it up. The PC makes a Haggling check. The DM does the same for the merchant. Results are as follows

- If the buyer makes a successful check but the merchant doesn't, the item will sell for the bargain price — usually

with some complaint by the merchant. (“You are stealing from me! You remember that it was I who was so good to you when next you need supplies. Now, what else may I show you”)

- If both the buyer and the seller make successful checks, the merchant will not settle for less than the normal price, regardless of bickering.

- If both the buyer and the seller fail their checks, the merchant won’t settle for less than the normal price (the “fine price,” the “excellent price,” the “price that barely feeds my wife and my ten sick children — a virtual killing!”)

- If the buyer fails the check but the seller succeeds, the merchant will hold firm to the asking price, and no amount of haggling will change it. (“Hah! You insult me with your swine-headed ways! If you think you can get a better price, then go somewhere else! Now, what else may I show you.”)

Lacking the Haggling skill is the same as failing the skill check. For example, if the buyer lacks the skill, and the seller’s skill check fails, then the normal price applies.

If the PCs are together, only one of them can haggle for a particular item; a merchant won’t begin anew with another player character. Further, the price of an item determined by Haggling applies throughout the business day. Additional attempts are useless until the next morning. If the character wishes to buy another item of the same type, the previous price automatically applies. A character can haggle for another kind of item right away, but could not, for example, attempt to buy a second waterskin that day from the same merchant for a better price.

At the DM’s option, merchants may decide not to haggle with a PC who appears not to have the asking price in hand. (Why should a merchant waste effort on a pauper who has no intention of buying?) “Let me see your silver” is a common response to a questionable buyer’s attempt to haggle.

Bazaars are packed with all manner of goods, some rare and strange, such as armor imported from northern realms or an occasional coffee-pouring automaton. The DM should set a normal price, add 50 percent to determine the asking price, and subtract 25 percent from the normal price to find the bargain price. For example, a set of fine crystalline cups might have a normal price of 100 gp. The asking price would be 150 gp, and the bargain price would be 75 gp.

Haggling should enhance the flavor of adventures in Fälgorna, with appropriate roleplaying to supplement the skill checks. The DM should not allow it to dominate or otherwise slow the campaign.

Bartering: This subskill, simulates an expertise in trading and appraising when both parties are using commodities or merchandise as a means of exchange rather than currency. For game purposes, Haggling and Bartering operate identically. The only distinction is that Bartering

involves the trade of merchandise for merchandise, while Haggling involves the trade of currency for merchandise. A character with the Haggling skill is assumed to also have the Bartering subskill. Both the Haggling skill and the Bartering subskill can be very useful when combined with Appraising.

Barbarians: Whenever practical, values should be expressed in a medium of exchange used in the barbarian’s homeland. If a barbarian commonly trades bobcat furs (worth 2 gp each) and correctly determines the value of a small canoe (worth 30 gp), the DM might tell him the canoe is worth “about 15 bobcat furs” or “between 14 and 16 bobcat furs.” If he makes a successful Bartering check, and the DM decides to give him a 20 percent discount, the canoe will cost him 12 furs. Fractional values should be resolved in favor of the seller; if the barbarian receives a 30 percent discount on a 30 gp canoe (for a final price of 21 gp), the canoe will cost him 11 furs (valued at 22 gp).

Harness Subconscious (Mental 2, Ego/Aura -1) — This meditative skill lets the psionist temporarily boost his total PSPs. In effect, the skill lets him tap into energy reserves that lie deep in his subconscious — reserves which are usually unavailable to him. It’s like enjoying a shot of psychic adrenaline.

Before he can Harness Subconscious energies, the psionist’s PSP total must be at its maximum. He then must spend two days (48 consecutive hours) gathering this energy, taking only necessary breaks for eating and sleeping. At the end of that time, the character makes a skill check. If he passes, he increases his PSP total by 20 percent, rounded up.

The increase in PSPs lasts 72 hours. At the end of that time, the character loses as many strength points as he initially gained, regardless of his current total. This loss can never reduce his total below zero points, however.

During the 72 hours of heightened strength, the character cannot recover PSPs if his current total equals or exceeds his usual maximum. Once his current total drops below his usual maximum (i.e., once he has spent all bonus points), he can begin regaining PSPs normally. He cannot recover the lost bonus points, however; he can only recover enough points to return to his usual maximum.

Healing (Mental 2, Intelligence/Knowledge, Wisdom/Intuition -2) — A character skilled in Healing knows how to use natural medicines and basic principles of first aid and doctoring. If the character tends another within one turn of wounding (and makes a successful skill check), his ministrations restore 1d3 hit points (but no more hit points can be restored than were lost during the previous combat). Only one Healing attempt can be made on a character per combat.

If a wounded character remains under the care of someone with Healing skill, that character can recover lost hit points at the rate of one per day even when traveling or



Healing is a critical adventuring skill

engaging in nonstrenuous activity. If the wounded character gets complete rest, he can recover two hit points per day while under such care. Only characters with both Healing and Herbalism skills can help others recover at the rate of three hit points per day of rest. This care does not require a skill check, only the regular attention of the proficient character. Up to six patients can be cared for at any time.

A character with Healing skill can also attempt to aid a poisoned individual, provided the poison entered through a wound. If the poisoned character can be tended to immediately (before the effects of the poison begin to set in, i.e., during the onset time) and the care continues for the next five rounds, the victim gains a +2 bonus to his saving throw (delay his saving throw until the last round of tending). No skill check is required, but the poisoned character must be tended to immediately and cannot do anything himself. If the care and rest are interrupted, the poisoned character must immediately roll a normal saving throw for the poison. This result is unalterable by normal means (i.e., more healing doesn't help). Only characters with both Healing and Herbalism skills can attempt the same treatment for poisons the victim has swallowed or touched (the character uses his Healing to diagnose the poison and his Herbalism knowledge to prepare a purgative).

A character with Healing skill can also attempt to diagnose and treat diseases. When dealing with normal diseases, a successful skill check automatically reduces the disease to its mildest form and shortest duration. Those who also have Herbalism knowledge gain an additional +10% bonus to this check. A skilled character can also attempt to deal with magical diseases, whether caused by spells or creatures. In this case, a successful skill check diagnoses the cause of the disease. However, since the disease is magical in nature, it can be treated only by magical means.

When a character uses this skill on himself, the chance for success is penalized by -25%.

This skill can be used to heal animals (as Veterinary Healing) at a -40% penalty.

Barbarians: A barbarian with the Healing skill may only diagnose and treat diseases common in his homeland

terrain with a normal chance for success. All other diseases are diagnosed and healed at a -25% penalty.

He may not treat a poisoned individual unless the victim is suffering from a natural, nonmagical poison. He must also be familiar with the source of the poison or he suffers a -25% penalty to his skill check. If the victim has been poisoned by a creature, the creature must be native to the barbarian's homeland terrain or the barbarian suffers a -25% penalty to his skill check. If the victim has been affected by a poisoned weapon, the poison must be from a plant, animal or mineral found in the barbarians homeland terrain or attempts to heal it are made at a -25% penalty to the character's skill check.

Racial modifiers: Fälgornian humans and Elberethi elves receive a +10% bonus to their Healing skill score.

Heat Protection (Mental 2, Intelligence/Knowledge -2) — A character with the Heat Protection skill has learned to use clothing and personal pacing to optimize endurance against the rigors of desert (or other) heat. On a successful skill check, the character need only consume half the normal amount of water per day to avoid dehydration. In combat, the Heat Protection skill reduces the effects of desert heat on a character wearing metal armor or other inappropriate gear. A successful skill check each round negates the to hit penalty normally applied to a character wearing inappropriate gear in this setting. In addition, when the character has fought as many rounds as possible in the adverse heat (based on his Constitution), a successful check will allow him to fight for five more rounds. This check can be made at the end of every subsequent five round period, but once failed, the character collapses from exhaustion.

Racial modifiers: Azog-bull orcs may take this skill as a Mental 1 skill with a +10% bonus to their skill score.

Heraldry (Mental 1, Intelligence/Knowledge) — The knowledge of Heraldry enables the character to identify the different crests, kilts and symbols that denote different persons and groups. Heraldry comes in many forms and is used for many different purposes. It can be used to identify noblemen, families, guilds, sects, legions, political factions and castes. The symbols may appear on flags, shields, helmets, badges, embroidery, standards, clothing, coins and more. The symbols used may include geometric patterns, calligraphic lines of script, fantastic beasts, religious symbols and magical seals (made for the express purpose of identification). Heraldry can vary from the highly formalized rules and regulations of late medieval Europe to the knowledge of different shield patterns and shapes used by African tribesmen.

The character automatically knows the different heraldic symbols of his homeland and whom they are associated with. In addition, if the character makes a successful skill check, he can correctly identify the signs and symbols of other lands, provided he has at least a passing knowledge

of the inhabitants of that land. His heraldry skill is of little use upon first entering a foreign land.

Heraldic subskills: A skill score of 50% or less gives the character the basic Heraldry skill as detailed above, but a character who expends more time learning about Heraldry gains other benefits as he advances in Heraldic proficiency. For every 10 points of skill beyond 50 the character can gain one of the following subskills. A character with a skill score of 90% is considered to be a specialist in Heraldry and receives all of the subskills listed below.

Blazoning: A blazon is a formula describing exactly what a certain heraldic device looks like. Characters with this skill can reconstruct a coat of arms from its written description or encode an image in blazon form. This skill must be used to perform several other heraldic arts.

Boasting: Heralds use this seemingly simple skill to proclaim their lord's ancestry and triumphs. By making a successful boast, a herald can improve the morale of one unit of troops by one point. A boast can also impress other nobles on diplomatic missions. When a herald successfully boasts for his liege, give the noble a +2 bonus on reaction rolls. One cannot use Boasting without a History skill that applies to the noble who is the subject of the boast. A person who studies both Boasting and Family History can boast effectively for himself.

A character modifies his Boasting attempt by 5% (plus or minus) for every point of Charisma/Appearance Reaction Adjustment. Thus, a character with a Charisma/Appearance of 17 would modify his chance to successfully boast by +30%, while a character with a Charisma/Appearance of 4 would boast with a -20% chance of success.

Differencing: Since there may be thousands of shields in use in a campaign world, distinguishing between them requires great skill. To understand Differencing, a character needs the Blazon subskill; records of arms are kept in this written code, and characters need access to the College of Herald's library to use this skill properly. Without a library, penalize Differencing checks by an additional modifier of -15%. A successful Differencing check lets a character identify a given achievement and its bearer. Once a Differencing check has succeeded on an insignia, the herald can always recognize that particular insignia.

Heraldic Law: A character uses this skill to understand the nuances of custom and law that govern heraldry. Heraldic Law not only controls heraldry but also regulates jousts and lethal duels. Whenever a character requests a special favor from the College of Heralds or is summoned before a court of chivalry, the Heraldic Law skill becomes vital. Characters who do not have this subskill may hire NPC lawyers to argue for them.

Revelations: Coats of arms reveal a myriad of details about their owners, and this skill lets a character understand those details. A character who makes a successful Revelations check can learn about any of the following



Designing a coat of arms requires more than artistic skill

features of an arms-bearer: alliances, marriages, conditions of birth (rank of family and order of birth), disgraces, magnitude of political authority (offices held, size of lands, etc.), and triumphs. This includes any major exploits of the arms-bearer or his ancestors. For game purposes, it lets heralds roughly determine a character's experience level, Social Class, Social Rank, and possibly Sibling Rank and Sibling Standing.

The heraldic privilege: To receive a coat of arms, a character must either be born into nobility (Social Class of Noble or Gentry) or perform a special service for the crown. All legitimate children receive their father's arms. Parents must pass their arms on, even to disinherited children, and all heirs are forced to display either their father's shield or none at all. The only alteration children may make is a mark of cadence that lets them be recognized in battle. After an arms-bearer dies, his eldest son abolishes all differencing and carries the father's shield. Bastards may inherit their fathers' arms if they prove paternity. Otherwise, an illegitimate child is either denied any noble rank at all or is allowed to design a completely new coat of

arms. The College of Heraldry decides what armory that offspring may wear.

A player whose character inherits arms may decide what his shield looks like, but the DM may design any features that might affect the game. PCs might have ancestral dishonors to overcome or reputations to maintain.

Designing the achievement: Any commoner who aspires to the noble classes must apply to the College of Heraldry for a grant of arms. The aspirant must then perform some heroic service for the crown to become worthy of heraldry. When the character finally becomes an arms-bearer, he will have to create the shield. Designing a new coat of arms requires the help of experts with skills in Blazoning, Heraldic Law, Revelations, and Differencing. One of the participants must have studied the history of the arms-bearer's family, and since few people study commoner's ancestors, the new noble house may have to train its own heralds. A Draftsmanship (Artistic Ability) skill is needed to draw the arms.

One of the heralds overseeing the new shield must roll against his Heraldic Law skill, and if this check fails, the shield will be flawed in one of two ways. There is a 70% chance that the shield will merely be poorly designed, resulting in confusion and ridicule whenever it is examined by someone with skill in Differencing, Revelations, Heraldic Law or Blazoning. A 30% chance exists that an illegal shield insults some other person. At the DM's option, this can result in a blood feud or dispute of arms (See *Dragon* #154).

Related skills: Skills closely related to Heraldry include Artistic Ability (draftsmanship), Local History (family or clan), Signaling (heraldic), and Sage Knowledge (heraldry).

Note: For more detail on creating Heraldic symbols see *Dragon* #53 and *Dragon* #154.

Herbal Magic (Mental 2, Intelligence/Knowledge -2) — This special nonweapon skill represents a specialized knowledge of herb lore which allows a character to utilize a variety of herbal and other raw materials to concoct herbal brews. This advanced skill differs from Herbalism in the fact that it reflects knowledge of how various herbal extracts interact with each other to produce a desired effect. Herbalism, on the other hand, deals only with the identification, gathering and use of individual herbs for specific needs.

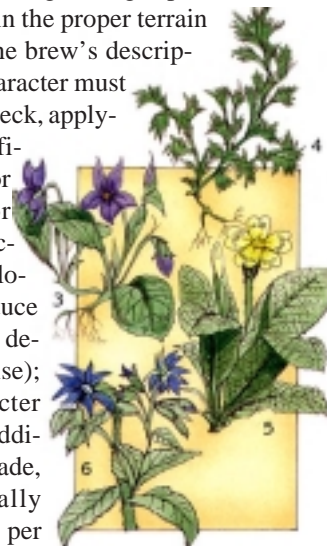
Herbal Magic may be learned by a character of any class who has a skill score of at least 50% in Herbalism and 25% in Brewing. However, druids and specialty priests of St. Hubert the Healer with the required prerequisite skills may learn Herbal Magic as a Mental 1 skill.

A character with knowledge of Herbal Magic can create special herbal brews which have effects similar to magical

potions, oils, powders, etc. However, despite their effects these brews are nonmagical in nature.

An herbal brew is a concoction of several herbs (and sometimes fungi or tree bark) that produces an exotic effect. The name of a brew usually does not refer to the herbs in it, but to its effects. Herbal brews require no magical plants; power comes from the combination of herbs and the secret techniques the herbalist uses during each stage of preparation.

Locating the Herbs: Finding an herbal brew's ingredients requires, first, determining the right place to look. The herbalist must search in the proper terrain for the time indicated in the brew's description below. Second, the character must make an Herbalism skill check, applying the brew's search modifier and a -20% penalty for snow-covered ground or darkness, if applicable. Success means the herbalist locates enough herbs to produce one brew (unless the brew description indicates otherwise); failure means the character finds none. In either case, additional searches may be made, though an herbalist really should search only once per square mile of appropriate terrain. Repeated searches of an area carry a cumulative -10% penalty — there may be nothing there to find!



Preserving herbal ingredients: Most herbs work best while fresh, but an herbalist may wish to store some for future use rather than immediately turning them into brews. Preserving ingredients by drying, powdering, and packing the herbs takes six hours per set of ingredients (enough for one brew) and requires a successful Herbalism check. The DM makes this roll, informing the player whether the ingredients have spoiled only when the herbalist tries to use them in a brew. A successful roll ensures the herbs stay fresh while in a waterproof container. Failure indicates they will spoil in 1d6 days.

Making an herbal brew: To create an herbal brew, the herbalist must have the appropriate ingredients, either fresh or preserved. The brewing process requires a quiet place that fosters deep concentration. It involves both physical work (chopping and cleaning herbs, mixing the ingredients in proper portions, steaming them, etc.) and ritual gestures and prayer.

After preparing the concoction (which takes as long as the brew's description specifies), the herbalist rolls a skill check, using the modifiers shown. In addition, a -10% modifier applies if the herbalist used preserved rather than fresh herbs. A successful check means the herbalist creates

the brew. Failure means the herbalist ruins the ingredients; a roll of 91-00% always fails.

An herbalist with several sets of ingredients for the same herbal brew may mix multiple batches at the same time. If the final skill check succeeds, the herbalist concocts all the batches; if it fails, the ingredients all go to waste.

Types of herbal brews: Following are descriptions of various herbal brews. Each brew entry includes these details

- **Terrain** describes where to find ingredients for the brew, as well as any special notes (gather only at night, etc.).

- **Search Time/Modifier** indicates how many hours an herbalist must search for the brew's ingredients and offers a modifier to the Herbalism skill check that determines whether the herbalist finds them.

- **Preparation Time/Modifier** details how many hours it takes the herbalist to prepare the brew and provides a modifier to the Herbal Magic skill check needed for successful brewing.

- **Application** describes how to apply the brew either as a tea, elixir, ointment, poultice, vapor, powder or consumable. An item is a catchall category for Herbal Magic creations which do not fall into any of the other categories.

A *tea* consists of a mixture of broken or crushed, dried herbs infused into water.

Elixirs are syrupy concoctions that are drunk. The rules for drinking potions apply to herbal teas and elixirs. Teas keep indefinitely in dry form.

An *ointment* is a brew mixed with lard, beeswax, lanolin or another similar base which is rubbed onto skin. Treat it as a magical oil.

A *poultice* consists of a damp herbal brew bandaged onto a wound or area of skin. The contents of the poultice soaks into the skin gradually. Applying a poultice takes two rounds; it can be applied only to an unresisting or grappled subject.

A *vapor*, a mixture intended to be inhaled rather than drunk, usually affects an area. The dry ingredients must be stirred into boiling water so the brew's recipient can breathe in the steam. Administration requires two rounds and a source of hot water.

Powders are finely crushed herbs which are used according to the rules for magical powders.

Consumables are herbs blended and formed into cakes or paste which are eaten.

- **Effects** describes what the brew does.

- **Save** explains what kind of saving throw, if any, can resist the brew's effects. Most saving throws are against poison — even if a brew is not actually deadly.

- **Value** is the gp sale value of a single application of the herbal item on the open market.

Aaron's rod poultice

Terrain: Sunny slopes, cliff faces, rock quarries

Search Time/Modifier: 6/0

Preparation Time/Modifier 2/0

Application: Poultice

Save: None

Value: 10 gp

Effects: Aaron's rod, the main ingredient of this poultice, has many large, pale silvery-green leaves that feel like soft felt. These leaves surround a thick, tapered stalk of large flowers and smaller leaves, which grows to four or five feet in height. The flowers are bright yellow, bearing five petals each. Aaron's rod has a long, white, wood-like root. This herb grows only in rocky or clay soil and the flowers only appear in midsummer.



Aaron's rod

By mixing five crushed flowers with wine and applying the compound to a fresh wound, it deadens pain. This has the effect of temporarily healing 1d4 hit points. However, the duration is only two hours and after the effects expire, the wound damage is reassessed. The poultice may be reapplied every two hours.

A typical search will yield enough flowers to produce 2d6 applications of this poultice.

Beorunna's cure-all

Terrain: Plains

Search Time/Modifier: 6/0

Preparation Time/Modifier: 6/0

Application: Tea

Save: None

Value: 25 gp

Effects: The stems of the Beorunna plant when collected and cured properly can be blended into a tea which when used in conjunction with other curative herbs and brews increases their potency. It gives a +10% bonus for curing all diseases or a +2 bonus for healing hit points. It can be used in addition to any of the other curative herbs, spells or magic items, supplementing their effects. However, if taken alone it has no effect.

Banisher of fear

Terrain: Swamp and deep forest

Search Time/Modifier: 12/-40%

Preparation Time/Modifier: 12/-30%

Application: Tea

Save: Neg. if save vs. spell.

Value: 150 gp

Effects: This compound of mushrooms and plant sap when brewed as a pungent tea has the power to neutralize

fear-based attacks resulting from spells like *cause fear* or from seeing a fearsome sight (such as a lich or dragon). A single dose lasts 3d6 turns. However, a user who has the ability to attack as a berserker will not do be able to do so while under the influence of this brew nor will anyone under the influence of this brew initiate combat. The absence of fear removes the competitive edge (Intelligence is not affected, however). However, a character who has consumed *Banisher of Fear* will fight normally when attacked or when directed to do so by other members of the party.

There is a 1 in 10 chance that a normal dose of this brew will cause the user to immediately go to sleep and stay that way until the effects wear off. Stimulants like an *odor of wakefulness* (see below) work temporarily to awaken a character under these effects, but the character returns to sleep during the next turn.

Birthwort

Terrain: Pastoral (along hedges and fences), sunlit thickets
 Search Time/Modifier: 2/0
 Preparation Time/
 Modifier: 1/0
 Application: Poultice
 Save: Special
 Value: 10 gp



Birthwort

When the leaves and roots of birthwort — a bushy climbing vine with thin yellow, tubular-shaped flowers — are boiled briefly and combined with other herbal ingredients to make a poultice which is placed on a wound, it will help prevent infection, thus, causing the wound to heal more rapidly. In game terms, a wounded character heals an extra hit point per day of rest for two days after a wound is inflicted. Thereafter, the wound heals normally.

A second use of this herbal brew is to crush birthwort leaves and stems and other herbal ingredients to create a juice which when applied to a bite or sting from a poisonous creature allows a +2 bonus to the saving throw if applied before the poison runs its course.

Note, the herbs used in this poultice can have an adverse effect on nonhumans and is deadly to lizard men and other reptilian creatures. If a nonhuman is treated with a birthwort poultice, he must save vs. poison or become temporarily paralyzed. This paralysis is so severe that it is indistinguishable (by sight) from death and lasts for 1d8 rounds, beginning two rounds after the application.

Lizard men and other reptilians who fail a save vs. poison at -2 fall into the same paralytic state but then die at the end of the 1d8 round duration. This effect is not common knowledge; even characters who are familiar

with birthwort have only a 50% chance of knowing about this side effect before they experience it or witness it.

A typical search produces enough raw materials to produce 1d4 poultices.

Boneset

Terrain: River banks, ditches
 Search Time/
 Modifier: 8/-30%
 Preparation Time/Modifier:
 48/-30%
 Application: Elixir/Tea
 Save: None
 Value: 100 gp



Boneset flower

Effects: The leaves of boneset — a small perennial flower which grows to 12" in height — can be used in combination with other ingredients to make a spicy tea that has a 50% chance of healing one point of damage per pint of tea consumed. However, boneset flowers more potent and are the primary ingredient of a more powerful brew detailed below.

If boneset flowers are collected while in bloom on a moonless night and preserved, they can be used in combination with other herbs to make a powerful elixir that rapidly closes and heals wounds. The plants needed to create this brew cannot be grown under controlled conditions, such as the plot of a healer or gardener and it is said that St. Hubert watches over these rare plants. A good indication of a healer's abilities is reflected in the amount of boneset brew he has in stock.

An elixir concocted from boneset flowers collected on a moonless night will cure 3d6 hit points of damage, including damage caused by critical wounds, when consumed. In addition, the imbiber experiences such an intense sensation of well-being that he feels and acts invincible, gaining a +4 bonus to saving throws vs. *fear* spells or similar magic for the following day. An elixir made from flowers collected at any other time only cures 1d4 hit points of damage and does not cure critical damage or impart a feeling of well-being.

Burn salve

Terrain: Any non-arctic
 Search Time/Modifier: 4/0
 Preparation Time/Modifier: 1/0
 Application: Ointment
 Save: None
 Value: 25 gp

Effects: This unguent for treating minor burns is made from cream, honey and herbs. It restores 1d6 hit points of damage caused by either natural or magical fire. This salve can only be used once on a particular burn.

Crawlbane

Terrain: Swamp and deep forest
Search Time/Modifier: 6/-5%
Preparation Time/Modifier: 2/-5%
Application: Ointment
Save: None
Value: 10 gp

Effects: This ointment strongly repels insects. Anyone covered head to foot in it remains unaffected by normal insects, even those summoned by spells such as *creeping doom* and *insect plague*. Giant insects still may attack the character, but do so at a -3 penalty, due to their revulsion.

Darkweed

Terrain: Desert oasis
Search Time/Modifier: 6/-10%
Preparation Time/Modifier: 10/-20%
Application: Ointment
Save: Neg. if save vs. spell
Value: 250 gp

Effects: A character who smears this ointment over both eyes becomes blind within two rounds. However, the character can see invisible, astral, ethereal, or illusory objects as if they were real and fully visible for the next turn.

Deathmock

Terrain: Mountain slopes
Search Time/Modifier: 4/-15%
Preparation Time/Modifier: 6/-15%
Application: Tea
Save: Neg. if save vs. poison
Value: 25 gp

Effects: Deathmock causes the drinker to fall into a cataleptic trance; the character displays muscle rigidity and does not appear to breathe or have a heartbeat. While injuries cause the imbiber little bleeding, he otherwise suffers normal damage. A person under the influence of this tea sleeps for 2d4 days, during which time he needs no food or water. The drinker needs only five percent of the air an unaffected person would need and can survive freezing temperatures.

Feverblend

Terrain: Swamp
Search Time/Modifier: 12/-40%
Preparation Time/Modifier: 3/0
Application: Tea
Save: Neg. if save vs. poison
Value: 250 gp

Effects: This collection of crushed rare flowers when brewed in a tea has the effect of temporarily curing insanity. If a person suffering from the effects of insanity or a failed Sanity Check imbibes this brew their mental illness is cured for 1d10 hours. Permanent insanity will return after the brew wears off.

Fiendflower

Terrain: Deep forest or jungle
Search Time/Modifier: 12/-20%
Preparation Time/Modifier: 8/-15%
Application: Tea
Save: Neg. if save vs. spell
Value: 100 gp

Effects: A character who drinks this bitter tea sees horrifying visions that drive him temporarily mad. After 1d20 turns, a drinker suffers an episode of 2d6 minutes, during which he becomes enraged, violent, and homicidal; such a PC should be played by the DM. Afterward, the drinker cannot recall what happened during the episode, which recurs once per day (at irregular intervals) for the next 2d4 days. A *neutralize poison* spell ends fiendflower's effects.

Ghostroot

Terrain: Old graveyards at night
Search Time/Modifier: 8/-20%
Preparation Time/Modifier: 4/-30%
Application: Vapor
Save: Neg. if save vs. spell
Value: 150 gp

Effects: This mixture's luminous vapors repel undead. Any undead attempting to draw near must save vs. spell. Failure prevents them from approaching within 10 feet of the steaming brew. Success allows them to ignore its effects; once they save, they remain immune to the brew for the rest of the day. The vapors last for one turn.

Graveolens

Terrain: Sunny rocky flat lands, badlands
Search Time/Modifier: 24/-30%
Preparation Time/Modifier: 24/-10%
Application: Elixir
Save: None
Value: 50 gp

Effects: The small yellow flowers of the graveolens shrub which blooms throughout the summer are crushed and pressed with the blue-green, bipinnate leaves of the plant to yield a strong, bitter tasting, aromatic oil. When the extracted oil of this rare evergreen perennial is mixed with other special ingredients it can be used as a preventative against diseases of all kinds.

The oil provides a saving throw against contraction of lycanthropy, similar to the benefit bestowed by belladonna. If at least one ounce of the oil is consumed by the victim within an hour of being bitten by a lycanthrope, the consumer is granted a saving throw vs. poison at +2 to avoid the disease. The oil's bitter taste and caustic nature cause the drinker to suffer 1d3 hit points of damage when it is consumed (no save). However, as a beneficial side effect, whether or not the consumer contracts lycanthropy, the oil allows a bonus of -5% to the drinker's chance of contracting any other disease for one week afterward.

Green oil of charity

Terrain: Moist meadows, shady forest clearings

Search Time/Modifier: 4/0 (+5% bonus in late spring)

Preparation Time/

Modifier: 4/0

Application: Ointment

Save: None

Value: 10 gp

Effects: This herbal ointment is used as a secondary treatment to help wounded characters regain strength. It utilizes the herb Adder's tongue as its primary ingredient.

Adder's tongue has one large leaf at the base of which rises a thin stalk covered with tiny bumps or knobs. On closer inspection, this stalk is seen to be a spike of tiny, yellowish-green flowers.

By boiling the cut up leaves in hog's fat and then straining out the sediment, an ointment can be produced which promotes rapid healing and cures minor wounds. In game terms, a character treated with this ointment regains an additional 1d3 hit points per day of rest. It can also be applied to minor wounds to cure 1d2 hit points of damage. The oil may only be applied once per day; additional applications have no effect.

A typical search produces enough raw materials to produce 1d10 applications.

Henbane

Terrain: Forest clearings and paths

Search Time/Modifier: 4/0

Preparation Time/

Modifier 2/0

Application: Poultice

Save: Special

Value: 25 gp

Effects: Henbane, the primary ingredient of this poultice, has large soft leaves which lie low to the ground. The thick leaves are covered with hair and deeply cut. Many short, thick stalks spread with branches and smaller leaves produce hollow, yellow flowers with large sepals covering much of the petals; the petals are laced with purple veins and the flower bears tiny, gray seeds. The root is thick and branched, much like a parsnip root. The plant has a heavy, offensive smell.

When the Henbane leaves, seeds and roots are boiled in a small amount of water with other special ingredients and applied as a poultice to wounds they have the effect of numbing pain and immediately restore 1d6 hit points.



Adder's tongue



Henbane

However, 1d4 of these hit points will "wear off" after two hours (when the painkilling effect ends).

The numbing effect of this compound is deleterious to a character who attempts to fight or engage in other strenuous activity; a character who attempts to do so is penalized by -1 to hit and -1 to Armor Class.

When used against fever (by applying a poultice to bare skin), it will restore one point of lost Strength and Constitution per day; this treatment can be used daily until the victim has fully recovered.

Note, henbane brew is very poisonous if taken internally: If ingested in any form or amount, the herb will cause 2d6 hit point of poison damage (save vs. poison for half damage) in the round following ingestion and the affected character will fall unconscious for 1d4+2 turns thereafter.

Also, the herb has hallucinogenic properties that may affect the character preparing the poultice. While boiling the plant, the character has a 40% chance of inhaling fumes that will act as a hallucinogen. If this happens, the DM may moderate the effects or roll 1d6 to determine what happens: 1-2, the character sees imaginary enemies in the distance and runs off to fight them; 3-4, he becomes unaware of his surroundings and refuses to respond to any stimulus; 5-6, he sees other party members as enemies and attacks them immediately. The hallucinogenic effects will last for 1d6 rounds.

Hushthorn

Terrain: Forests at night

Search Time/Modifier: 4/-15%

Preparation Time/Modifier: 4/-15%

Application: Tea

Save: Neg. if save vs. poison

Value: 25 gp per dose

Effects: This tea causes a drinker to fall into a deep, natural sleep, from which he cannot be awakened for 2d10+13 hours.

Itching powder

Terrain: Forest or plains

Search Time/Modifier: 12/-20%

Preparation Time/Modifier: 12/-20%

Application: Powder

Save: Neg. if save vs. poison.

Value: 25 gp

Effects: This compound, made from flower pollen, causes any creature coming in contact with it to itch violently for 1d10 rounds. Creatures with better than low intelligence will be annoyed but otherwise unaffected. Creatures of low intelligence fight poorly as a result (-2 to hit, -2 AC penalty) and will attempt to leave the area when possible. Less intelligent creatures lose all interest in activities other than scratching. For example, a lurker above would release its prey and roll about wildly, but an

orc would attempt to combine fighting and scratching until it had a chance to run.

Wine removes the powder, while water only makes its effects more pronounced (-3 penalty to hit and AC). The powder may be dispersed like any magical dust.

Mask of clear air

Terrain: Forest and rural

Search Time/Modifier: 2/0

Preparation Time/Modifier: 2/-10%

Application: Item

Save: None

Value: 50 gp

Effects: An herbalist may gather peach pits and char them to make a charcoal-like substance, which is then crushed and placed into loosely woven, flaxen bags large enough to cover the nose and mouth. When faced with gas or smoke, characters can cover their faces with these masks to gain a +4 bonus to their saving throws against any ill effects caused by gas or smoke. Like all nonmagical devices, the bag is ineffective against magical gas attacks.

Straps are sometimes attached to hold the bags over a character's face for an extended period of time, however, while the mask is in place, the character attacks with a -1 penalty to hit. The masks can be used effectively for 7-12 (1d6+6) turns.

Medicinetree

Terrain: Forests

Search Time/Modifier: 6/-15%

Preparation Time/Modifier: one week/-50% for elixir; 1/0 for tea

Application: Elixir/Tea

Save: Special

Value: 250 gp for elixir/25 gp for tea

Effects: The small, slender medicinetree bears an orange berry that is commonly collected by alchemists, healers and spellcasters. Only healers seem to make productive use of it, by mixing it with special ingredients to create a nourishing beverage which is said to "strengthen the body in 18 different ways, firm one's resolve and clear the mind." Medicinetree leaves are used in high-priced teas, having a distinctive nutty flavor and passing on some benefits of the berries.

The berries are mildly poisonous while raw, causing 2d6 hit points of damage and leaving the victim with a gastric distress (-1 to hit in melee) for 1d4 hours after consumption (save vs. poison to halve damage and duration), but simple boiling denatures the toxin. The berries are collected by wild halflings and Fälgornian humans, who stew them with other berries and roots to make a potent alcoholic beverage. This drink is sold in some taverns as "Fälgornian Firebrew."

Mashing the leaves and straining hot water through

them produces a weak tea that acts as a curative, healing one hit point of damage per pint consumed.

The most effect use is the creation of an elixir from berries brewed by a special process only known to herbalists. The elixir provides the drinker with a +1 bonus to Strength, Intelligence and Wisdom for 1d4 hours. It also gives a +1 to saving throws vs. mind-control spells such as *charms*, *fear* and *command* during that time and provides an immediate saving throw if the consumer is currently affected by a mind-control spell.

Note, continual use of this elixir causes the body to develop resistance to its key components. Thus, this elixir may only be used once per week effectively. Additional uses provide no benefit to the drinker.

Mother's leaf

Terrain: Coastal marshes

Search Time/Modifier: 6/-10%

Preparation Time/Modifier: 24/-20%

Application: Tea

Save: None

Value: 50 gp

Effects: The leaves of this plant when cured in saltwater and blended with dried algae can cure some diseases. The drinker of this tea has a 30% chance to be cured of any nonmagical disease. This herbal tea also has the unique property of curing magical mummy rot with a 90% chance of success.

Nevermind

Terrain: Forest clearings or caverns

Search Time/Modifier: 8/-15%

Preparation Time/Modifier: 8/-35%

Application: Tea

Save: Neg. if save vs. spell

Value: 50 gp

Effects: Characters develop amnesia one minute after drinking this tea, permanently forgetting all events since they last slept.

Odor of sleep

Terrain: Deep swamp

Search Time/Modifier: 12/-15%

Preparation Time/Modifier: 12/-15%

Application: Vapor

Save: Neg. if Save vs. poison.

Value: 50 gp

Effects: Anyone breathing the fumes of this primitive ether will become drowsy, insensitive to pain, slightly dizzy, and for a period of three turns, will attack at -3 to hit and defend with a -1 penalty to Armor Class.

Both the liquid and gas are explosive. If used in a confined area where there is an open flame, there is a 5% chance per turn of an explosion that does 3-6 hp damage to anyone within a 20-foot radius. This quality should be kept in mind in the event of accidental breakage of a vial

containing the odor of sleep. The danger can be avoided by using magical lighting such as *continual light* or *faerie fire*. However, *produce fire*, *produce flame* and similar spells that create a real flame cause an immediate explosion.

Odor of wakefulness

Terrain: Hills, Mountains
Search Time/Modifier: 12/-15%
Preparation Time/Modifier: 12/0
Application: Vapor
Save: None
Value: 50 gp

Effects: Herbalists can use special herbs which when mixed with liquid create a vapor which can be used to revive an unconscious creature. Holding an open bottle of the compound under a victim's nose results in an immediate return to consciousness of a victim who will remain unconscious for one turn or less without assistance. If the victim will remain unconscious for longer than a turn without assistance, then a return to consciousness is 50% likely to occur. Treatment can be repeated once per round if it is initially unsuccessful.

Redoil

Terrain: Grasslands, woods, hedges and meadows
Search Time/Modifier: 2/0
Preparation Time/Modifier: 2/0
Application: Ointment
Save: None
Value: 1 gp

Effects: The common plant, redoil, is a fundamental material of the healer's art. A small flowery herb, it is found dotting grasslands, woods, hedges and meadows with its cheery yellow flowers during the summer months. Its pale green leaves contain the glands which secrete the plants fabled red oil.

The oil — after being prepared by a special process — can be used as a rub for bruises, a salve for nicks and cuts or as a preparatory packing for open wounds. A traveler would be well advised to purchase a vial of redoil before a journey. Because of its inexpensive cost, it can be used as a foot rub, if nothing else, at the end of a trip.

Rubbing the oil requires one round and heals 1 hp per application. Up to eight applications can be used each day. Additional applications do not heal hit points.

The process of producing redoil ointment is quite simple and a single search produces enough raw materials to produce 12 doses.

Scarfade

Terrain: Coastal
Search Time/Modifier: 4/0
Preparation Time/Modifier: 4/-10%
Application: Ointment
Save: None
Value: 15 gp

Effects: This gelatinous salve is usually bandaged over a wound. Not only does the wound close in 1d3+1 hours, healing 1d6 hp damage, but the salve leaves no trace of a scar if the healing from the salve cures all the damage of the wound.

Snakesalve

Terrain: Jungle, Swamp
Search Time/Modifier: 6/-5%
Preparation Time/Modifier: 2/-5%
Application: Poultice
Save: None
Value: 100 gp

Effects: If applied to a living snakebite victim, this poultice neutralizes the poison.

Spellshield

Terrain: Deep forest
Search Time/Modifier: 12/-50%
Preparation Time/Modifier: 12/-50%
Application: Consumable
Save: None
Value: 75 gp

Effects: When collected at night and blended into a fine pulp under the full moon Beldar, this combination of rare berries has the effect of giving the imbiber a +1 bonus on saving throws vs. spells and other magical effects for the next 12 hours.

Springberry

Terrain: Moonlit spring meadows
Search Time/Modifier: 8/-15%
Preparation Time/Modifier: 8/-35%
Application: Tea
Save: Neg. if save vs. spell
Value: 50 gp

Effects: Within an hour of drinking this tea, the drinker falls in love with the first person of the opposite sex he or she sees. The drinker, while not charmed, acts besotted and devotes all efforts to wooing his or her love. The effects last for 2d4 days unless the victim rolls a one for a saving throw; in which case the effects are permanent.

Trueroot

Terrain: Forest streams and lakes
Search Time/Modifier: 8/-10%
Preparation Time/Modifier: 4/0
Application: Consumable
Save: None
Value: 25 gp

Effects: When harvested using the proper techniques the red root of trueroot, a water plant, can be prepared as a moderately effective poison antidote. Proper preparation requires the herbalist to mash and blend the root with other

special herbs to form a pasty dough which is used to form small, flaky cakes. When cooked and eaten they have the effect of neutralizing poison 40% of the time.

Truthdraught

Terrain: Forest clearings under the full moon Beldar

Search Time/Modifier: 4/-10%

Preparation Time/Modifier: 16/-15%

Application: Tea

Save: Neg. if save vs. poison

Value: 150 gp

Effects: A victim who ingests a dose of this drug and fails a save vs. poison falls into a stupor and is forced to answer 1d4 questions truthfully. The stupor, which reduces movement, Strength and Dexterity by half, lasts 2d6 turns. A dose of truthdraught is potent for one day after being made. Only humans, demihuman, and humanoids are affected by it.

Venompurge

Terrain: Desert

Search Time/Modifier: 8/-20%

Preparation Time/Modifier: 8/-20%

Application: Elixir

Save: None

Value: 30 gp

Effects: This elixir removes venom and other poisonous fluids from the body, granting the afflicted individuals a second save vs. poison to counter the venom's effects (provided the individual hasn't already suffered the poison's full effects).

Willowdust

Terrain: Plains

Search Time/Modifier: 12/-25%

Preparation Time: 12/-30%

Application: Powder

Save: Neg. if save vs. poison

Value: 40 gp per 3/doses

Effects: When inhaled, this feathery white powder rids the individual of pain without feeling sedated. The inhaler does not regain lost hit points but functions normally without pain with as little as one hit point remaining. If the inhaler suffers an additional wound, he must save versus petrification or the willowdust loses its effect and the pain is felt. An herbalist can find enough raw ingredients during a single search to prepare three doses of willowdust.

Wintersalve

Terrain: Mountain slopes or tundra

Search Time/Modifier: 6/-15%

Preparation Time/Modifier: 6/-15%

Application: Ointment

Save: None

Value: 75 gp

Effects: This ointment, when smeared over exposed body parts, provides the same protection against cold that

a heavy fur coat would, but without the encumbrance. Combined with winter clothing, it allows for survival in subzero temperatures and gives a +1 bonus to saving throws against cold-based attacks.

Wonderweed

Terrain: Ditches, watersheds, moist fields

Search Time/

Modifier: 12/-25%

Preparation Time/

Modifier: 6/0

Application: Elixir/Powder

Save: None

Value: 100 gp for flower elixir/

10 gp for root/leaf powder

Effects: This brew utilizes the large, hairy-leafed comfrey plant as its primary ingredient.

The hairy stalks of the comfrey can grow two to three feet high and are hollow. The leaves produce a gummy resin which is apparent if the leaves are chewed gently. At the tops of the stalks are small bell-shaped flowers of violet or occasionally white color that bear tiny black seeds. The herb has a large root system; its roots are black on the outside and white on the inside. The roots are brittle and are filled with a clear, nearly tasteless sap.

The roots and leaves of the comfrey when mixed with other special ingredients can be dried and powdered for later use as a healing compound which when sprinkled on a fresh wound heals 1d4 hit points immediately. Enough active ingredients can be gathered in a single search to produce 2d6 applications of the powder.

The more prized application is made by taking around a dozen flowers (which may only be harvested in the summer) and mixing them with wine and other special ingredients. When this elixir is consumed, a character who has lost Strength through magical or nonmagical means regains one point of lost Strength in one round. The elixir may only be used once per day.

Woundwort

Terrain: Rocky hills

Search Time/Modifier: 8/-30%

Preparation Time/

Modifier: 8/-10%

Application: Poultice

Save: None

Value: 25 gp

Effects: When ground into a fine paste, mixed with other ingredients and boiled with honey the leaves of the small-



Comfrey



Woundwort

ish woundwort stop bleeding (such as that caused by a critical hit) and heal 1d4 hit points on a wounded creature.

Note, while a woundwort poultice will always stop bleeding and heal hit points, dwarves and Uldra sometimes react adversely to it. If a woundwort poultice is used on a dwarf or Uldra there is a 25% chance of the herb causing temporary (1d6 rounds) blindness in the recipient.

Racial modifiers: Elberethi elves receive a +10% bonus to their Herbal Magic skill score. Variquesti elves, Forest Gnomes, and Uldra receive a +5% bonus to this skill.

Herbalism (Mental 2, Intelligence/Knowledge -2) — Those with herbalist knowledge can identify plants and fungus and prepare simple nonmagical potions, poultices, powders, balms, salves, ointments, infusions and plasters for medical and pseudo-medical purposes. They can also prepare natural plant poisons and purgatives. The DM must decide the exact strength of such poisons based on the poison rules in the *DMG*. A character with both Herbalism and Healing skills gains bonuses when using his Healing talent (see the Healing skill). Complex brews (those which require the use of several different ingredients in combination) cannot be made by a character with the Herbalism skill. These brews are the purview of the character with the advanced skill, Herbal Magic.

Cultivation of herbs: Many herbs can be grown easily in a garden, however, this activity requires some skill in Agriculture. A character with both the Agriculture and Herbalism skills can attempt to grow and harvest herbs properly. Both Agriculture and Herbalism skill checks are required for success. Agriculture Tables 5.3.0-5.3.3 can be used with slight modification to determine the success of the crop. When attempting to grow any of the special herbs listed below, the skill modifier is applied to both the Agriculture and Herbalism skill scores of the character.

Special herbs: Some well-known herbs that can be utilized by characters without access to healing magic are listed below. The herbs are listed using the following format:

- **Terrain:** Some herbs grow in a limited terrain and there is no chance to find them outside that terrain type.

- **Search Time/Skill Modifier:** Based on rarity, it may take longer to search for some herbs than others. Search times are listed in hours. The skill modifier, listed as a bonus or penalty to the skill score, reflects the rarity and difficulty of identifying an herb.

- **Doses:** This is the number of doses that can typically be collected through a single search.

- **Value:** This is the value of a single dose of a particular herb in the market of a major city or trade center.

All herbs can be eaten raw, either fresh or dried. When searching for special herbs, a single area can only be searched one time effectively; repeated searches of the same area incur a cumulative -10% penalty to the character's Herbalism skill score.

An extensive list of herbs is included in the 1st edition *DMG*, "Appendix J: Herbs, Spices and Medicinal Vegetables," pg. 220-221.

Acantha leaf

Terrain: Undisturbed forest groves

Search Time/Skill Modifier: 4/-20%

Doses: 1d10

Value: 200 gp per dose

Effects: Adventures prize this velvet-leafed, dark green herb for its ability to heal cuts and bruises. It grows only in undisturbed forest groves and is rarely found in large patches. A single dose of the leaf heals 1d8 hit points of damage over a period of a turn. A single plant provides 1d10 doses.

Amaranth

Terrain: Coastal grasslands

Search Time/Skill Modifier: 12/0

Doses: 1d8

Value: 1 gp per flower

Effects: This dark reddish purple flower is poisonous to wereseals (save vs. poison or die) and can be used to repel the beasts. A wereseal who fails a save vs. poison will not attack a character wearing this herb unless it is attacked first.

Belladonna

Terrain: Forests

Search Time/Skill Modifier: 12/0

Doses: 1d12

Value: 4 sp a sprig

Effects: This herb is poisonous to werebears (save vs. poison or die) and can be used to repel the beasts. A werebear who fails a save vs. poison will not attack a character wearing this herb unless it is attacked first.

In addition, belladonna has a 25% chance to cure lycanthropy if consumed within an hour of being wounded by any type of lycanthrope. The cure incapacitates the character for 1d4 days. Note, only a sprig of belladonna needs to be eaten and it must be reasonably fresh (picked within the last week). If too much is eaten, the character may still be cured, but is incapacitated for 2d4 days.

Cactacae cactus

Terrain: Smoking Glass Desert

Search Time/Skill Modifier: 6/+5%

Doses: 1d10

Value: 50 gp per dose

Effects: The spines of this small round cactus when carefully harvested and chewed can heal minor scarring.

Calamia fruit

Terrain: Warm swamps and marshes

Search Time/Skill Modifier: 12/-20%

Doses: 1d4

Value: 100 gp per fruit

Effects: This large light red, almost pink fruit has the ability when it is eaten to cause broken bones to heal. If the fruit is eaten fresh the healing time is 1d3 days. Dried fruit, however, is more effective and causes bones to knit in 12 hours.

The fruit is most easily harvested in the summer. Harvesting during spring or autumn incurs an additional -40% penalty. Winter harvest is very unlikely, even in the warmest climates; the penalty is an additional -80%.

Camphor

Terrain: Forests

Search Time/Skill Modifier: 12/0

Doses: 1d10

Value: 8 sp per 4 oz.

Effects: This herb is poisonous to wereboars (save vs. poison or die) and can be used to repel the beasts. A wereboar who fails a save vs. poison will not attack a character wearing this herb unless it is attacked first.

Dugmuthur berries

Terrain: Cold mountains and hills

Search Time/Skill Modifier: 12/-25%

Doses: 1d6

Value: 300 gp per berry

Effects: Much like acantha leaf, the dark blue berries of the Dugmuthur bush have remarkable healing properties. However, it is more potent than the more common acantha. When eaten, Dugmuthur berries heal 1d10 hit points in a single round.

Ephlox moss

Terrain: Stream banks

Search Time/Skill Modifier: 18/-20%

Doses 1d4

Value: 300 gp per dose



Ephlox moss

Effects This rare fungus, that grows best on the bark of green sack trees which are exposed to plentiful sunlight, has a property which stops bleeding from a critical limb wounds. The herb has no effect on bleeding wounds in the abdomen, chest or head. Ephlox moss has a horrible taste, but must be eaten to take effect.

Fennel

Terrain: Grasslands

Search Time/Skill Modifier: 8/0

Doses: 1d10

Value: 1 sp per oz.

Effects: This herb is poisonous to werejackals (save vs. poison or die) and can be used to repel the beasts. A werejackal who fails a save vs. poison will not attack a character wearing this herb unless it is attacked first.

Garlic

Terrain: Damp grounds in meadows and sparse forests

Search Time/

Skill Modifier: 4/0

Dose: 2d20

Value: 3 cp per clove



Garlic

Effects: This herb can be applied to wounds to encourage healing. It can also be used to heal one hit point of damage caused by a bite or sting of an insect. More importantly, the herb has supernatural qualities which can be used to repel vampires.

Garlic in powdered form, bud or intact plant has an odor that is offensive to vampires. It does not harm or permanently repel them, but causes them to hesitate for 1d4 rounds before attacking. Garlic butter smeared on creatures or doorways or liquid garlic — cooked into oil in a high concentration — sprayed or splashed on beings or areas will cause similar hesitation. Such applications of garlic will be effective for two days. On the third day, the waning power of the garlic will cause only a one round hesitation and thereafter the garlic will have evaporated and dissipated to such an extent that it will be completely ineffective. This is a chemical effect and cannot be extended or made permanent by known magic, short of a *limited wish*.

Garlic seems to be effective only against vampires. The sage Aldiver, who has made a study of such matters, believes that its effectiveness is due to two factors: A strong chemical revulsion and an instinctively perceived peril to the gaseous form of the vampire, with which the garlic reacts. This reaction slows the change over between solid and gaseous form to a two-round process, during which time the vampire is vulnerable to all attacks, that is, normal weapons as well as magical ones.

In order to be affected the vampire must be within 40 feet of the garlic or been exposed to it in the last 14 rounds. A vampire knows garlic is somehow dangerous to it, even if it has never encountered garlic before.

Ginseng

Terrain: Cold hills and plains

Search Time/Skill Modifier: 12/-5%

Doses: 1d4

Value: 3 sp per 4 oz.

Effects: The root of this herb is poisonous to weretigers (save vs. poison or die) and can be used to repel the beasts. A weretiger who fails a save vs. poison will not attack a character wearing this herb unless it is attacked first.

Heliotrope leaf

Terrain: River banks

Search Time/Skill Modifier: 24/-30%

Doses: 2d20

Value: 50 gp per leaf

Effects: This small tree grows in colder, wet areas, such as along river banks. Although rare, the leaf of the Heliotrope tree is famed for its amazing ability to heal serious and critical head wounds. When eaten the leaf of this tree will negate any continuing effects of a critical wound to the head (such as a temporary ability score penalty or bleeding). However, it has no effect on other wounds and heals only one hit point of damage.

Juniper berry

Terrain: Heath and sparse forests

Search Time/Skill Modifier 2/0

Doses: 1d10

Value: 25 gp/dose

Effects: Juniper is a bush with thick branches bearing short, scalelike needles similar to pine needles. The bark is rough and has a shredded appearance. The entire bush is very fragrant. Clusters of berries are green in the first year of their growth and turn dark purple when they ripen the following year. Each berry has a strong distinctive taste.



Juniper berry

Juniper berries help counteract all forms of poison, but most importantly juniper is a powerful stimulant. When a mortally wounded character (one with 0 to -9 hit points) is forced to eat two juniper berries, he will regain 1d4 hit points and return to consciousness. A character revived in this manner cannot fight or engage in other strenuous activity until he has a positive hit point total. However, if he succeeds in a saving throw vs. death magic, he may be able to cast spells, eat additional herbs, use psionic abilities or perform other activities which require little or no movement.

Juniper berries eaten within two rounds of poisoning allow the character to save with a +1 bonus.

In addition, juniper berries are poisonous to werefoxes (save vs. poison or die) and can be used to repel the beasts. A werefox who fails a save vs. poison will not attack a character wearing this herb unless it is attacked first.

Note, juniper berries have a strange effect on members of the sylvan races (elves, half-elves, pixies, etc.). If a member of one of these races eats even one juniper berry, that character must make a saving throw vs. poison or be affected by an uncontrollable attraction to the first member of the opposite sex that the character sees. The object of the

character's attraction may be of any race as long as the character's normal racial preference for that race is not "hostile." This effect last for 2d4 rounds and does not negate the beneficial effects of the herb.

Knipweed

Terrain Shady patches of forest

Search Time/Skill Modifier 4/-10%

Doses 1d10

Value: 10 gp per dose

Effects: Knipweed grows in secluded shady patches in forest throughout the northern temperate regions of Fälgorna. Priests and healers prize this uncommon healing herb for use in aiding the sick and wounded. When used as part of the material components for a healing spell it adds +2 to the hit points healed. Powdered knipweed mixed with beeswax and water makes a powerful salve which adds +2 to the chance of success and +1 to hit points healed when using the Healing nonweapon skill.

Knipweed looks like mint with a broader leaf and tiny white flowers. It is most common in the Bramble Forest.

Mandrake

Terrain: Swamps

Search Time/Skill Modifier: 12/-5%

Doses: 1d2

Value: 10 gp per root

Effects: This herb is poisonous to wererocidiles (save vs. poison or die) and can be used to repel the beasts. A wererocidile who fails a save vs. poison will not attack a character wearing this herb unless it is attacked first.

Mangrove

Terrain: Tropical coastal forests

Search Time/Skill Modifier: 4/0

Doses: 1d20

Value: 1 sp per oz.

Effects: The leaf buds of this tropical tree are poisonous to weresharks (save vs. poison or die) and can be used to repel the beasts. A wereshark who fails a save vs. poison will not attack a character wearing this herb unless it is attacked first.

One berry

Terrain: Light woods and copses

Search Time/
Skill Modifier: 4/-5%

Doses: 1d2

Value: 20 gp per dose

Effects: This moderately rare plant has a small creeping



One berry

root just below the surface ground from which spring clusters of leaves, some of which have one starlike white flower or one blackish-purple berry. A leaf has four leaflets set at right angles to each other in a cross-pattern.

This herb is useful as an antidote for poisons and as an antiseptic. If poison is suspected, the victim should eat at least three berries from the plant or ingest several leaves. Ingesting the herb will add +2 to saving throws vs. poison, but is more effective for dwarves, halflings, uldra and gnomes, who receive a +3 bonus to saving throws.

If the leaves and berries of the plant is crushed and applied to a wound it will restore one hit point.

Poppy seed

Terrain: Grasslands, hills

Search Time/Skill Modifier: 12/0

Doses 1d20

Value: 8 gp per ounce

Effects: Poppy seeds are poisonous to werewadgers (save vs. poison or die) and can be used to repel the beasts. A werewadger who fails a save vs. poison will not attack a character wearing this herb unless it is attacked first.

Pothnir grass

Terrain: Sunlit marshes and wetlands

Search Time/Skill Modifier: 24/-70%

Doses: 1d4

Value: 2,500 gp

Effects: This bitter marsh grass is extremely rare but indispensable to a character without access to magical healing. It takes one round to gag the stuff down, but it has the effect of stopping bleeding from any type of wound and negating temporary ability score penalties caused by critical damage. In addition it heals 4d8 hit points.

Skullcap

Terrain: Forests

Search Time/Skill Modifier: 12/-10%

Doses: 1d6

Value: 1 gp per dose

Effects: This herb is poisonous to werewats (save vs. poison or die) and can be used to repel the beasts. A werewat who fails a save vs. poison will not attack a character wearing this herb unless it is attacked first.

Sovyn bush

Terrain: Plains

Search Time/Skill Modifier:

1 week/-90%

Doses: 1d2

Value: 15,000 gp per dose

Effects: The sun-dried, yellow flowers of this extremely rare bush which only blooms in early autumn



Sovyn bush

have the miraculous property when consumed of stimulating the regrowth of an entire limb (or other body part) in a manner similar to a *regeneration* spell. However, unlike the *regeneration* spell, the process takes place over a week's time.

The harvesting time for these flowers is crucial, for they must be naturally dried by the sun to be effective. Flowers which are not ready when harvested are instead a virulent poison. If a character eats a flower harvested before it is ready, they must save vs. poison at -4 or die in 1d4 rounds (on a skill check of 96-00, a poison flower is harvested).

Wakemoss

Terrain: Swamp

Search Time/Skill Modifier: 8/-20%

Doses: 1d6

Value: 10 gp

Effects: When heated and eaten, this bittersweet substance keeps the individual awake and alert, effectively negating the need for a full night's sleep.

Wolifrew lichen

Terrain: Cold wet caves

Search Time/Skill Modifier: 24/-70%

Doses: 1d3

Value: 5,000 gp per dose

Effects: An exceedingly rare fungus known for its ability to cure nervous system disorders, wolifrew lichen grows only in cold, dark areas. Its yellow-brown color makes it difficult to distinguish from other common lichens, but it can be easily identified by its salty, nutlike taste.

When eaten within 24 hours of suffering critical damage which has resulted in the permanent loss an ability score point, the lichen has the effect of restoring brain tissue and thus negating the loss of ability.

Wolfsbane

Terrain: Forests

Search Time/Skill Modifier: 8/0

Doses: 1d12

Value: 3 sp per 6 oz.

Effects: This herb is poisonous to werewolves (save vs. poison or die) and can be used to repel the beasts. A werewolf who fails a save vs. poison will not attack a character wearing this herb unless it is attacked first.

Woth flower

Terrain: Mountains and high hills

Search Time/Skill Modifier: 12/-30%

Doses: 1d6

Value: 1,200 gp per blossom

Effects This star-shaped cream-colored flower found only in small patches on rocky ledges has miraculous

healing properties. A single blossom when consumed heals 20 hp in a single round.

A knowledge of herbs, particularly those with poisonous qualities is of value to Assassins, Bounty Hunters and other nefarious types. Scouts often learn the types and properties of plants on their wilderness journeys.

Yavethalion root

Terrain: Coastal

Search Time/Skill Modifier: 48/-75%

Doses: 1d2

Value: 3,000 gp per dose

Effects: This uncommon tree, which grows on beaches and saltwater coastlines, on rare occasion develops tuberous growths on its roots which have astounding healing properties. The small greenish tubers are extremely bitter but when eaten heal 10-60 hp of damage over the course of two rounds.

Barbarians: A barbarian may only identify and work with vegetation native to his homeland terrain. A barbarian attempting to utilize this skill outside his homeland terrain does so at a -40% penalty. If he has both the Healing and Herbalism skills, he may prepare and treat poisons in accordance with the restrictions outlined in the Healing skill description. With the DM's permission, it can be assumed that a barbarian carries a reasonable number of healing and poisonous herbs from his homeland.

Hierarchy Contact (Mental 2, Charisma/Leadership) — Characters with positions in established Church hierarchies or other organized religions may have access to resources unavailable to other characters. This skill reflects knowledge of such resources, and indicates that the character knows how to work within his or her hierarchy to get information and other supplies an adventuring party may need.

In Bram Stoker's *Dracula*, Abraham Van Helsing uses holy wafers in a putty to seal the tomb of Lucy Westenra. He could do this because, as he says, "I have an indulgence." (Of course, *A Gothic Earth Gazetteer* notes that Van Helsing is "a very close friend" of Pope Leo XIII. No such close relationship is implied in this skill!)

This skill may be used to gather information about a specific place, person or object. This use of the skill is much like consulting a sage, as described in the *Dungeon Master's Guide*. No skill check is required for the character, just a normal success roll for the "sage."

Monetary resources are not required, but the character must have access to a means of communication — either magical or mundane (such as a mail or messenger system). In the latter case, information can be significantly delayed in transit. The fields of study to which the character's contact has access are somewhat limited, at the DM's discretion.

A successful skill check gives the character access to

consecrated, magical or otherwise special items which may be useful in battling the enemies of the Church. This use of the skill is entirely at the DM's discretion, but may provide holy water, blessed weapons, holy wafers or their equivalent, or other such items.

History, Ancient (Mental 1, Intelligence/Knowledge -1) — The character has learned the legends, lore and history of some ancient time and place. The knowledge must be specific, just as a historian would specialize today in the English Middle Ages, the Italian Renaissance or the Roman Republic before Caesar.

A character with up to a 50% skill score in Ancient History may choose to have expertise in one age of Fälgornian history, the history of a race, kingdom or order, or the history of a specific location or event (such as the seizure of the throne of the Empire of Roland by the alien sorcerer-king Ceta-Tha). Increasing the Ancient History skill by 10% allows a character to gain knowledge of a different area of history.

For example, Tailsan the wizard has an 80% skill score in Ancient History and has chosen history of the First through Third Ages of Fälgorna and history of the Paladian Civil War as his areas of expertise. A character may recall information of historical periods outside his area of expertise if he makes a skill check at a -20% penalty for general information and a -40% penalty for obscure information.

The knowledge acquired gives the character familiarity with the principal legends, historical events, characters, locations, battles, breakthroughs (scientific, cultural, and magical), unsolved mysteries, crafts and oddities of the time. The character must roll a skill check to identify places or things he encounters from that age.

For example, Tailsan knows quite a bit about the Paladian Civil War, a particularly dark period of elfin history. Moving through some deep caverns, he and his companions stumble across an ancient portal, sealed for untold ages. Studying the handiwork, he realizes (rolls a successful skill check) that it bears several seals similar to those he has seen on "cursed" portals from the time of the Drowin family's flight to the Everdark, doorways to the legendary realm of Lolth.

A character who has the Reading/Writing skill gains a +10% bonus to his Ancient History skill. A character who understands one or more ancient languages gains a +5% bonus to his skill per language known.

Following are a few examples of Ancient History areas of expertise:

Arcanology: The ability modifier for Ancient History — Arcanology is Intelligence/Knowledge -3.

The study of the history and development of magic is termed arcanology. A wizard with expertise in this field is familiar with the works of past wizards. The sources of powerful magic in the Fälgorna's past — for example, the great college of wizardry in the Tägorn Empire (which

still exists) — the arcanologist has a good idea of who the great mages were and what they were able to accomplish. Special magical items, spells or forms of magic wielded by these ancient sorcerers are familiar to the arcanologist.

With a successful skill check, the arcanologist can identify the general purpose and function of an ancient magical item; the DM may apply a penalty of -5% to -20% if the item comes from a region outside the arcanologist's normal studies or if it is especially rare or obscure. Note, this ability doesn't help a wizard to identify items manufactured by the "modern" school or tradition of magic, whatever that may be.

Family History: This subskill allows a character to understand the genealogy and great deeds of a certain (usually noble) family. Each family history is considered a separate field of history, although this skill applies even to very distant relatives of the same house. Family history can be used as a minor, nonmagical form of *legend lore*, which is useful only for researching ancestors of the appropriate family. The character must make a successful skill check to learn accurate information, modified by -5% for every 100 years old or 100 miles distant the subject of research is from the researcher.

Military History: The ability modifier for Ancient History — Military History is Intelligence/Reason -1.

A character, such as a warrior of the myrmidon kit, who studies Military History is well trained in the concepts of military organizations and performance, such that they can interpret the movements of enemy forces and plan accordingly. To properly use this skill, a character must have accurate intelligence as to the nature of the enemy force, either through magical scrying, conventional spies or some other means. This applies whether dealing with a band of marauding orcs or an enemy army or fleet.



Mythic lore can give clues to origin of legendary weapons

When using this skill, the character gains a "double-check" to any plans, be they plotting an invasion or defending against a siege. The DM makes a secret skill check; if it succeeds, the DM should suggest a few ways to make the plan work better (though the player can reject advice as desired). A failed check means the DM can be silent on the matter or on a natural roll of 96-00 encourage a faulty plan or even make more foolish recommendations.

Mythic Lore: In his youth, a character with this skill spent many sleepless nights listening to the tales of magnificent warriors and their weapons. Now, the character can recall the history of any magical or legendary weapon or piece of armor, as well as facts concerning the known owners of those items. Mythic lore is not as powerful as an *identify* spell and will not reveal magical bonuses of weapons or armor, nor will it reveal the details of specific magical abilities of items — however, it may give a hint to the power contained within an item. The character with this skill must make a successful skill check modified by the age and rarity of the item in order to recall information about it.

Shamans: For tribal shamans, this skill always centers on the spirits whom the community reveres. Tribal shamans with this skill, upon making a successful check, receive +10% to the chance that a spirit is "home" when they attempt to contact it.

For other shamans, the history skills operate as normal, although any shaman may choose to specialize in lore about the spirits.

Racial modifiers: Dwarves and gnomes get a +5% bonus to their Ancient History skill. Elves gain a +10% bonus to their Ancient History skill.

History, Local (Mental 1, Charisma/Appearance) — The character with this skill is a storehouse of facts about the history of a region the size of a large county or a small province. The character knows when the ruined tower on the hill was built and who built it (and what happened to him), what great heroes and villains fought and fell at the old battlefield, what great treasure is supposed to be kept in a local temple, how the mayor of the next town miraculously grew hair on his balding pate, and more.

The DM will provide information about local sites and events as the character needs to know them. Furthermore, the character can try to retell these events as entertaining stories. Once the subject is chosen, he can either make a skill check and, if successful, add that tale to his repertoire, or actually tell the story to other characters. If the character succeeds in entertaining them, the player need not make a skill check for the character, since he has succeeded. The character can tell these stories to entertain others, granting him a +2 reaction bonus for the encounter. But telling stories to hostile beings is probably not going to do any good.

A character must specify the subject area of his Local History skill. Several examples of specific Local History

skills are listed below. Each must be learned as a separate skill.

Local Family or Clan History: This skill allows a character to understand the genealogy and great deeds of a certain noble family (usually, but this skill can be taken for any type of family) as it pertains to a specific region or city. A separate skill slot must be used for each family studied, although this skill applies even to very distant relatives of the same house. Local Family History can be used as a minor, nonmagical form of *legend lore*, which is useful only for researching ancestors of the appropriate family. The character must make a successful roll to learn accurate information, modified by -5% for every 100 years old or -10% for every 100 miles distant the subject of research is.

Local Dwarf History: This skill is a specialized form of the Local History skill, a character with this skill is only knowledgeable about the history of a dwarves. This is chiefly concerned with lineages and events affecting dwarves. It deals with the founders of the clans and strongholds and traces the descendants to the present. The battles and events of clan and stronghold are known, as well as the fates of those who have left to establish new homes or who perished while adventuring.

The extent of geographical knowledge is dependent on the campaign background. Those who have had no contact with the world above may be totally ignorant of what lies on the surface, but will have extensive knowledge of their own stronghold. Those whose relatives have established new strongholds or are members of such strongholds would have knowledge of the area between the two and some knowledge of the geography surrounding them. Even so, most dwarves, unless they live in close proximity to other races, have a very hazy idea of where the sea is, for example.

While a character with this skill knows dwarf history, his knowledge of the history of other races is minimal. If humans fought a great battle against each other, a dwarf who did not live with humans is not likely to have heard of it. If the battle involved dwarves he would probably know of it. If it involved dwarves from his own stronghold or clan, he would have extensive knowledge of the events leading to it and the course of the battle. As with some other dwarf skills, the exact extent of an individual's knowledge is determined by his background.

The Local Dwarf History skill may be used to entertain other characters. When so engaged, he gains a +10% bonus to his skill while dealing with dwarves. With other races he does not gain the bonus, because dwarf stories tend to be dull, slow moving and overly concerned with who is related to whom, their places of origin and all the places the heroes' ancestors founded along the way. Trying to tell a dwarf story to hostile beings is likely to incite them to violence. Orcs will not be impressed, even with the best told dwarven tale.

A character who is not a dwarf must spend double the normal skill points to learn this skill.

Sacred Legends: A character with this skill is well-learned in the myths, stories and tales of a single religion (a pantheon of deities associated with a particular race or region). This knowledge is not the same as the knowledge of theology and religious practices that is gained with the Religion skill. The character, when confronted with a question or evidence of the faith's past, may roll a skill check to recall a specific event or legend that has relevance. For instance, when an ancient idol is discovered, a successful skill check might reveal that the statue resembles a long-forgotten paramour of the goddess Lilnana and the character could retell some of the important stories about her.

A character may learn this skill multiple times to gain knowledge of the sacred legends of several religions.

Barbarians: A barbarian with this skill must specialize in the legends and lore of his homeland. An oral historian, the barbarian can recite from memory a plethora of information concerning events, characters and locations from bygone eras.

Shamans: For tribal shamans, this skill always centers on the spirits whom the community reveres. Tribal shamans with this skill, upon making a successful check, receive +10% to the chance that a spirit is "home" when they attempt to contact it.

For other shamans, the history skills operate as normal, although any shaman may choose to specialize in lore about the spirits.

Hypnotism (Mental 1, Ego/Willpower -2) — With this skill, a character can hypnotize another person, placing him into a relaxed state in which he is susceptible to suggestions. The subject must be willing and must know he is being hypnotized.

A character with this skill can hypnotize humans and demihumans with ease. Nonhumans can be hypnotized also, but the DM should assign a penalty to the skill check. The size of the penalty depends on how inhuman the subject is. A half-orc, for example, could be hypnotized with a -10% modifier, while a Lizard Man could be hypnotized with a -40% modifier to the character's skill check (see Table 5.4.8).

Table 5.4.8: Hypnotism Modifiers

Race	Modifier
Goblin	-20%
Half-Ogre	-10%
Half-Orc	-10%
Hobgoblin	-10%
Kobold	-20%
Lizard Man	-40%
Orc	-15%

It takes about five minutes to hypnotize someone in a reasonably calm or peaceful environment. Once hypnotized, the subject is willing to do almost anything that isn't very dangerous or against his alignment. However, a hypnotized subject can be fooled into thinking he's doing one thing when he's actually doing something else. Hypnotism can have the following effects:

- A character can be induced to remember things he has forgotten by reliving a frightening or distant event;
- A character can be made calm and unafraid in the face of a specific situation that he has been prepared for, gaining a +2 bonus to saving throws versus *fear* effects or on morale checks;
- A character can be cured of a bad habit or addiction (but not of curses, physical diseases or magical afflictions);
- A character can be prepared to impersonate someone by thoroughly adopting that individual's personality;

Hypnotism can't increase a character's attributes, give him skills he does not normally possess, let him do things that are beyond his capabilities, or give him information he couldn't possibly know.

As a guideline for adjudicating effects, the Hypnotism skill is substantially weaker than magical commands or directions, such as *charm person*, *command* or *hypnotism*. Spells magically compel a person to obey the caster's will; a well-phrased hypnotic command is nothing more than a strong suggestion.

Information Gathering (Mental 1, Intelligence/Reason, Charisma/Appearance) — Through the use of this skill a character can gain information about a specific person, place or thing. Under appropriate circumstances a character will be aware of major rumors circulating a settled area. By making a successful skill check, specific information can be gleaned.

For rogue characters this skill also represents the ability to gather information from the underworld, most commonly about roguish "jobs" and characters. A character with this skill, under appropriate circumstances, will be aware of any major rumors circulating in the lower-class and slum areas of a given locale and with a successful skill check, specific information can be gathered. (The DM must decide how specific the information is.)

The following modifiers may adjust the skill check:

- Thieves' guild members and others who belong to underworld organizations receive a bonus of +10% to their skill because they are assumed to have more and better-informed contacts than free-lancers. Also, their "territory" (see below) is considered to be that of the guild, not just their own area of operation.
- Since this skill depends on a network of informants and contacts, a character will be at a disadvantage trying to use it in an area other than his own territory. "Territory" refers to his regular base of operations — a town, one neighbor-

hood of a city or even a whole province or countryside. Outside this territory the character does not hear rumors automatically (a normal skill check is required) and an attempt to gather specific information is penalized by at least -15%. The DM may apply a stricter penalty if the character is operating in a truly foreign area (e.g., a thief of Ro trying to gather information in Lydia), due to great differences in language, culture or race.

- Finally, any time a skill check is required for Information Gathering, a small investment of money for drinks, bribes and so forth must be made or an additional penalty of -15% is imposed. A total of 1d10 gp is typical and it is lost whether or not the desired information is found. (If the information is still unknown, the character can continue his search the next day, spending more money and making another skill check.) The DM is free to increase the cost of using this skill if it suits the campaign situation.

Intrigue (Mental 1, Charisma/Appearance -1) — The Intrigue skill simulates the ability of a character to capture a target's attention, usually with a conversation or a "look." On a successful skill check, the character can capture the target's attention for one round. If the character wishes to keep the target's attention, each subsequent round the check is at -5% (cumulative) penalty. If the skill check succeeds, the character wins initiative automatically the next round. If the success margin is 25 or more, the character gains automatic surprise the next round.

An intrigued character will have to make a successful Wisdom/Intuition check at a -4 penalty to have a chance to notice anything except the character using the Intrigue skill. For example, a thief's accomplice uses Intrigue to capture the attention of a watchman. The thief fails his Move Silently roll. The watchman, (an NPC with a Wisdom of 10) fails to notice because the DM rolled a nine on a d20. If the DM had rolled a five, the watchman would have noticed. A character can use Intrigue on only one target at a time.

Note, unlike many Charisma-based skills, the Intrigue skill can be used directly on player characters. The DM can determine that a PC is intrigued and adjust surprise, initiative or his own narrative accordingly.

Investigation (Mental 1, Intelligence/Reason -2) — This is the art of discovering the truth through careful examination of a problem or situation. A character with this skill is familiar with the process of interviewing witnesses, searching scenes for clues or information, and the general execution of a logical and thorough investigation. Characters who are associated with the local government may be called upon to solve common crimes against the state, while others, especially priests, may be inquisitors or theological investigators.

The DM may allow the PC to attempt a skill check when the player is missing an obvious line of inquiry or step of deductive reasoning, although this should be a rare use of this ability. An Investigation skill check can also be used to

discover clues at the scene of a crime or to extract information from a witness or suspect.

Iron Will (Mental 2, Ego/Willpower -2) — Some people are possessed of an amazing ability to drive themselves on despite injuries or exhaustion that would stop another person in his tracks. A character with the Iron Will talent gains a +1 bonus to saving throws vs. mind-affecting spells or effects, including *charms, holds, hypnotism, fascination, suggestion* and other such spells.

In addition, a character with Iron Will has the unique ability to keep fighting even after being reduced to negative hit points. Each round that the character wishes to remain conscious, he must roll a successful skill check with a -10% penalty to his check for every hit point of damage the character has suffered below zero hit points. For example, a character reduced to -5 hit points can try to stay on his feet and keep moving and fighting by making a successful skill check at -50%. As long as a character remains conscious, his condition normally does not worsen — in other words, until he actually passes out, he does not begin to suffer one additional hit point of damage per round. However, bleeding damage caused by critical hits and other means, poison damage, acid damage or any other extraordinary continuing damage is not negated by the use of this skill. When a character is reduced to -10 hit points, by any means, he dies immediately.

Languages, Ancient (Mental 1, Intelligence/Knowledge) — The character has mastered a difficult and obscure tongue, now primarily found in the writings of pedantic sages and sorcerers. The main use of the language is to read tomes of ancient secrets written by long-dead mystics. This skill enables the character to read, write and speak the language.



Fame and skill increase a warrior's ability to lead

Known ancient languages of Fälgorna include: Ancient Adian, Rune (Ancient Fälgornian), Eldar (Ancient Elfin), and Dulthor (Ancient Dwarven). There are, of course, other less common tongues.

Barbarians: The barbarian with this skill has mastered an obscure language associated with his homeland. Ancient barbaric languages don't necessarily involve words; they may consist of grunts, snorts, tongue clicks or whistles. This skill enables the barbarian to vocally reproduce the language; he can't write or read it. The player should provide an explanation for the barbarian's fluency.

Languages, Modern (Mental 1, Intelligence/Knowledge) — The character has learned to speak a language of the known world. To do so, there must be a teacher available. This could be another player character, an NPC hireling, or simply a local townsman. A skill check is only required of a character with a skill score of 50% or higher if the character is trying to communicate with exacting precision. A character with a Modern Language skill score of less than 50% must make a skill check to communicate all but the most simple messages.

Characters begin play speaking their native tongue as a bonus skill. The Trade Tongue (common) is considered a recommended skill for all character classes and races not otherwise prohibited from taking Trade Tongue as a starting skill.

Spelljamming: Only a character who has experience in wildspace may learn the languages of wildspace.

Law (Mental 1, Intelligence/Reason) — A character with this skill is thoroughly familiar with the legal system of his homeland and is skilled in representing cases before judges, officers, nobles and magistrates. This is a working knowledge of the law, as opposed to the theoretical knowledge of the sage area of study.

With a successful skill check, the character can build a strong defense for a person accused of a crime; if the judge or jury are fair-minded and honest, he stands an excellent chance of winning his client's case. Of course, corrupt or intimidated officials can still deliver unjust verdicts despite the character's best efforts.

A character with the Oratory skill gains a +5% bonus to his Law skill.

Leadership (Mental 1, Charisma/Leadership) — A character with this skill has a commanding manner that makes others of his own kind inclined to respond favorably. The character adds his level of experience to his Charisma/Appearance score when determining reaction adjustments and to his Charisma/Leadership score when determining loyalty and command radius. The reaction

and loyalty bonus do not affect those of evil alignment, but the command radius affects those of any alignment.

Example: Grog, a 7th-level barbarian, has a Charisma/Appearance and Charisma/Leadership score of 13 and the Leadership skill. According to Table 1.12 and 1.13 in Chapter 1, he has a standard reaction adjustment of +1, loyalty base of 0, and command radius of 0. But when dealing with people from his homeland, he has an effective Charisma/Appearance and Charisma/Leadership score of 20 which gives him a reaction bonus of +9, a loyalty base modifier of +12 and a command radius modifier of +12. When dealing with evil characters from his homeland, however, he uses his standard bonus for reaction adjustment and loyalty base, but retains the special bonus to command radius.

A character who makes successful skill check in battle may increase the moral of his troops by +2.

Linguistics (Mental 2, Intelligence/Knowledge +1) — This skill is only available to someone who speaks at least three languages (minimum 50% skill score). The contrasts of the different styles of languages give the character knowledge to base this skill on. A character with this skill is adept at quickly picking up enough of a new language to be understood. Characters who choose this skill do not select any languages. Instead, there are four open slots in this skill. The PC must spend a week in a location where a language he does not presently know is spoken. After this week, the character makes a skill check to pick up enough of the language to be understood and carry on daily activities. Spending a week with a tutor also grants this roll. If the roll is failed, the character can try again the next day, and each subsequent day until the roll succeeds. This allows the character to converse, albeit with a terrible accent, in the new language and is not a replacement for the normal Modern Language skill. Traders with Linguistics can make themselves understood, and understand basic dialog.

A character may learn these languages “on the fly,” so to speak, but may never have more than four at one time. If a character has used the full allotment for, say, Dwarven, Peradian, Orcish, and Gnomish, and wants to learn to converse in far-off Täghorn, the PC must drop one of the existing languages. It should be the language that the character has not used for the longest amount of time. The dropped language is considered out of practice and forgotten. For ever 15 skill points over a skill score of 50, the character can add an additional language to the number of languages he can retain.

Magical Energy Conservation (Mental 2, Intelligence/Reason for casters of wizardly magic, Wisdom/Understanding for casters of priestly magic) — Only spellcasters may take this skill. It allows the spellcaster to conserve energy that might normally be wasted during spellcasting, collecting it for use as cantrips or orisons.

Each day, a character with this skill who makes a successful skill check may cast one cantrip or orison per spell level they have attained at no additional cost. This means that a 7th-level mage with this skill would be able to cast four cantrips per day, whereas a 4th-level priest could use two orisons per day.

Manipulation (Mental 2, Charisma/Appearance -2) — The Manipulation skill allows a character to “push someone’s buttons.” The character must spend at least a half hour getting to know the target, so he or she has some idea of what the target’s likes and dislikes are. At any time after that, the character may try to convince the target to feel an emotion about someone, something, or some event. A successful skill check indicates success. The margin of success (including modifiers) should be recorded.

The target experiences the desired emotion until some circumstance changes it. When confronted with circumstances that could change the target’s feelings, the target makes a Sanity check. The margin of success is the negative modifier to the Sanity check. If the Sanity check succeeds, the target realizes he has been manipulated and will react accordingly.

Again, the DM should not try to tell players how their character feels. However, DMs can allow villainous NPCs to manipulate the emotions of potential allies (or other NPCs) to give them bad feelings about the PCs. Imagine the PCs trying to get information about a well-loved (though evil) person in a town full of strangers who already hate the PCs.

Note, an emotionally manipulated target is not controlled. This is not a *charm* or other magic. The character will react in accordance to his personality and alignment.



Clear the mind and focus ...

Meditative Focus (Mental 1, Ego/Aura +1) — Through this skill, a psionist can focus his mental energy on one particular discipline. As a result, his power scores in that discipline temporarily increase, while those in other disciplines decline. This skill can also be used by any character to temporarily boost a mental ability score and is commonly learned by members of the clergy as a method of spiritual discipline.

By spending at least 12 hours in meditation (and prayer) and making a successful skill check, the character can temporarily boost one mental ability score — Intelligence, Wisdom, Charisma or Ego — by one point. The last four hours of this meditation are spent in a deep, sleep-like trance. The effect of this form of meditation lasts three hours. Meditation for this purpose requires freedom from disturbance, and does not eliminate the needs for food, drink or sleep. Only one ability can be boosted at any given time. This type of meditation can be used to raise an ability score no more than once per week.

In order for a psionicist to focus mental energy on a particular discipline this skill requires the character to meditate, *uninterrupted*, for 12 hours. The last four hours of this meditation are spent in a deep, sleep-like trance. The psionicist can recover PSPs normally during the entire period.

When the meditation is complete, the player makes a skill check. If the character passes the check, he has successfully focused his mind on one particular discipline (which was chosen when the process began). All the character's psionic power scores in that discipline are increased by two points for the next 24 hours — or until the character's PSPs have been reduced to zero, whichever comes first. All of his power scores in other disciplines are reduced by one for the same period.

Medium (Mental 2, Ego/Aura) — This skill, normally only used by shamans, allows a character to invite selected spirits to temporarily possess them. The usual reason for a character to seek possession is so that a certain spirit may be easily conversed with. The spirits thus contacted are usually benign spirits with whom the character's community has a steady relationship, since inviting an unknown spirit to take part in the possession could be very dangerous.

Many tribal shamans routinely contact the ancestors and other key spirits this way in order to establish why some hardship has befallen the tribe or to seek advice in a political matter. In some tribes, the spirits are routinely contacted whenever a person falls sick or suffers any minor misfortune. In these circumstances, the spiritual possession is regarded as something quite mundane and other senior tribesmen, besides the shamans, might have this skill.

In order to use this skill, a character must spend one round in quiet meditation on the target spirit. If the spirit wishes, it simply enters the shaman's body, causing it to move around and speak as the spirit desires. The character acting as the host for the spirit may not converse with it and so another must put questions to and speak with the spirit.

Successful use of this skill depends not only on the skill check, but also on the presence of at least one spirit within 150 feet of the medium — either in the spirit world or the prime material world. Spirits are most easily found at their "home" or attending important festivals.

The advantage of this method over the shaman's usual method is that it may be used to selectively contact only one spirit whose words are publicly heard.

Any spirit in the area, even one different from the one a shaman wishes to contact, may attempt to possess him or her. The shaman can sense that it is not the desired spirit and can resist the attempt if a successful saving throw vs. paralyzation is rolled. A malign spirit could easily use the shaman's body for murderous ends.

Finally, if a character is ever unwillingly possessed, the Medium skill allows him a greater chance of regaining control from the spirit. The character attempts a saving throw vs. paralyzation at the end of the first round after the possession takes place, and then at the end of the next turn, at the end of the day, the end of the week, and so on (month, year, decade, century, etc.). If any of these rolls succeed, the spirit is expelled and may not attempt to possess the character again.

Mental Resistance (Mental 1, Ego/Willpower -1) — Through lengthy training and iron discipline, a character with this skill prepares himself to resist magical or psionic assaults on his mind. The character receives a +1 bonus to his saving throws against attacks of this nature (upon a successful skill check), if the attack normally allows a saving throw. Generally, this includes any attack form that a character's magical attack adjustment for his Ego/Willpower score might affect, including mind-affecting spells, *charm* or *fear* powers of monsters, and psionic telepathic sciences or devotions that allow the subject a saving throw. Attacks which allow no saving throw are unaffected by a character with a Mental Resistance skill score less than 90%.

A character with a skill score of 90% or higher, on a successful skill check, receives a saving throw of 20 for a mental attack that normally allows no saving throw.

Mind Over Matter (Mental 2, Ego/Willpower -2) — Characters with this skill are able to cause their minds to reduce pain induced upon their bodies. For instance, a character using this skill could upon a successful skill check be able to walk across a path of hot coals, lie upon a bed of nails or have stone blocks broken across his chest.

To use this skill the character must prepare by meditating for one turn. If the one turn of meditation is not possible or desired, the character may attempt the feat desired but for every round under the minimum required his skill check is penalized by -10%.

After this period of meditation, the character may undertake actions which would normally cause great pain or damage for up to two rounds per point of Ego/Willpower -2 that he possesses. During this time any pain caused by situations similar to those mentioned above is negated and any damage is reduced to two points per die or by 20 percent of the total damage, whichever is less.

This skill cannot be used to avoid damage or pain in melee combat, nor does it negate damage caused by spells or magical items. However, the character could stick his hand into a roaring campfire and retrieve a necklace and suffer only very minor burns.

When the duration of the meditative state has expired, the character will feel a slight numbing in any areas which were injured. This disappears within minutes, however.

This skill may only be used once per day per five character levels. Thus, a fifth-level character could use the skill twice a day, a 10th-level character, three times, etc.

Navigation (Mental 1, Intelligence/Knowledge -2) — A character with the Navigation skill knows how to determine his location on the seas and oceans of Fālgorna by observing celestial clues and by using navigational tools such as a sextant and compass. Such a skilled character can navigate across oceans without becoming lost, though bad weather can obscure the celestial clues and blow a vessel far off course.

A character at sea with Navigation skill gains the following abilities

- A character with the proper tools and the Navigation skill can make a skill check each day to determine whether he is navigating successfully. A successful skill check indicates that the character is aware of his current position, and there is no chance of his becoming lost (so no check should be made). Should the character fail the skill check, make a check for the character to become lost (see *DMG*, pg. 128).

If the character does not have the proper tools or is forced to work with only a general idea of direction (fog obscures the sunset, for example), the DM should secretly make the skill check. Success means the character is



The astrolabe is an essential tool of navigation



Navigation is essential to the success of any lengthy journey

reasonably accurate in plotting the day's course. A character without proper tools or navigating in adverse conditions who fails his check with a roll of 96-00 automatically becomes lost.

- A character who has become lost despite his Navigation skill, but who still has his rutter (navigation logbook), may attempt to determine where he made his error. Note, this check cannot be made until it has become clear that the character is lost — the island he is looking for is not where he thinks it should be or instead of finding a harbor he finds a reef-barred coastline. At that point, the character may take one day to go over his rutters and make a single skill check to determine just where he went wrong. Success indicates that the character knows the mistake he made, and he can approximate his current actual position. Failure indicates that the character is still hopelessly lost.

- The character without the use of navigation instruments can determine his longitude (north/south location), but not his latitude, by studying the clear sky for a night and making a successful skill check. Such a determination may be made at any time, even after teleporting or other transportation which leaves the character without any knowledge of where he is.

- The character may use his own rutter (or someone else's, if he can decipher it) to reduce his chance of becoming lost. To do this, the rutter must describe a journey similar to the one being undertaken — a rutter describing a transit from Rush to Verbronia is of no use in the Orange Sea. If the character wrote the rutter himself, the rutter acts as a local guide providing a -30% modifier to the character's chance of becoming hopelessly lost (see pg. 128 of the *DMG*). Another navigator's rutter will provide a lesser bonus. The DM must determine the percentage and a misleading or cryptic rutter may even add to the character's chance of getting lost!

Note, any use of a rutter requires that the character have the Reading/Writing skill in the language of the rutter. The DM may wish character to make a Reading/Writing skill check to use a cryptic rutter.

- A character with this skill is also capable of reading and following any normal map he comes across. He can even follow, in general terms, maps labeled in unfamiliar languages as long as he makes a successful skill check.

A character with the Orienteering skill gains a +10% bonus to his Navigation skill.

Navigation, Phlogiston (Mental 1, Intelligence/Knowledge -2) — Only a character who has experience in Wildspace can take this skill.

This is the art of navigating from one crystal sphere to another, a separate skill from navigating within a single crystal sphere. It is a difficult and risky activity, but it is sometimes necessary when a planetary locator is not available.

A spelljamming ship that enters the Flow normally

moves randomly, arriving at some other crystal sphere within 10 to 100 days. With a successful skill check by the ship's navigator, the ship arrives at the chosen destination within that time. Of course, the destination must be one that is normally reachable; if there is no path from the current crystal sphere to the desired one, a successful check will not create one.

If the skill check is failed, the ship arrives at a random crystal sphere. (The DM should make the skill check so that the player does not know if he succeeded or not.) On a natural 96-00, the ship drifts in the phlogiston for 20 to 200 days; such a ship may be in grave danger of exhausting its air supply before returning to a random crystal sphere.

Navigation, Underground (Mental 1, Intelligence/Knowledge -2) — This skill is only available to natives of and frequent visitors to the Everdark.

A character with this skill can determine direction underground and the shortest route to the surface. By careful analysis of air currents and contents, a character can even determine whether there are any pockets of poisonous gas in the air. A successful skill check is required to use the skill.

Racial modifiers: Character's of races native to the Everdark receive a +10% bonus to their skill score.

Navigation, Wildspace (Mental 1, Intelligence/Knowledge -2) — Only a character who has experience in Wildspace can take this skill.

The character with this skill has learned the art of navigating through wildspace, avoiding hazards and using planetary motion to improve speed over long journeys. A successful skill check allows the character's spelljamming vessel to arrive at its wildspace destination 10 percent faster than normal. Thus, if it would take 10 days to make the trip normally, the character can steer a course that will take only nine days. An unsuccessful skill check indicates that no time is saved; on a roll of 96-00 the travel time increases by 20 percent.

Netherworld Knowledge (Mental 1, Wisdom/Understanding -3) — With this skill, a character learns about the cosmology and organization of the multiverse, focusing primarily on the ultimate destination of spirits after death — the Outer Planes. A skill check is required when specific or detailed information is required. This skill can prove extremely useful when combined with Creature Lore: Fiend Lore.

Numeracy (Mental 1, Intelligence/Reason) — A character with the Numeracy skill is well versed in numbers and numerical computations, including accounting, mathematics, geometry and other processes requiring recorded numbers. Balancing the books, paying the troops, and

figuring total income (as well as arguing with the tax collector) all figure in Numeracy. A character without this skill is still able to perform simple mathematical actions, but their figures may go awry on more complex formulas.

Omen Reading (Mental 1, Wisdom/Understanding) — There are hundreds of myths and superstitions about the art of divination or predicting the future through the reading of signs or indications. A character with this skill is proficient in a single form of divination and knows the proper ceremonies and observances to use in order to obtain a valid reading. He is also familiar with the various messages or indications that characterize a form of divination. Omen readers use dozens of different methods for their auguries, including astrology, numerology, reading palms, examining animal entrails, casting bones, dice or runes and burning incense to observe the smoke, just to name a few. The exact nature of the character's expertise is up to the player.

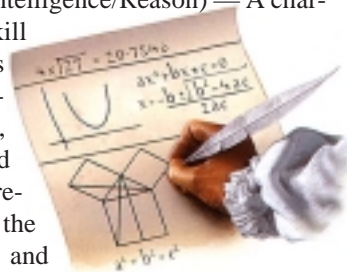
To use this skill, the omen reader phrases a general question about a course of action, such as, "Is this a good day to start our journey?" "Should we try to track the orcs to their lair, or wait for their next raid?" or "When will the dragon return?" The DM then makes a skill check in secret; if the character fails, the DM can tell him that the signs were inconclusive or make up a false answer for a spectacular failure (a roll of 96-00). If the omen reader succeeds, the DM can give the character a vague answer based on his assessment of the situation.

An omen is usually good, bad or inconclusive, although an answer of "a day or two," or "proceed, but with caution," is acceptable as well. Omens aren't guaranteed; if a party ignores a bad omen, they might succeed in their task anyway. An omen is nothing more than the DM's best guess about a course of action.

Performing the ceremony of reading an omen requires an hour or more. Special tools or supplies, such as rune-sticks, may be necessary depending on the character's favored form of Omen Reading. Some superstitious or primitive cultures may place a great deal of weight on Omen Reading, and a skilled diviner may be held in high regard by these people.

Clearly this skill requires preparation and advance knowledge on the part of the DM. Because of this, it is permissible for the DM to avoid the question, although this shouldn't be done all the time. Players who want to make their DM's life easier (always a good idea) should consider using this skill at the end of a gaming session, giving the DM until the next session to come up with an answer. (In most cases use of this skill to predict the future requires much study on the part of the character and a result won't be seen by him until the next gaming session.) The DM can use this skill as a catalyst and guide for his adventures — something that will prompt the player characters to go to certain places or to try new things.

Five of the more common forms of Omen Reading are listed below:



Astrology: This skill gives the character some understanding of the supposed influences of the stars. Knowing the birth date and time of any person, the astrologer can study the stars and celestial events and then prepare a forecast of the future for that person. The astrologer's insight into the future is limited to the next 20 days, and his knowledge is vague at best. If a successful skill check is made, the astrologer can foresee some general event — a great battle, a friend lost, a new friendship made, etc.

Astrology is only available to characters who live on or near the surface of Fälgorna. Characters who originate in the Everdark and others who do not have easy access to the surface may not begin play with the Astrology skill. In order to use Astrology, you have to see the stars.

Characters with the Astrology skill gain a +5% bonus to all Navigation skill checks, provided the stars can be seen. A character with this skill defaults to Sage Knowledge: Astronomy at half his Astrology skill.

Dream Interpretation: A successful check in this skill allows a character to understand that a dream — either a personal dream or one which another character relates — is prophetic. The character can then attempt to interpret the dream by making a second skill check. The DM should only give hints to the meaning of the dream — revealing the important elements. The player must try to make sense of the details, much as a riddle that must be solved.

Most dreams are of no real significance, but on occasion a dream might hold important clues about the present or future, perhaps suggesting a way to deal with a present dilemma or warning of a future hardship.

For example, a royal advisor might come to Mariella seeking an interpretation of the following dream: A tame bear dances to the tune of a pallid foreigner's pipes, while jugglers hurl documents into the air and tumblers spin somersaults. The crowd is blinded, with silver scarves across their eyes, and joyfully toss their money to the bear.

Mariella (making a successful skill check) determines that the important images are the dancing bear, the piper and the blinded crowd. She also understands (and is thus informed by the DM) that the bear symbolizes a member of the royal court obeying the commands of an outsider or foreigner and that the crowd represents the people, appreciating the courtier's actions and therefore supporting him or her. The details of the dream may not immediately be clear, but in time the advisor or shaman may come to better understand them.

The Dream Interpretation skill is a vehicle through which DM's can provide players with clues, as well as launch exciting investigative adventures.

Following are some examples of images that might appear in the dreams of characters:

Acrobat: The defiance of natural forces; a precarious situation.

Animals: Each has its own meaning, which is tied to what is considered their defining traits; a lion represents courage and nobility; the cat cunning; the owl wisdom; the mouse timidity; the serpent treachery; the bear strength; the beaver industriousness, and so on.

Ashes: A passing away, never to return; the destruction of material things and mortal life.

Bathing: Washing away or cleansing; ritual purification.

Balance/scales: An important judgment; the need for an accurate assessment of a situation; a balance of opposites.

Craftwork: The act of creation; turning raw materials into fine artifacts; building a state, business, etc.

Fruit: Fertility, plenty; the result of previous actions.

Grave: Death, disaster or bereavement. An open grave might symbolize the danger of death (perhaps a deliberate plot), a closed grave one that has already happened.

Crossroads: Key decisions must be made; a parting of the ways, where old friends separate; the crossing of two peoples' destinies.

Knots: Binding and losing; holding captive, constraining or controlling.

Lantern: A light in the darkness, leading the way; the last hope of success.

Mountain: A great obstacle or enormous struggle; firmness and constancy; a massive force resisting change.

Road: The course of one's life; a journey; passing beyond death; progression.

Scythe: A cutting down or gathering in.

Seeds: Potential and promise; a small beginning from which something great will come.

Thread: The line of time or fate; a tenuous or fragile link.

Wheel: Progress, a forward movement or powerful force; fate. A turning wheel might indicate the passing of time or the revolutions of the seasons.

Numerology: Like Numeracy, Numerology deals with numbers but from their mystic and magical side. Each number has its own presence and power, and an individual's birth hour or favorite number is as revealing as other methods of divination with regard to his or her future. The Numerology skill is often used to determine the best time for certain actions, ceremonies or pronouncements. A character who specializes in Numerology (skill score of 90%+) may with a successful skill check made at a -40% penalty use the skill to calculate the locations of doorways to other planes.

If the character also possesses the Arithmology skill, Arithmology may be used with Numerology to divine the future more effectively. A character who knows both skills gains a +10% bonus when using Numerology.

Omen Interpretation: A character with this skill is able to infer information about the present or future from natural phenomena. Therefore, the character can neither choose when to use the skill, nor what questions to seek answers to.

Omens are signs hidden within the mundane or natural world — thought to have been sent by the spirits or deities — that give warnings or encouragement to mortals. The flight of a rare bird, patterns in the sunset, the color of smoke rising from a campfire, all of these things may be omens which contain hints toward the likely outcome of a battle, the wisdom of starting a journey, or any similar matter. This skill allows a character to recognize and identify an omen.

It is possible for a character to seek an omen. For example, an interpreter might spend a day standing on a hilltop looking for unusual birds or he might take a walk through the woods studying the wildlife and plants. After 10 hours have passed, a successful skill check (rolled either by the player or secretly by the DM) means the character identifies an omen, and the DM should then give vague hints regarding the matter he seeks information on. The character has no control over when or if an omen appears and the DM has the option of presenting the character with a false omen if the skill check is failed.

The following are examples of omens the DM might weave into his adventures. They are grouped according to subject; the information in quotation marks is an interpretation of the omen.

Battle

- The night before a battle the flames of the campfire flicker with a reddish hue — “one of those around the fire will die if he or she joins the battle tomorrow.”
- As the forces gather on the field, vultures wheel lazily overhead — “the vultures are lethargic because they know that there will be few deaths here today.”
- A few drops of rain fall from a clear sky as the forces gather — “the gods/spirits are saddened that this battle is to be fought.”
- A sacred bird wheels above the battlefield — “the spirits know that this battle is of great importance, and have sent a messenger to watch for its outcome.”

Birth

- Two usually solitary animals (like eagles) are seen together — “the birth will produce twins.”
- A snake is found in the house where the woman is in labor — “the child will be evil and should be abandoned or sent far away.”
- A dead mouse is found in the house around the time of the birth — “the child will not live to adulthood.”
- An owl lands on the roof of the house where a woman is in labor — “the child will be exceedingly wise” (in other words, would make an ideal apprentice for a shaman).

Journey

- A vulture is perched watching the travelers as they walk towards it along the road — “there will be death on this journey.”
- As the travelers assemble a cuckoo lands close by — “one in the group is not all that he or she claims, and should not be trusted.”
- As the group begin their journey a fox is spotted in the bushes just up the path — “an ambush has been set further on.”

King/Ruler

- A lion in the forest is being chased down by a pack of wild dogs — “the fate of the noble is in the hands of the base.”
- One night a storm blows up, and though not particularly ferocious it fells the great old tree that stands in the center of the wood — “though the danger may not seem great, it may lead to the downfall of the ruler or his/her dynasty.”

Trade

- Immediately upon leaving home in the morning, a merchant finds a gold piece in the gutter — “today will bring many opportunities for easy profit.”
- The town’s mayor is given a fine, rare, smoked fish by an ambassador or trade envoy, but when he has it served up that evening he nearly chokes on a bone — “trade with that place (the ambassador’s/envoy’s city) will bring ruin for this town.”

War

- The call of war goes out, but when one of the commanding officers goes to fetch his weapons from his vault he finds his sword flecked in rust — “the armies of the nation are ill-prepared for this coming conflict.”
- As the party enters the gates of a city, a single stone falls from the top of its impressive walls — “if the city is besieged, it will fall, despite its mighty defenses.”
- On the morning that the army marches out, they pass a funeral cortege — “the army is doomed.”
- The day that hostilities break out the sunrise bathes the land in a deep golden light — “the war shall bring the nation vast wealth.”

Vision Quest: A character with this skill may undertake a spiritual journey to seek an answer to any question. This vision quest may be performed no more than once per week and involves elaborate rituals and special materials, both of which are a reflection of the religious beliefs of the seeker.

The exact components of these rituals should be discussed with the DM at the time that this skill is chosen. Usually it involves hours of prayer and chanting, sometimes accompanied by a musical instrument. Often a character using this skill uses herbal compounds or other substances to bring him to a state of altered consciousness

and sometimes a small sacrifice is required. The time allotted to this activity is usually 12 hours or less. Seldom do vision quests exceed 24 hours, however.

At the end of the rituals, a secret skill check should be made by the DM. A natural 96-00 means that whatever god or spirit the character was trying to contact is angered at his presumption and sends him a false vision. Otherwise, a failed roll indicates that nothing happens. Success means that the character receives some sort of vision, usually cryptic, which, upon reflection, should provide enlightenment about the subject of the question.



The vision quester seeks divine insight

For example, Korag, the barbarian warrior, is concerned that he and his friends are contemplating the exploration of an ancient temple. Though the temple is long destroyed and was dedicated to another god, he is worried he might anger the spirits that might still live there. So, he goes on a vision quest that night. He wanders away from his friends and spends the night by his solitary fire, chanting and beating a small drum, slowly falling into a trance with the aid of an herbal concoction blended from wild mushrooms and flower seeds.

When the sun rises, he throws some food into his fire as a sacrifice and contemplates the vision he experienced during the night. The DM makes a secret roll, which is successful, and Korag is able to remember his vision in which he sees the temple as it once was, the happy people worshipping, and the dark horde that raided and defiled it. He sees the worshippers screaming in agony and reaching their arms toward him. When he returns, he discusses his vision with his friends, and they decide that the souls of the dead worshippers might need their help to be put to rest. This interpretation might seem obvious, but often the most obvious interpretation is not the correct one.

Fasting before a Vision Quest is a helpful way to prepare and grants a +5% bonus to the skill check for every three days spent fasting.

This skill is common among the druids, Elberethi and Variquesti elves, Fälgornian humans, Wild Halflings and Lizard Men. However, it is virtually unknown to other character types and characters of races or classes other than those listed may not select this skill at first level.

Racial modifiers: Fälgornian humans receive a +15% bonus when utilizing this skill and Wild Halflings receive a +20% bonus. A dwarf attempting to use this skill is seldom successful and is penalized by -25% to his skill score.

Oratory (Mental 1, Charisma/Leadership -1) — This is the power to move other people with words and emotion. By captivating an audience, the character can convince them of the rightness of his words through force of will and dramatic speaking.

The DM can decide how any group of listeners is likely to be affected by the character's exhortations. If they're inclined to be hostile or are preparing to attack the character, there's very little he can say to change their minds.

To use the skill, most members of the crowd must be able to see and hear the character. For each turn spent exhorting the crowd, the character makes a skill check. A successful check allows the character to modify an encounter reaction check by one category — hostile to indifferent, or indifferent to friendly, for example. A roll of 01-05 allows the character to change the mood of the crowd by two categories, i.e., hostile to friendly.

A check that fails by less than 25% has no positive or negative effect on the crowd. However, a check that fails by more than 25 changes the mood of the crowd in the opposite direction of that desired, i.e., friendly becomes hostile. A roll of 96-00 moves the mood of the crowd in the opposite direction by two places.

Optionally, a character using Oratory may be able to encourage the crowd to take a specific action that they're inclined to perform anyway. If an angry crowd wants to see an important prisoner freed because it's rumored he was convicted wrongly, a character with Oratory may be able to push them into storming the jail or convince them to give up and go home. If the player presents an especially moving argument or speech, the skill check is made with a +5% to +20% bonus. Especially poor speeches are penalized by -5% to -15%.

Priests: Priests with this skill can attempt to proselytize (seek converts) among small audiences by proclaiming the glories of their faith and the dangers of nonbelief, but the character must pass his check by a margin of 20% or more to win any long-lasting converts to the faith. A convert will listen to the priest's suggestions or ideas, but won't necessarily become a follower or hireling of the character.

Additional information: See: "Playing the Crowd: Oratory and Mob Rule in Your AD&D™ Campaign," Dragon #172, pg. 78-81, for more information on how this skill can be used.

Organic Preservation (Mental 1, Intelligence/Knowledge -1) — Organic materials come from plants and animals, and have a habit of decomposing once the life process has been interrupted. A character with this skill is experienced in using materials and processes that can

prolong the usefulness of these organic substances. Whether it is properly wrapping and sealing food so that it won't spoil, using a certain tree sap to preserve a spell component or pickling a baby cockatrice in a specimen jar, this character knows how to keep things from rotting. The amount of time for which these things may be preserved varies and should be determined by the DM.

The shelf-life of wrapped or sealed materials may be extended up to three times as long as normal, whereas something preserved in chemicals may be kept indefinitely.

Orienteering (Mental 1, Intelligence/Knowledge -2) — This is the ability to keep one's bearings on roadless, trackless land. Skilled characters will not get lost as long as they can either see the sky or have the use of a compass or lodestone. This means that they can maintain track of a given direction, keeping themselves and their companions traveling in a straight line.

Characters who possess a map and can track their direction of travel can arrive at specific points — towns, ferry crossings, bridges, monuments, wells, springs, etc. — without making a skill check.

If the map used is slightly erroneous or lacking in crucial details, the character will have to make a successful skill check to accurately arrive at a specific point. This check can be modified for increased difficulty based on poor weather or major problems with the map.

Though this skill differs from the Direction Sense and Navigation skills, these skills share common characteristics with Orienteering. A character with the Direction Sense or Navigation skills (50% or greater) may add +10% to his Orienteering Skill score. A character with both skills adds +20% to his skill score.

Persuasion (Mental 1, Charisma) — Unlike Oratory, which relies on emotion and rhetoric, the art of Persuasion is built around intelligent arguments and personal charm. A character with this skill is able to present especially cogent arguments and explanations in conversation with an individual or small group. With a successful skill check, he can convince them to take moderate actions they may be considering already.

For example, he may convince city guards to leave without making arrests if a brawl's already finished by the time they get there, or he may convince a court official that he needs an audience with the king. If the player's thoughts and arguments are particularly eloquent and acute, the skill check is made with a +5% to +20% bonus.

A character can also use Persuasion to influence the general attitude of a person or small group toward another character, an idea, course of action, etc.,. On a successful skill check the subject's reaction is modified by +2 with respect to the character's argument. This bonus is cumulative with reaction modifiers derived from Charisma and

magic but is not cumulative with reaction modifiers derived from the use of other skills.

A character receive an additional +1 reaction modifier for every 20 skill points above a 50% skill score. For example a 70% skill score results in a +3 reaction modifier.

Pest Control (Mental 1, Wisdom/Intuition) — This skill is used to keep strongholds free of pests like rats, carrion crawlers, jermalaines, kobolds and other small creatures. Similar to the Set Snares skill, it is concerned with catching underground pests but does not use snares. Traps are set to trigger metal cages, drop nets or iron doors which shut off individual tunnel sections. Spring traps or small deadfalls may be rigged (damage 1d6 maximum) using this skill. There is a -20% penalty to the skill check when using Pest Control to trap man-sized or larger creatures.

This skill does not give the character the ability to create new traps or to make the items required for these devices, he can only set the (already designed and built) traps and their triggers without danger of injuring himself. A skill check must be rolled when the trap is set. A failed check means that the trap will fail to operate. It may not have been set properly, was poor concealed or it was too small or too large for the creature to trigger. Setting a trap takes an hour and the character must have proper equipment and materials with him.

Characters with the Animal Lore skill gain a +10% bonus when attempting to set traps to catch animal pests.

Planetology (Mental 1, Intelligence/Knowledge -1) — Only a character who has experience in Wildspace can take this skill.

A character with the Planetology skill has studied the various types of planets that may be found within crystal spheres. He is able to identify signs of groundling civilization from space and can determine the climate and probable inhabitants of a world by studying it for a short time (and making a successful skill check).

Poetry (Mental 1, Intelligence/Knowledge -2, Wisdom/Intuition) — A character taking this skill specializes in either lyric or narrative poetry. Lyric poetry expresses thoughts and feelings, and includes ballads, sonnets, odes and hymns. Narrative poetry tells stories in verse, some true, some fictional. A character with a skill score of 90% or higher specialize in both forms.

Poetry skill enables the character to judge the quality of poetry in his specialty. He also knows a sizable repertoire of poems and can recite them with spellbinding skill. No skill checks are required for these applications.

The character can also compose poems in his speciality; a successful check means the poem is of exceptional quality. If the character has the Reading/Writing skill, he can record his poems.

Poetry for paladins, priests and other holy ones: With permission from the DM, a character with the Poetry skill

may offer a composition to his Church (or other designated recipient) instead of a tithe. The character must inform the Church a month in advance if he intends to offer a composition; either lyric or narrative poetry is acceptable. If the Church (that is, the DM) disapproves, the character must pay his normal tithe. If the Church approves, the character may present a composition when his tithe is normally due.

The composition must be presented at the temple or to a Church official at a prearranged location. The character then makes a Poetry skill check. If the check fails, the composition is deemed unworthy; the normal tithe must be paid immediately. If the check succeeds, the DM determines the value of the composition; the value is equal to 3d20 gp. If the value is greater than or equal to the normal tithe, no tithe is required that month. The character doesn't receive any "change" if the value is more than his tithe; the excess value is forfeited.

If the value is less than the tithe, the character subtracts the value from the tithe, then pays the difference (if the paladin owes 20 gp and the value of the composition is 15 gp, he must pay 5 gp). A character may exercise this option as often as he likes.

Note: A player who decides to exercise this option for his character must actually compose a poetic work. The DM will at his option modify the skill check based on the quality of the poem.

Racial modifiers: Paladian elves receive a +10% bonus to their skill score. All other elves receive a +5% bonus to their skill score.

Poison Lore (Mental 2, Intelligence/Knowledge -2) — The prerequisites of this skill are Brewing 25% and Herbalism 25%. A character with the Healing or Alchemy skill (skill score of 50%+) gains a +5% bonus to his Poison Lore skill. Rogues (all classes), Necromancers (priests or wizards) and Witches may learn Poison Lore as a Mental 1 skill.

A character with this skill can through his training and experience identify, handle and safely use poisons, including man made poisons, monster venoms, herbal toxins and magical poisons. In addition, the character has knowledge of how to brew natural poisons from known recipes, research new poisons and harvest venoms from poisonous animals. In addition, a character can identify naturally occurring animals, plants or monsters that are poisonous (with a successful skill check). This skill cannot be used to brew magical poisons.

A character with Poison Lore may attempt identification of a toxin through sight, smell, taste or symptoms. Modifiers apply to his chance to identify a poison based on the means used to identify it. Any roll which fails by 20% or more results in a misidentification of both the poison and its antidote. A character with the Herbalism (50%+) skill gains a +5% bonus to his chance to identify a toxin extracted from plants. Alternately, he may use his Herbal-

ism skill to identify herbal toxins (if his Herbalism skill score is greater than his Poison Lore skill score).

An attempt to identify a poison takes one round. If one method of identification fails, another may be tried on a subsequent round. A poison that lacks distinctive appearance, odor or taste cannot be identified by that means.

- Identification by sight entails a visual examination of the poison or poisoned article. Many poisons may have a corrosive or discoloring effect on metals, foods, etc. Identification by sight has a -20% chance of success.

- A poison may also be identified by its odor. This method carries a -15% penalty. Furthermore, if it is an ingested or contact poison, there is a 10% chance that the character will be affected by the poison at half strength (i.e., no effect if the saving throw is successful, and if the save is failed half the normal damage or effects are suffered — see the *Dungeon Master's Guide*, pg. 73).

- Identification by taste is a fairly reliable, if dangerous, method of identifying a poison. It carries a -5% penalty. After dabbing a tiny bit on his tongue, the character spits it out. There is still a chance that the poison will affect the character 25% for injected poison, 75% for ingested, and 100% for contact. The poison's effects, if any, are halved.

- The most certain way of identifying a poison is by its symptom (no penalty on the attempt).

Identification of a poison indicates knowledge of an antidote (if one exists) that will completely nullify the poison if administered before the poison runs its course. However, it does not mean that the antidote is available. The character may use the Poison Lore skill to concoct a dose of poison antidote in 1d6 days, but the poison has almost always run its course before the antidote can be manufactured.

Fortunately the poison master's knowledge of the nature of poisons includes knowledge of the use of universal antidotes. Such quick antidotes can be concocted in 1d6 turns provided suitable materials are available and the character makes a successful skill check at -20%. A quick antidote administered before a poison runs its course allows the effected creature to reroll its saving throw with a +2 bonus to the roll. Success indicates the poison has been nullified by the antidote, failure indicates the poison will run its natural course. The Herbalism and Alchemy skills can also be used to create a poison antidote, but only one attempt can be made to administer an antidote to a given creature. If the attempt fails, the poison runs its natural course.

A character who has a skill score of 50% or higher is able to manufacture some of the more deadly poisons known in Fälgorna. The cost and time required for such an activity is adjudicated by the DM, but providing all of the components are personally harvested by the character, it should take no less than 1d6 days to make one dose of poison if the character is guided by a known recipe or formula. Re-

searching a new poison requires weeks of experimentation and requires expenditures similar to those required for spell research (consult the DM for details).

Racial modifiers: Orcs often learn Poison Lore as a normal part of their upbringing, thus they gain +15% bonus to their Poison Lore skill score.

Power Manipulation (Mental 2, Ego/Aura -4) — Power manipulation is the skill of amplifying a psionic power or devotion. This skill can only be used to manipulate powers in the psionist's primary discipline. When the psionist initiates or maintains a psionic power, he may use Power Manipulation to boost its effects.

First he initiates the power with a normal power check. Then he may attempt Power Manipulation by making a skill check. The attempt incurs an additional cost of 5 PSPs, whether he succeeds or fails. If the character makes a successful skill check, he achieves the result listed for the devotion's power score.

A character with a skill score of 90% or higher is considered a specialist and can manipulate sciences in his primary discipline.

If the psionist rolls a natural 96-00 on the skill check, he botches the manipulation attempt and suffers the ill effects of rolling a 20 for the devotion's power check.

Presence (Mental 2, Ego/Aura) — Some characters have such spiritual power that their auras are almost tangible, easily detected by others and, particularly, by supernatural creatures. On a successful skill check, the character with this skill exercises sufficient control over his aura to cause the reaction of a supernatural creature to shift by one level (in the direction desired by the character) on the Encounter Reactions table — a hostile result becomes threatening, a threatening result becomes cautious, and a cautious result becomes friendly or flight or visa versa

Project Thoughts (Mental 2, Intelligence/Reason -2) — This deceptively named skill does not involve mental communication or telepathy in any way. Instead, it is as close to a physical attack as a character gets on the Astral Plane. Simply put, a character with this skill projects his extraneous, random thoughts upon the astral form of another, thus slowing him down as he is caught in the mire of mental drag.

If a character has this skill and makes a successful skill check, he can project his thoughts around any figure within sight. If the target has a lower Intelligence score than the projector of the thoughts, the target is slowed down to a stop, held in place (able to act, but not able to move from that point in "space"). If the Intelligence score of the target is equal to the projector, the target's movement rate is halved. In any case, this ability affects only movement, not other activities like combat, spellcasting, etc.

The effect lasts as long as the projector devotes his full concentration to the attack. The target can make Intelligence checks each round (starting the round after the initial

effect) to attempt to break the hold. The target must remain within the sight of the projector or the hold is automatically broken.

Psionic Detection (Mental 3, Wisdom/Intuition -4) — The Psionic Detection skill works much as the metapsionic devotion, *psionic sense*, but is much less powerful. With this skill a character uses his sixth sense to detect the expenditure of psionic strength points (PSPs) in close proximity to him.

When employing this skill, a character must clear his mind and concentrate, taking at least one full round to prepare. A successful check allows the character to detect the expenditure of any PSPs within 50 yards of his location, regardless of intervening material objects (with the exception of lead). A character can maintain use of the skill for successive round, but during that time he cannot move or perform any other action. The skill check, however, must succeed on the round the PSPs are expended or the character detects nothing.

Psionic Detection can only inform a character that PSPs were expended within 50 yards, nothing more. The detector cannot determine the number of PSPs, their source, the powers or devotions drawn upon or the purpose of the expenditure (for example, the distinction between initializing a power in comparison to maintaining a power). This skill is not cumulative with other detection techniques.

Psionicists: A psionist character may take this as a Mental 1 skill and receives a +10% bonus to his skill score.

Racial modifiers: Fälgornian humans receive a +5% bonus if they learn this skill.

Psionic Lore (Mental 2, Intelligence/Knowledge) — This skill represents the study of famous masters of the Way and the methodology of developing mental powers. The character is versed in standard psionic powers and effects.

With a successful skill check, the character can identify the general effects of any psionic devotion or science. For example, the character encounters a dwarf walking across a bog without sinking. With a successful check, he can determine that the dwarf is not using a magic ability such as *water walking* but instead is using the *body equilibrium* devotion.

The second benefit of this skill is the ability to recognize attack patterns in mental combat. If the character makes a skill check with a -20% penalty, he is able to guess which attack and defense modes his opponent will be using that round and select his own modes accordingly. The DM should make this check in secret; if the PC fails the check, randomly decide which powers he thinks his opponent is using.

If two characters with Psionic Lore engage in mental combat, the character with the highest successful skill check is able to read his opponent's intentions. If the skill

checks are the same, neither character gains any information.

This skill also grants the character who makes a successful skill check the ability to identify psionic items for what they are and gain some knowledge of their purpose (as determined by the DM).

The secretive nature of psionics in Fälgorna makes it difficult for a character who is not a psionist to find a teacher for this skill. However, some orders of “witch” hunters teach this skill to their followers to aid them in the identification of “witches.”

Psychic Defense (Mental 2, Ego/Willpower -2) — Some people are able to develop a rudimentary psionic defense, although they are not psionists. They may be born with exceptionally strong wills or they may have met a teacher who instructed them in the basics of psionic self-defense.

Do to the fear and superstition surrounding psionics in Fälgorna, in most cases, a character with this skill doesn’t realize how he is defending against the psychic attack. The character will have accumulated charms, amulets and talismans that on a subconscious level help him focus a defense; memorized short prayers and mantras that help him mount a weak defense; or he might practice ritualistic behavior in the face of what he believes to be a psychic attack.

When a character with this skill is attacked by *contact* or one of the five telepathic attack modes, he may attempt to defend himself mentally. This must be declared after the attacker has announced his attack, but before he resolves it — the defending character can’t wait to see if the attack succeeds.

If the defender makes a successful skill check, he manages to prevent contact for that one attack. Each subsequent mental attack provides a cumulative -20% penalty to the skill check, so a character who has been attacked three times in one encounter makes his check with a -60% penalty. Unlike a psionist, whose attackers need three tangents to force contact, the general defender is bested the first time his attacker succeeds and he fails his Psychic Defense roll. Note, regardless of the penalty to the roll, a skill check of 01-05 always succeeds in fending off the attempted *contact*.

While a character is defending himself from psionic attack, he may move and defend himself normally. However, he may not cast spells or initiate any wild talents. The psychic defender can make melee or missile attacks, but he suffers a -4 penalty to any attack rolls he makes since his attention is divided between his physical surroundings and the mental assault.

Psychology (Mental 2, Wisdom/Intuition -2) — This character is familiar with the twistings and turnings of the mind and can use this knowledge to heal or harm other people. A character with this skill can treat madness and

phobias or help modify psychopathic or sociopathic behavior. This is not an automatic cure-all, and copious amounts of time would be necessary to help someone who is deeply insane. Each case should be determined by the DM based on the time spent and the Intelligence of the person undergoing treatment. It is not uncommon for a patient to fool his psychologist by pretending to be cured.

This skill has also been used by those of lesser moral virtue to attempt to brainwash victims or as an aid to torture or interrogation. Good or neutral characters who use this skill in such a manner might find their alignment changed.

This can also be used to aid characters who are under a *fear* or *charm* spell. At the DM’s discretion, a successful skill check allows the affected character to make an additional saving throw. If no saving throw is normally allowed, then the affected character receives a save of 20 modified by his Ego/Willpower Magical Attack Adjustment. This can be attempted only once per character in any given situation.

Also, this skill can be used to treat a character who has lost Sanity points because of a failed a Sanity check. If a psychologist treats a character for a minimum of one hour per Sanity point lost, he may make a skill check at the end of the treatment to attempt to restore some of Sanity points lost by the affected character. With a successful check, the psychologist restores one lost Sanity point plus one point for every 10 points by which the character makes his skill check.

This treatment is most effective if begun within 24 hours of the incident that caused the loss of Sanity. For every additional day that passes without treatment, the skill score is penalized by -10%.

A character with the Hypnotism skill may use it effectively in with Psychology when attempting to restore lost Sanity and thus gains a +10% bonus to his Psychology skill score when doing so.

For example, Vaust, a Variquesti spellfilcher, fails a Sanity check when encountering a true tanar’ri and loses four Sanity points. Traumatized by the event, she seeks the assistance of a psychologist three days later. The psychologist has a Psychology skill score of 90% and rolls a skill check of 41 after treating Vaust for four hours. Because Vaust waited three days to seek treatment, the psychologists skill score is effectively only 70%. Thus, he made his skill check by a margin of only 29 points — enough to restore only three lost Sanity points. Had Vaust arrived for treatment a day earlier, the psychologist could have restore all of her lost Sanity points.

Lastly, a character with this skill is a scholar of human (or humanoid) motivations and behavior. If he knows a specific individual, the character can make a skill check to guess that individual’s motives in any given situation or to sense whether that person is being dishonest or deceptive.

He also has a chance (equal to the normal skill score -40%) of applying the same ability to a stranger.

This skill also grants a +5% bonus to any skill where deception might be involved (i.e., Disguise, Hagglng, Storytelling, etc.).

Quick Study (Mental 2, relevant ability varies by skill emulated) — This skill allows a character to temporarily learn enough about a skill, a job or an area of scholarship to pass as someone who belongs to a related profession.

When using this skill, the character spends one week (eight hours a day) studying the skill he wishes to learn. At the end of the week, the character has a working knowledge of the field studied. Over the next several days, he will be able to pass as a practitioner of that skill, though not as an expert.

When he has completed his study and must utilize the skill, the character makes a normal Quick Study skill check. One week after the character has completed his study, he suffers a -15% penalty because he has forgotten some details of the skill. Each week thereafter, he suffers an additional, cumulative -10% penalty. The character's chance of success is modified by the relevant ability score associated with the skill he has used Quick Study to learn.

This skill will not allow a character to demonstrate an expert level of ability with the skill being simulated. If the character undertakes a task that, in the DM's estimation, calls for an especially broad or deep knowledge of the subject, the DM can decide that the character cannot perform the task. The character can then make a normal Intelligence/Reason check; success means that he realizes that he's in over his head and cannot succeed.

A character with a skill score of 75% or higher can Quick Study two related skills at once. A character with a score of 90% or higher can Quick Study three related skills at once or two unrelated skills.

Read Spellshadow (Mental 1, Intelligence/Reason -2) — After a character uses the spell *probe spellshadow* to discover and reveal a spellshadow, this skill is used to examine the shadow and determine the identity of the caster and the circumstances in which it was cast. Only a character familiar with the spell used and its parameters can use this skill.

A successful check reveals the identity of the caster. If a character manages to do this, a second check determines the time and place that the spell was cast. If these facts are discovered, a third check allows the character to determine the recipient, if any (if the spell has no recipient or this detail is obvious, this check can be skipped). Lastly, the fourth check determines whether or not the character learns the situation surrounding the casting of the spell. The situation could include details regarding whether the spell was cast in combat, as part of a deception, etc.

Reading Lips (Mental 2, Intelligence/Knowledge -2) — The character can understand the speech of those he can

see but not hear. He can lip read any language he is able to speak. To use the skill, the character must be within 30 feet of the speaker and be able to see him speak. A skill check is made. If the check fails, nothing is learned. If the check is successful, 70% of the conversation is understood. Since certain sounds are impossible to differentiate, the understanding of a lip-read conversation is never better than this.

Reading/Writing (Mental 1, Intelligence/Knowledge +1) — The character can read and write any modern language he can speak, provided there is someone available to teach the character (another PC, a hireling, or an NPC). This skill does not enable the character to learn ancient languages (see Languages, Ancient).

Priests and wizards: Characters of these classes generally must learn to read and write to become a member of their profession. Therefore, they receive Reading/Writing as a bonus skill.

Research (Mental 1, Intelligence/Knowledge) — A wizard with this skill is well-versed in the theory and application of spell research. He is familiar with the use of libraries, laboratories, and other resources, and also has a good grasp of the fundamental processes of experimentation and problem-solving. With a successful skill check, the character gains a +5% bonus to his success roll when researching a new spell and only requires half the usual time to perform spell research or determine the process necessary to manufacture a particular magical item. However, the amount of money spent on research remains the same because the wizard is still expending the same amount on books and supplies.

This skill also allows a collection to be searched and a specific volume found (if it is present).



Priests of St. Hubert studying the holy text

Religion (Mental 1, Wisdom/Understanding) — A character with the Religion skill knows of the common beliefs, established temples and cults of his homeland and the major faiths of neighboring regions. Ordinary information (type of religious symbol used, basic attitude of the faith, etc.) of any religion is automatically known by the character. Special information, such as how the clergy is organized, the significance of particular holy days, or the type

of sacrifice required to appease a deity requires a skill check.

For every 20 skill points over 50% spent on the Religion skill the character may either expand his general knowledge to include information about the faiths of distant regions (using the guidelines above) or to gain precise information about a single faith. If the latter is chosen, the character is no longer required to make a skill check when answering questions about that religion. Such expert knowledge is highly useful to priest characters when dealing with their own and rival faiths.

Priests and paladins: Characters of these classes receive Religion as a bonus skill and are considered experts with regard to knowledge pertaining to their own Church.

Rejuvenation (Mental 1, Ego/Aura -1) — This skill allows a character with psionics to recover PSPs while he meditates, as quickly as if he were sleeping. A character who uses wizardly magic can use this skill in a similar manner to regain the energy to memorize spells.

When using this skill, the character achieves a state of deep concentration, in which he focuses and regains his energies. He is still conscious and aware of his surroundings, so he does not suffer any penalties on surprise or initiative rolls and he is not helpless if attacked. (However, if he expends PSPs or casts spells the effects of the Rejuvenation are lost).

A successful skill check (rolled by the DM after the period of meditation) is required to regain PSPs or spell energy at the enhanced rate. A skill check result of 96-00 indicates the character has fallen into a deep, but not beneficial, trance and suffers surprise and combat penalties as if he were asleep.

Note, this form of meditation is not a replacement for normal sleep.

Sabotage (Mental 1, Intelligence/Reason -1) — This skill allows the character to plan or cause a malfunction in a construct or machine or to cause the collapse of a portion of a building. This can be as simple as rigging a crossbow to misfire or a wagon wheel to fall off or as complex as collapsing a tower. The time involved depends on the complexity and size of the object.

A failed check means that the object is obviously damaged or that the sabotage failed completely, whichever the DM thinks would disadvantage the character most. Also, the DM should give additional penalties for more complicated contraptions or larger structures. A wagon wheel, for example, would not require additional penalties. A catapult, however, may require an additional penalty of -10%, being a larger and more complicated object. Causing the potential collapse of a stone tower would require much time and elaborate efforts (removal of stones or tunneling), at the end of which a -25% penalty should be applied to the skill check.

Sage Knowledge (Mental 1, Intelligence/Knowledge -2) — This skill represents a specialized area of knowledge or learning equivalent to doctorate level education. A character with this skill is a fully qualified sage in the area of study chosen and is capable of answering questions concerning the topic after some time spent researching. (Refer to Table 5.4.9: Sage Modifiers and Table 5.4.10: Research Times.)

As noted in the *DMG*, a sage requires an excellent library as a resource — at least 50 to 100 books, costing no less than 10,000 gp altogether. Naturally, a character may be able to strike a deal with a university, monastery or wizards' guild in order to gain access to their library.

Table 5.4.9: Sage Modifiers

Situation	Skill Score Modifier
Question is:	
General	0
Specific	-10%
Exacting	-20%
Library is:	
Extensive	+10%
Complete	0
Partial	-10%
Nonexistent	-30%
Sage is:	
Rushed	-20%
Doubles research time	+20%

Table 5.4.10: Research Times

Type of Question	Time Required
General	1d6 hours
Specific	1d6 days
Exacting	3d10 days

In addition to his ability to perform sage research, the character's high level of learning allows him to make field observations or attempt to come up with knowledge off the top of his head. For example, a sage who studies botany may attempt a skill check in order to identify a particular plant, while one who studies toxicology may be able to identify a poison by its symptoms in a victim. These on-the-spot observations should be limited to information any expert could reasonably come up with in the field — identifying a common gemstone is one thing for a geologist, but making a guess about the electrical conductivity of quartz crystal or the enchantments of a magical gem is a different matter entirely.

All of the Sage Knowledge areas of study require the character to first gain mastery of the basic skill or skills

relevant to the Sage Knowledge area of study. Mastery means the character has a skill score of at least 75% in the basic skill.

For example, a character who wishes to acquire Sage Knowledge of Alchemy must first learn the Alchemy skill. The prerequisite skills for each area of study are listed on Table 5.4.11: Sage Knowledge Prerequisites.

Note, a character with Sage Knowledge of an area of study usually gains a bonus to his skill score in the basic or prerequisite skill associated with the area of study.

Area of Study	Prerequisite Skill(s)
Alchemy	Alchemy
Architecture	Engineering
Art	Artistic Ability or Appraising
Astrology	Omen Reading: Astrology
Astronomy	Navigation or Orienteering
Botany	Agriculture or Herbalism
Cartography	Cartography
Chemistry	Alchemy
Cryptography	Numeracy
Engineering	Engineering
Folklore	Local History
Genealogy	Local or Ancient Family History
Geography	Ancient Geography or Geography
Geology	Geology
Heraldry	Heraldry
History	Local or Ancient History
Languages	Ancient or Modern Languages
Law	Law
Mathematics	Numeracy
Medicine	Diagnostics and Healing
Metaphysical Theory	Spellcraft
Meteorology	Weather Sense
Music	Musical Instrument or Singing
Myconology	Fungi Identification
Oceanography	Animal Lore (aquatic), Weather Sense and Navigation or Cartography
Philosophy	Local History or Religion
Physics	Numeracy
Planes, Inner	Netherworld Knowledge or Spellcraft
Planes, Outer	Netherworld Knowledge
Schools of Magic	Spellcraft
Sociology	Local History
Theology	Religion
Toxicology	Poison Lore
Zoology	Animal Lore or Creature Lore

A character with a 50% skill score in Sage Knowledge has broad general knowledge of the area of study in question, allowing him to answer general or specific questions in the field. For every 25 additional skill points acquired in an area of knowledge, the character may become an expert in one particular aspect of the topic.

For example, a botanist may spend another 25 skill points to specialize in moss and lichens, ferns or all plants found in a particular climate or ecosystem. This detailed knowledge allows the character to attempt to answer exacting questions in the field. The fields of study available to a sage include the following:

Alchemy: This is the study of magical chemistry, especially as it applies to elemental transmutations and potions, oils, and magical compounds or solvents. Unlike the Alchemy skill, the Sage Knowledge of alchemy concentrates on theories and principals, not on the practical day-to-day manufacture of specific compounds and substances. An alchemist specialist wizard or a character with the Alchemy skill gains a +10% bonus to his skill score in this area of Sage Knowledge.

Architecture: This is the study of the development, theories and styles of architecture. (The Engineering skill — which includes architecture — on the other hand, represents the practical execution of workable building plans.) A sage with this field of study is familiar with many different styles of architecture, as well as famous buildings in large or ancient cities.

He has a chance to know many things given close examination of a particular structure, including the race that built it, how long it has been standing and the purpose for which it was built. Other facts could be more specific, such as important rooms, secret or concealed doors, traps, etc. Modifiers might be applied based on the frequency of encounters with the race who built the structure. For instance, a dwarven temple would be easier for a character to identify than one built by the locathah. The character is granted a +5% bonus to identify structures built by his own race.

A character with this skill gains a +5% bonus on all Engineering skill checks.

Art: The sage is familiar with the great works of the past as well as the works of the best contemporary artists. If he specializes in one particular art form (sculpture, paintings, ornamental pottery, etc.) he is able to identify works of the masters, spot fakes and appraise pieces for sale value.

Astrology: This is study of the history and theoretical background of astrology, not the actual art of prediction. Someone with the Astrology skill knows that Planet X passing in front of Constellation Y means trouble, but a sage knows why this is a sign of ill fortune. In addition, the sage has the ability to perform historical astrology by working backwards to determine the stars' and planets' alignments for thousands of years in the past. An expert in

this field may be familiar with the constellations and beliefs of vanished or dead cultures.

Sage Knowledge of Astrology provides the character with a +10% bonus to his Omen Reading: Astrology skill.



The astronomer

Astronomy: For the astrologer, planets and constellations are representations of greater powers. An individual learned in the science of astronomy, on the other hand, assigns no characteristics or indications to these heavenly bodies and instead concentrates on studying their movements in the skies. He has detailed knowledge of the relative movement of the stars, moons, planets and other bodies in his home crystal sphere (as per the AD&D Spelljammer boxed set).

When the night sky is clear, he can always determine direction by the stars. Phases of heavenly bodies are also easily determined and the character can

predict the arrival of eclipses, comets and other cosmic phenomena (evening and morning stars, full moons, etc.) The character can identify numerous stars and constellations and knows the myths and legends associated with them.

Furthermore, a character with a skill score of at least 75% can (if given the time, tools and materials) construct and use all the instruments related to this field, such as astrolabes, sextants and even simple telescopes.

A character with this skill gains a +10% bonus on all Astrology skill checks and a +15% bonus to all Navigation and Orienteering checks when the stars can be seen.

Botany: This is the study of plants, ranging from simple cataloging and observation to detailed studies of life cycles and ecologies. Areas of specialization include simple plants, water plants, grasses and brush, flowering plants, domesticated plants, plant diseases, and ecological systems such as rain forest, tundra, prairie, etc.

Sage Knowledge of botany provides a +10% bonus to a character's Agriculture and Herbalism nonweapon skills.

Cartography: Cartography is the art of map-making. A sage who specializes in this field knows where to find maps for any given region or area, knows how to interpret maps using various forms of notation, and can attempt to solve or complete encrypted or partial maps.

Sage Knowledge of cartography provides a +10% bonus to a character's Cartography skill.

Chemistry: While alchemy focuses on the study of magical substances, chemistry concentrates on the study of the properties of mundane substances. Note, a character with the Alchemy skill is assumed to use a fair amount of mundane chemistry to produce acids, solvents and pyrotechnic substances.

Sage Knowledge of chemistry provides a +10% bonus to a character's Alchemy skill.

Cryptography: This is the study of codes, ciphers and puzzles. A sage with skill in cryptography can attempt to create and break codes or solve written puzzles through time and study. He also possesses expert information about the codes and ciphers used by different individuals and groups throughout history.

The sage has a chance of recognizing a code concealed within a written or spoken message or perhaps hidden by some other medium — an intricately woven tapestry or sculpted piece of heraldry, for example. (The DM will usually roll this check secretly).

Codes and ciphers fall into six levels of difficulty based on the cryptographer's skill level as described on Table 5.4.12 below. The cryptographer may create and break codes and ciphers of any level up to the maximum allowed by his skill score. For example, a character with a skill



The chemist's laboratory

score of 91% could attempt to create or break codes of level one through four. He could only create or break a code of level five or six by rolling a critical success on his skill check.

Table 5.4.12: Cryptography Skill Level

Code Level	Cryptography Skill	Base Breaking Time	Check Modifier
1	Below 50%	10 minutes	+5%
2	50-74%	1 day	0
3	75-89%	1 week	-5%
4	90-99%	1 month	-10%
5	100-105%	8 months	-25%
6	106%+	1 year	-50%

The base breaking time is the amount of time a person must spend to have any chance of “breaking” the code. Each day of code breaking requires eight hours of uninterrupted work or the day’s work is wasted. The check modifier is a bonus or penalty based on the complexity of the code which is applied to the cryptographer’s skill score when a skill check is rolled after the base code breaking time is met.

The DM may choose to add more modifiers because of the length of the text or successive failures. Codes and ciphers can only be broken by a person familiar with the language that the normal text is written in. (Codes may take other forms, but most are written).

If encrypted documents are to be used for general communications, both the sender and recipient must know the key. The impracticality of changing keys frequently is the only thing that tends to keep codes in use long enough to make breaking them worthwhile.

In order to change codes, the cryptographer must merely decide to do so. It is a very quick job to create a code (of the type usable without super computers), generally taking four hours per difficulty level. Codes should be referenced (code A, code B, etc.) so that the DM and players can keep track of which ones are in use.

Engineering: The character is familiar with the science of building devices, engines and structures. The character can specialize in small machines, large machines (water wheels, etc.), siege engineering, fortifications, bridges and roads or buildings.

Sage Knowledge of engineering provides a +10% bonus to the character’s Engineering skill score.

Folklore: The sage studies legends and folk tales. By spending additional skill points, he can specialize in the folklore of a particular culture or region.

Genealogy: This is the study of lines of descent. A sage with this skill knows research techniques and sources for tracing family trees and is also familiar with the histories of the important royal and noble families.

Geography: A sage with this knowledge has learned about the lands and cultures of his world. He knows general principles of cartography, topography, climatology, and sociology, and can identify individuals or artifacts from other lands.

A sage with knowledge in this area can add a +10% bonus to his Ancient Geography and Geography skills.

Geology: Geology is the study of theory and physical evidence concerning the creation of landforms, rock and the physical makeup of the earth. A sage with knowledge in this area can add a +10% bonus to his rating in the Mining and Geology nonweapon skills and can attempt a skill check to identify special properties of various sorts of gemstones or precious minerals.

Heraldry: Coats of arms, banners, flags and standards are all emblazoned with heraldic designs. A sage with this skill is familiar with the evolution of heraldry and the significance of various symbols and colors. He can identify common coats of arms on sight and knows where to research obscure or unknown devices.

This area of knowledge adds a +10% bonus to a character’s Heraldry nonweapon skill score.

History: A sage with this skill has an excellent grasp of history and the historical methods. Unlike a character with the Ancient or Local History skills, a sage with this skill is a generalist, but he can be considered an expert on a particular era or culture by using additional skill points to specialize. Whether or not the historian knows something off the top of his head doesn’t matter — he knows exactly where to look when he needs to find out the details of a person’s life or an important event.

Skill in this field of knowledge provides a +10% bonus to the character’s skill score in Ancient History and Local History.

Languages: A character with a Modern Language skill knows how to speak a second language and a character with an Ancient Languages skill knows how to read a second language, but a sage who specializes in languages is concerned with the study of the language itself — grammar, syntax and constructs, and vocabulary and word origin. His expertise is limited to one particular tongue, but for every additional 25 skill points allocated to this skill, the linguist may add another language to his field of expertise. This knowledge adds a +10% bonus to the linguist’s rating in any Modern or Ancient Language skill (including Linguistics) he possesses.

Law: A sage with this field of study is an expert on matters of law. He is familiar with national constitutions or charters, the origin and history of the law, and important matters of precedent. He can examine contracts, warrants, orders or decrees and determine if there is a way to enforce or avoid them.

A character with Sage Knowledge of law receives a +10% bonus to his Law nonweapon skill.

Mathematics: The study of abstract or theoretical mathematics may seem unusual in a fantasy setting, but it dates back thousands of years in our own world; the ancient Greeks laid the groundwork for geometry, while algebra was a pastime of Islamic scholars and nobles before the European Renaissance.

A dimensionalist gains a +10% bonus to his skill rating in this area of study. A character with this skill also receives a +15% bonus to his Numeracy skill.

Medicine: A sage with this skill studies both the history and development of medicine, as well as current methods and treatments. This provides the character with a +10% bonus to his Anatomy, Diagnostics, Healing and Chirurgery nonweapon skill scores. In addition, the character may be able to come up with treatments for nonmagical diseases or injuries.

Metaphysical Theory: This is the study of the theory of how physical laws and magical laws interact. A character with Sage Knowledge in this field can predict with some accuracy how manipulation or variance of these laws will affect magic.

On a successful skill check, the character can predict how magic will work on another world or plane, given some basic facts about the plane. (Spellcasters traveling to another world or plane often use this knowledge to decide what spells to memorize or what items to bring with them.)

While on another world or plane, the sage preparing to cast a spell or use a magical item may make a skill check at -40% to compensate for the effects of differing physical laws. This use of the skill requires 1d10 rounds of intense thought and concentration prior to the attempt and if successful, allows the sage to use magic normally (as if he were on his home plane) for one round. During the preparation time, the character cannot cast spells or perform strenuous actions. This “bending of the rules” is quite tiring and the sage must save vs. death magic or lose one point of Constitution/Health for a full day.

A character with knowledge of Metaphysical Theory gains a +10% bonus to his Spellcraft skill checks and receives a +5% bonus to his chance to learn a spell.

Meteorology: This is the study of weather and weather patterns. A sage with this skill knows historical records and prediction methods.

In the field, his knowledge of weather provides a +10% bonus to any Weather Sense skill checks the sage makes.

Music: The sage knows the theory and notation systems of music and has studied the works of the great masters. He can attempt to identify unknown pieces or decipher musical puzzles.

Myconology: Myconology is the study of fungi. A myconologist can identify samples of fungus, mold or spores. He is familiar with dangerous or monstrous varieties.



A myconologist makes a useful addition to any expedition to the Everdark

ies as well and may be able to spot these in the wild before he or his companions come to harm.

This sage's knowledge of mushrooms and molds gives him a +10% bonus to his Fungi Identification skill score.

Oceanography: A sage with this skill studies the ocean, including weather, marine biology, navigation and charting and undersea topography. An oceanographer may be able to explain unusual phenomena at sea or discover the location of wrecks or other sites of interest.

Philosophy: The study of philosophy is the study of logic, ethics, aesthetics and metaphysics (for game purposes, anyway), and a sage with expertise in this field is conversant with the great thinkers and apologists of his race or culture (or another race or culture).

Physics: In Fälgorna, the study of physics centers around mechanics and thermodynamics; some of the more advanced fields of study simply haven't been invented yet.

Planes, Inner: Most individuals in a campaign have little to no knowledge of worlds beyond the one in which they live, but a sage with expertise in this field is familiar with the characteristics and properties of the Ethereal Plane and the various Elemental Planes. He understands how the Inner Planes are aligned and how the multiverse is put together. If he spends additional skill points to specialize, he can be an expert on a particular plane, capable of answering exacting questions on the topic.

Planes, Outer: The great religions of a campaign tend to disseminate a very limited view of the multiverse, centering on the home of their deity and that of their deity's principal foes. A sage who studies this field has a general understanding of the general arrangement of all the Outer Planes and the characteristics of the Astral Plane. For 25 additional skill points, he can specialize in a particular plane, learning the general properties of its layers, its chief inhabitants and domains, and other important details.

Without actually visiting the planes the best possible skill score a character can have in this skill is 50%. A character who wishes to learn this skill must have access to a sizable library or another reasonable source of information (for example, an imprisoned planar native). It will take at least six months of study to achieve any competence in this skill and planar specialization is impossible without actually visiting the plane for which the user hopes to gain specialized knowledge.

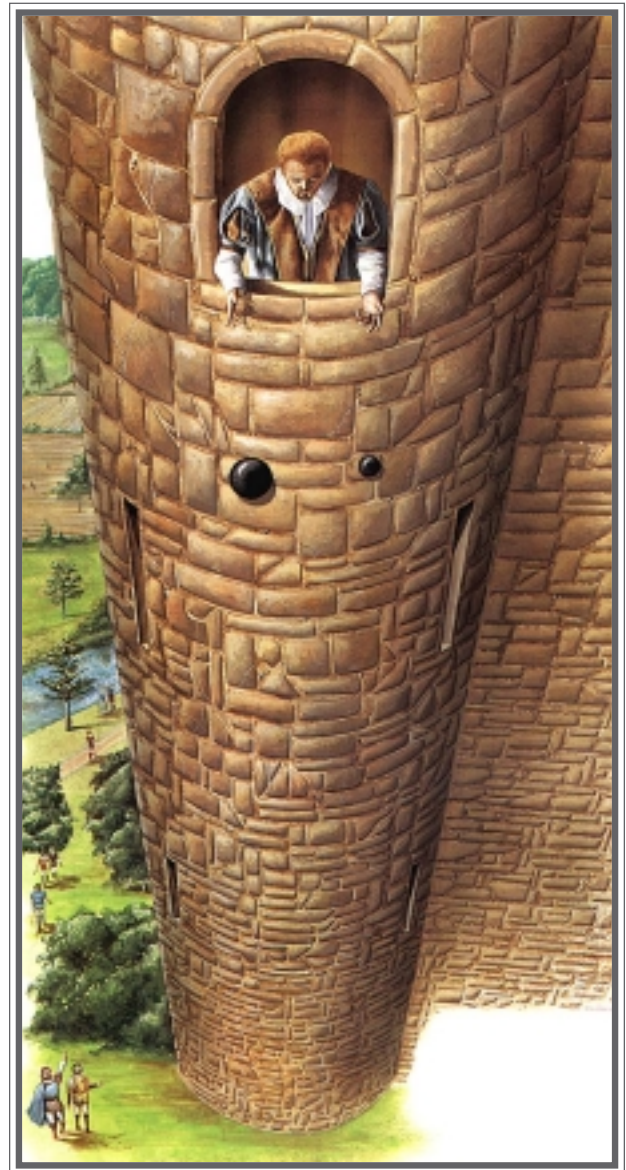
A character who has at least a 75% skill score in Netherworld Knowledge and who has previously determined that his studies would focus on a specific plane is considered to have specialized planar knowledge. A character with specialized planar knowledge may default to half his Direction Sense and Weather Sense skills on the plane in question and may increase those skills with reference to the plane in question at normal cost. A character with specialized knowledge may also learn Survival specific to the specialized plane at normal cost. (If the

plane's terrain is similar to a prime material plane terrain that the character has a Survival skill in he may default to that skill at half skill score as described in the Survival skill).

Any skill check which results in a roll more than double the character's skill score will result in a wildly inaccurate answer to a query about the planes.

At best the application of this skill only gives general information about the outer planar denizens (i.e., information found in the *Monstrous Compendium*). When used in combination with skills such as Creature Lore: Fiend Lore, the sage can uncover more specific information such as that found in *Van Richten's Guide to Fiends*, the *Planescape* setting accessories, and the *Demons* accessories, et al.

The sage who specializes in study of one of the lower planes risks insanity in the same way as a character who



A basic experiment in physics

studies Creature Lore: Fiend Lore. Study of fiends and the lower planes takes a toll on the mortal mind. For every five skill points a character acquires in specialized Sage Knowledge of a lower plane, his Sanity score is permanently reduced by one percentile point. This reduction cannot be avoided by any means (including *wish*, *limited wish*, and *alter reality*).

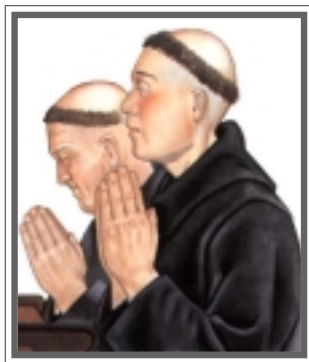
School of Magic: A sage with expertise in a particular school of magic is familiar with the important theories, works and great mages of that field. (The school of magical specialty must be selected when this skill is first taken.) By engaging in research and passing a skill check, the sage could identify spells or magical items belonging to the school by the general effects or appearance of the item or spell.

For example, if he was a student of the school of force, he could identify a *wand of force* or *beads of force* as if he were trying to answer a specific question.

If the sage is also a wizard, he gains a +5% bonus to his chance to learn spells from the school in question. A specialist wizard gains a +10% to his score in this skill if the school of magic is his own specialty.

Sociology: This is the study of social structures, customs, mores and ways of life. The sage is also acquainted with past societies and their customs.

Theology: A sage with expertise in this area is conversant with the tenets and beliefs of most major religions, gaining a +10% bonus to his Religion nonweapon skill check. In addition, he studies the theories and lore surrounding the powers and boundaries of the gods themselves. With research, a theologian can determine what a particular god might or might not be capable of doing.



Students of theology

Toxicology: This is the study of poisons, both natural and artificial. A sage with expertise in toxicology can identify poisons both from samples and from examining the symptoms of a poisoned victim.

A sage with knowledge of toxicology gains a +10% bonus to his Poison Lore nonweapon skill. By using toxicology, a sage can also gain a +5% to any Healing skill check dealing with poisons.

Zoology: Zoology is the study of animals. A sage who acquires knowledge in this area has a good overall grasp of the science of zoology, and in addition, he is considered a specialist in one general class of animals or monsters. Every additional 25 skill points he spends on this skill adds one more type or class to his expertise.

Classes of animals allowed for study include birds, reptiles, mammals, fish, amphibians, insects, amorphous monsters (slimes, jellies, and molds), aquatic monsters, insectile monsters, reptilian monsters, mammalian monsters, hybrid monsters (griffins, perytons, etc.), and any other reasonable class or grouping the DM allows.

A zoologist can identify common species in the field with a successful skill check and may be able to predict behavior or capabilities based on his knowledge of the creature in question.

A character with the Creature Lore skill who has Sage Knowledge in the same class of creature gains a +10% bonus to his Creature Lore skill score. A character who specializes in a general class of natural animals gains a +10% bonus to his Animal Lore skill.

Sail Manipulation (Mental 1, Wisdom/Intuition) — Only a character who has experience in wildspace can take this skill.

This skill allows a sails master (officer) to control the use of sails on a spelljamming vessel with such skill that the ship gains a one step bonus to its Maneuverability Class for one round. The ship's MC cannot go above A. If more than one character succeeds in using the Sail Manipulation skill in one round, the ship's Maneuverability Class is reduced by one step, to a minimum of MC F.

Screed Lore (Mental 1, Intelligence/Knowledge -1) — A rare skill, a character who knows Screed Lore has expertise in the care and collection of books, tomes, scrolls and the like. This skill is crucial to librarians, sages, scribes and any priest or priestess of Lilnana. A check would be required whenever the character handles a particularly delicate or worn manuscript.

A failed roll indicates a problem ranging from the annoying (a torn page or lost book) to the disastrous (an entire scroll crumbles to dust at the slightest touch), depending on how badly the check is failed.

This skill also provides some knowledge of the safeguards used in protecting books. This knowledge covers not only mundane traps, like poison painted along the edges of the pages but also magical means of safeguarding libraries. The character can attempt roll at a -25% modifier to notice any evidence of such traps. The character on a successful skill check can also protect written materials from natural and magical pests, such as bookworms.

Seduction (Mental 2, Charisma/Appearance +1) — The Seduction skill allows a character to tempt a target through an appeal to his weakness. This weakness is often, but not always, sensual. The seducing character offers (but does not necessarily deliver) something the target desires in exchange for something the seducer wants (often to be named later). If the target is being asked to do something he wouldn't mind doing anyway, a bonus of +5% to +15% should be applied. On the other hand, if the target is being

asked to do something he would find distasteful a penalty of -5% to -15% should be applied to the roll.

Since this is not a magical compulsion, the roll should not work on unwilling PCs. Villainous NPCs with this skill can still cause problems for the PCs. Allies and friends could be seduced into betraying the PCs. Powerful nobles could be seduced into making a PC's life miserable.

Sense Emotion (Mental 1, Ego/Aura -1) — If someone is displaying strong emotions on the Astral Plane he sends out strong waves of energy. Characters that know how can “look” for this emotional energy and follow it back to its source. A successful Sense Emotion skill check indicates that the energy is detected if it is present.

Since distances on the Astral Plane are relative to a character's perceptions, this ability does not have a “range.” Instead, the emotional energy can be detected if the source is less than half an hour's travel time away from the character trying to find it.

Servility (Mental 1, Charisma/Appearance) — A character with this skill has an aptitude for groveling and appearing so pitiful that a victimizer or a foe might leave him alone or spare his life for an extra day. On a successful check with penalties applied for the situation, a captor may, at the DM's discretion, be convinced to let the character go.

Shamanic Ritual (Mental 1, Wisdom/Understanding +1) — This skill is concerned with the correct performance of shamanic ceremonies.

The correct performance of ritual is vital to a tribal shaman. If a funeral is not conducted properly, the deceased may rise as some form of undead to terrorize the community. If a sacrifice is not given properly, the spirits will not consider the offering as having been given — which, if the sacrifice is designed to lift an illness or assure a bountiful harvest, may have disastrous results. If the DM chooses, he may roll this check.

Non-shamans may learn this skill if they wish, but they will not be able to sacrifice to the spirits to gain spells and other shamanic powers. At best, non-shamans can use this skill to understand what a shaman is doing in a particular ritual, and perform minor sacrifices to appease spirits they have wronged. However, while a failed skill check from a shaman generally means the ritual or spell just doesn't work, non-shamans will generally enrage the spirits, who will view their behavior as mockery.

Players should be aware that certain spells and shamanic class abilities require a sacrifice to be made, and should also be aware that every sacrifice requires a Shamanic Ritual check.



Many shamanic rituals center around honoring the shaman's ancestors

Sign Language (Mental 1, Intelligence/Knowledge -1) — A character with this skill can communicate with hand movements instead of speech. Sign Language can convey messages of the same complexity and nuance as a spoken language, providing the participants can see each other's hands.

If two characters with this skill wish to communicate covertly, both must make skill checks. If both succeed, they may use Sign Language to silently converse for a full round without the knowledge of those who do not understand sign language. An observer who knows the same form of sign language will notice their conversation on a successful skill check. They may continue their conversation unnoticed by making successful checks on subsequent rounds.

During a round when either character fails his check, the communication is noticed, but not necessarily understood by a single outside observer or alternatively, the message was garbled because the sender's finger movements weren't precise, the receiver wasn't paying attention or something blocked the line of sight (DM's option). On a natural roll of 96-00, the sign language conversation is noticeable to all observers in the line of sight of the conversers or the receiver interprets the message as the opposite of what the sender intended (DM's option).

A character with this skill may also try to convey a simple message to a character without the skill. The player must first whisper the phrase to the DM, who decides if the phrase is acceptable. Acceptable phrases include "Don't move," "Follow me," and "I'm hurt." Simple, one-word commands, such as "stop," "come," and "sit," may be communicated using this skill with a +15% chance of success. Complicated phrases or those containing proper nouns are unacceptable, such as "My name is Grog," "Take three steps north, then look up," and "We can find the antidote in Elk Valley." If the DM deems the phrase unacceptable, Sign Language can't be attempted. If the DM allows the phrase, the character makes a skill check to successfully convey it.

If the check succeeds, the phrase is successfully communicated. If the check fails, the phrase is garbled. On a natural roll of 96-00, the receiver misunderstands the phrase, interpreting it as the opposite of its actual meaning.

Different forms of Sign Language are used by different cultures and races, there is no common sign language tongue. However, there are certain basic signs that have meaning in all cultures and thus a character with knowledge of Drow sign language could attempt to convey a message to a dwarf using sign language as if the character did not have the skill (see above) but with a +30% bonus to the skill check.

Underwater communication: This specialized form of Sign Language allows character to communicate underwater through the use of specialized hand signals, body

gestures and other nonverbal cues. Such nonverbal communication requires that all participants are within visual range of each other. A skill check may be required when lighting conditions or water quality warrant it — such as two adventurers attempting to communicate in murky water — or when attempting to communicate during combat.

Any form of Sign Language counts as a language when determining the number of languages a character may speak.

Signaling (Mental 1, Intelligence/Knowledge -2) — A character with this skill can send and receive messages over long distances. He must designate a specific method, such as drums, smoke signals, or whistling. Each form of signaling is considered a separate skill.

The recipient must see (or hear) the signal in order to interpret it. He must also have the Signaling skill and know the same method as the sender. Messages can be sent and received at the rate of 10 words per round.

To transmit a message, both the sender and receiver must make successful skill checks. If either fails his check, the message is garbled; they may try again in the next round. If both checks fail, or either rolls a natural 96-00, the message is received, but has the opposite of the intended meaning.

Several specific types of Signaling are detailed below:

Heraldic Signaling: Heralds play a vital role in war. A shouting army commander cannot be heard on a battlefield, so orders must be broadcast to the units with flags, drums and shrill horns. A herald with this skill can communicate over a distance of one mile, or as far away as banners can be seen, whichever is greater. Obviously, big banners can be seen from far away, so many kings regulate the size of their vassals' standards to hinder rebellion.

In the Battlesystem rules, it is easiest to simply assume that Signaling always works, unless there is some interference such as an impostor herald or bad weather. However, when an army is being raised in the campaign world, each brigade commander or army commander must find someone with the Signaling skill. Signaling might also be useful during any standard adventure.

Semaphore: This skill used both in spelljamming and naval settings allows the character to use semaphore flags to signal other ships. Organized war fleets use these flags as a standard communications tool. Most fleets have at least two people who can use the semaphore flags.

No skill check is required under normal circumstances. In times of combat, however, a skill check is required for receiving a signal. Failure means the signal was unclear. In this case, the sending character can start over the next round.

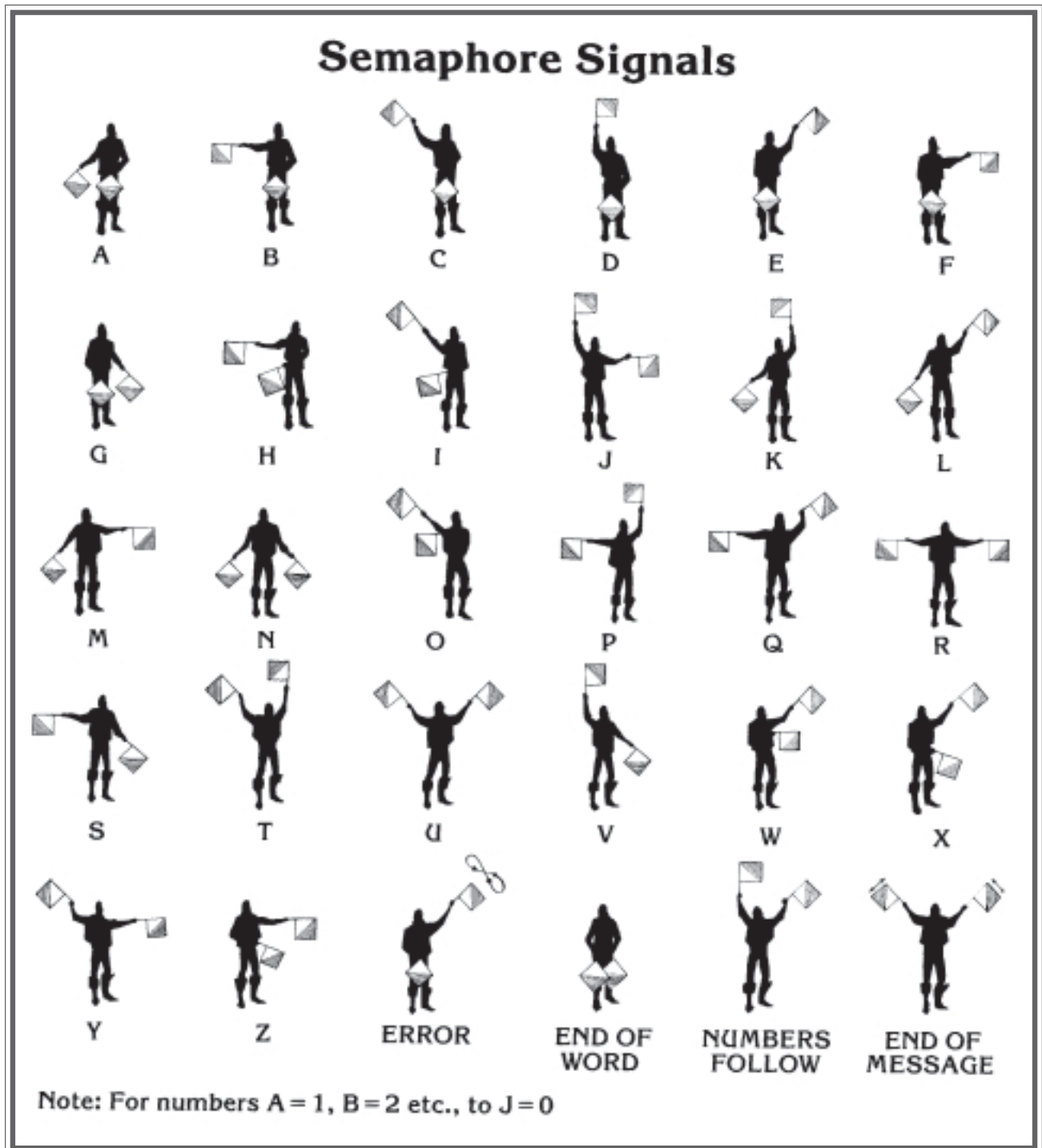
A character with the semaphore skill at the basic level (skill of 50% or less), can send 10 words in a round and can

receive 10 words the next round. Five additional words can be sent for every 25 skill points over 50% a character has in this skill. The sender should be careful to send messages at a speed that can be understood by their intended receiver. Fast senders and receivers are often used to code messages.

Underground Signaling: The Underground Signaling skill allows a character to send messages underground using sound. To send a signal, the character taps on a section of wall with a rock, hammer or a piece of metal. The sound echoes through rock to a distance of 1d4 miles. The

sound transmitted by this skill resembles Morse code and it may be used to send extensive messages or short commands and instructions.

To send a message, a skill check is required. If successful, the message transmits as desired. If not, the message may be only partially understood or complete nonsense. It may even convey a meaning contrary to the message sent. Successful transmission of a message is no guarantee that it will be understood by the receiving end and a successful skill check is required to interpret the message. It is



possible to fail to understand an incorrectly sent signal, yet still infer a message from it, one very different from what was intended.

Another form of this skill utilizes heated metal for short range signaling between characters who possess infravision.

Note, Underground Signaling is a Mental 2 skill for a character whose place of origin is not the Everdark.

Signature Spell (Mental/Special) — Just as fighters can reach unusual levels of skill by mastering a particular weapon, a wizard can spend extra skill points to specialize in casting a particular spell. This spell is known as a Signature Spell. Wizards may have one Signature Spell per spell level, as long as they have the skill points available.

A wizard with a Signature Spell may still make use of the rest of his spell repertoire normally; he is not limited to just that one spell.

Choosing a Signature Spell: The Signature Spell must be a spell the character already knows and is able to cast — a 1st-level wizard couldn't select *fireball* as a Signature Spell, although he could choose an appropriate 1st-level spell from his spellbook. If the character is a specialist wizard, he may only select Signature Spells from the school of his specialty. Mages, however, may select Signature Spells from any school. The actual cost in skill points varies with the level of the spell selected as detailed on Table 5.4.13 below.

Since specialist wizards must select their Signature Spells from their own field of study, they find it easier to narrow their specialization down to a single spell.

Learning a Signature Spell: In order for a wizard to gain the skill and practice necessary for a Signature Spell, he must spend a great deal of time and money, studying every aspect of the enchantment. For all intents and purposes, this is the equivalent of spell research; the character must spend a minimum of two weeks and 1d10 x 100 gp per spell level to master the Signature Spell and must roll a successful learn spells check to succeed in his studies. If the wizard fails, he still knows how to cast the spell normally, but he can never use it as a Signature Spell (unless his Intelligence increases). The character's skill points are not expended if he fails in his attempt to learn the Signature Spell.

Specialist wizards may apply their spell research bonus to their learn spells roll to develop a Signature Spell.

Signature Spells in play: Through hard work and extensive practice, the wizard becomes quite skilled at casting his Signature Spell. First of all, the wizard casts his Signature Spell as if he were two levels higher for purposes of damage, duration, area of effect, range, and all other level-based characteristics. If the spell has no level-based characteristics (*charm person*, for instance), the wizard can choose to inflict a saving throw penalty of -2 on the subject's saving throw when he casts the spell, or he can choose to reduce his casting time by three.

Table 5.4.13: Signature Spell Costs

Spell Level	Specialist Cost	Mage Cost
1-3	50	100
4-6	100	150
7-9	150	200
10+	300	400

Secondly, the wizard may memorize one casting of his signature spell at no cost in spells available or spell points at that level. In other words, the character gains the specialist wizard benefit of memorizing additional spells. For example, a 1st-level mage with an Intelligence of 15 normally receives eight spell points and may cast a maximum of two, fixed magic, first-level spells. If the mage has *magic missile* as a Signature Spell, he may memorize two 1st-level spell, plus an additional *magic missile*, for a total of three 1st-level spells.

If the character is a specialist invoker, he can memorize four 1st-level spells *magic missile*, a second invocation spell, and the two 1st-level spell he normally receives as a 1st-level wizard. Note, the character in this example could choose to spend his discretionary spells to memorize a total of four *magic missiles*, which wouldn't be a bad move considering that he's so good at casting it!

Roleplaying Signature Spells: A wizard with a Signature Spell often becomes notorious for his use of the spell. Everyone recalls stories of the transmuter who *polymorphed* folks into frogs or the fire mage who threw *fireballs* left and right. The DM should encourage the player to develop his character's motivations for becoming so skilled with one particular enchantment.

Singing (Mental 1, Charisma/Appearance) — The character is an accomplished singer and can use this ability to entertain others and perhaps earn a small living (note that bards can do this automatically). No skill check is required to sing unless the character is attempting to impress his audience. The character can also create choral works on a successful skill check.

Racial modifiers: Dwarves receive a +10% bonus when using this skill. Elves may select Singing as a bonus skill. Gnomes receive a -5% penalty to their Singing skill.



Sledding (Mental 1, Wisdom/Intuition) — A character with this skill knows how to operate a sleigh drawn by animals (i.e., dogs, horses, polar bears, etc.).

Sledding skill gives the character the following benefits:

- On a successful skill check he can bring the sleigh from a stop to full speed in a single round.

- On a successful skill check he can urge his draft animals to greater speeds causing them to increase their Movement Rate by 6 for up to four turns. A check must be made each turn and if the first check fails no further checks may be made. If a second or subsequent check fails, the draft animals immediately slow to a walk. After four turns of racing the draft animals will automatically slow to a walk and may not be raced again without at least one turn of rest.

- On a successful skill check, a character who also has at least a 50% skill in Animal Handling can arrange a load on a sled so that it may be pulled more easily by its draft animals. This technique increases the Movement Rate of the sled by one.

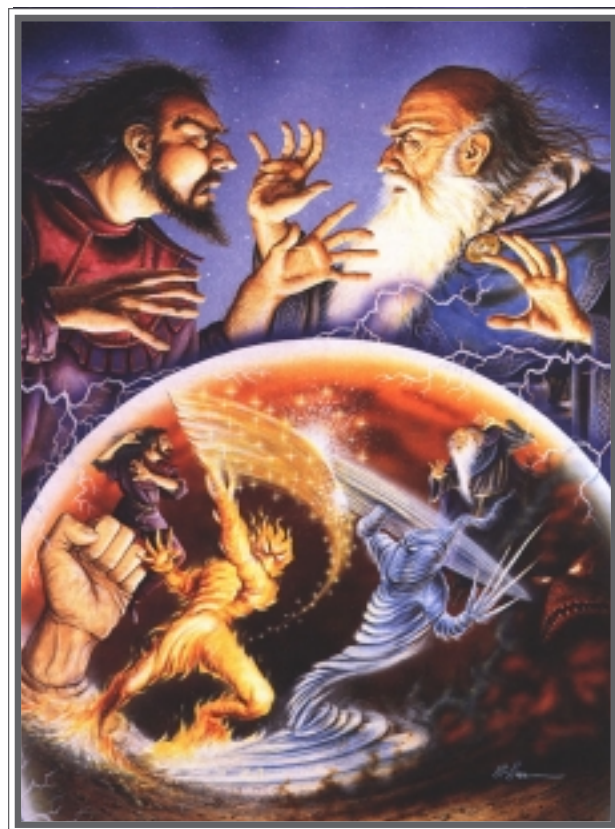
Racial modifiers: Furchin Halflings and Uldra receive a +5% bonus to their skill score.

Smuggling (Mental 2, Wisdom/Intuition -2) — This skill reflects a character's limited knowledge of smuggling, black market goods, and the illegal trade of stolen goods. This skill gives the character one lesser contact dealing in a particular type of illegal goods or a contact with one of the known fences of a particular city, its surrounding towns and villages. This does not give the PC free reign with the criminal element, nor does it expose every secret of the character's contact. This sets the stage for roleplaying between character and criminal contact.

The character must specify the city for which this skill is taken. Additional cities may be learned as recommended skills. The character may make contact with another underworld figure for every 20 points over a 50% skill score.

Sorcerous Dueling (Mental 2, Intelligence/Knowledge -1) — This skill involves the study of manipulating magic in a sorcerous duel — the conversion of magical energies into the spell points used in the tightly controlled, ritual combat. Only those wizards who have this skill may duel in this way, and many guilds and secret societies encourage their members to study this skill.

Spellcraft (Mental 1, Intelligence/Knowledge -2) — Although this skill does not grant the character any spell-casting powers, it does give him familiarity with the different forms and rites of spellcasting. If he observes and overhears someone who is casting a spell or if he examines the material components used, he can attempt to identify the spell being cast. A skill check must be rolled to make a correct identification. Wizard specialists gain a +15% bonus to the check when attempting to identify magic of their own school.



Dueling wizards

Note, since the spellcaster must be observed until the very instant of casting, the Spellcraft skill does not grant an advantage against spells used during combat. The skill is quite useful, however, for identifying spells that would otherwise have no visible effect.

If a character makes a skill check at -40% he can recognize magical or magically endowed constructs for what they are.

Alternate Magics: A character with a skill score of 75% or higher is familiar with magic that does not originate through conventional spellcraft. Examples of these type of magic include the innate abilities of faeries, demons, genies and other known magical creatures, as well as the unusual spell casting done by dragons and their ilk. A successful skill check indicates that the character has correctly identified the source and nature of the magical phenomenon.

Spelljamming (Mental 2, Intelligence/Knowledge -2) — Only a character who has experience in Wildspace can take this skill.

A character with the Spelljamming skill is an expert at manipulating a spelljamming helm to maneuver a vessel. Any spellcaster can operate a helm, but this skill provides the following additional benefits:

- The character can boost the SR of his ship by one with a successful skill check. This boost lasts only one spelljammer combat turn.

- The character can boost the maneuverability of his ship with a skill check. This boost lasts only one turn. A character cannot boost both the speed and maneuverability of his ship at the same time.

- The character, on a successful skill check, gains a -1 bonus to his die roll to determine which vessel gets initiative each turn.

In order to utilize these benefits, the character must be operating the ship's spelljamming helm. Bystanders cannot help, regardless of their skill level.

Spelunking (Mental 1, Intelligence/Knowledge -2) — A character with this skill has a thorough understanding of caves and underground passages, including their geology, formation, and hazards. The character generally knows what natural hazards are possible and what general equipment a spelunking party should outfit itself with. A successful skill check can reveal the following information:

- By studying cracks in the walls and pebbles on the floor, sniffing the air, etc., the character can determine the likelihood of a cave-in, flash flood or other natural hazard. This only works with respect to natural formations, and is negated if the natural formations have been shored up, bricked in or otherwise tampered with.

- The character can estimate the time required to excavate a passage blocked with rubble.

- While exploring extensive underground caverns, a successful check reduces the chance of getting hopelessly lost when confronted by multiple unmarked passages, sinkholes, etc., to a maximum of 30%, assuming good lighting (see *DMG* Table 81-82).

Racial modifiers: Dwarves, gnomes, Drow elves, goblins, hobgoblins, kobolds, orcs, and Uldra receive Spe-



Lore of spirits, the shaman's forte

lunking as a bonus skill. All other natives of the Everdark treat Spelunking as a recommended skill.

Spirit Lore (Mental 2, Ego/Aura -4) — A character with the Spirit Lore skill knows methods to contact spirits, deities and extraplanar powers. He or she can more easily communicate with these beings, gaining a +5%/+1 chance of success (no skill check necessary) when attempting divinatory spells such as *augury*, *contact other plane*, *commune*, *divination*, *speak with dead*, *summon spirits*, and so on.

This ability may also be used to contact the dead without resorting to magic (handy for low-level characters who do not know magic, such as psionicists). Using pyromancy (divination by candles), tarot cards, and other mystical rites, the character can ask questions of these powers as if using a *summon spirit* or *speak with dead* spell (no body required, and there is no applicable time limit).

Before beginning the contact, the character must prepare for half an hour, making sure that the area has no spirits around to confuse readings. Contact with the dead is established if a successful skill check is made. A failed roll reveals nothing. If the roll is 50% or more under the number needed, a specific spirit can be contacted. A roll of 20% or more above the needed number (or a natural 96-00) reveals incorrect information, perhaps from an evil spirit. Individuals with the psionic ability of spirit sense gain +10% bonus to skill checks.

The summoner can ask questions of these spirits, but the spirits are not obliged to answer. If annoyed, the spirits can sever the link at will. The questioner can ask 1d3 questions, plus one for every 25 points above a 50% skill score. Contact may not be made more than once per day and is inadvisable more than once per week. The dead do not appreciate being disturbed and may take revenge. The DM can refer to the spell *summon spirits* for more details about interacting with the dead.

Racial modifiers: Lizard Men gain a +10% bonus when using this skill. Fälgornian humans gain a +5% bonus to their Spirit Lore skill checks.

Statecraft (Mental 1, Charisma/Leadership) — This skill includes the knowledge and understanding of politics within the state and in the state's dealings with other states. It also encompasses the diplomatic skills needed to analyze, guide and influence people and events to achieve governmental and personal ends.

A character with this skill knows and understands the significance of current events and the major personalities that shape them. He is knowledgeable about the cultures and ambitions of foreign allies and enemies. He also understands the conflicts between prominent counts, churchmen and royal officers, and he studies the will and whim of the king.

Stewardship (Mental 1, Wisdom/Intuition) — This skill provides the administrative knowledge and skills to

run a large estate. Land is wealth, and proper management of land resources and the servants and freemen on that land is essential to a noble's well-being. The noble himself needs at least a rudimentary understanding of Stewardship, but loyal subordinates are usually entrusted with the management of day-to-day affairs.

A character with this skill understands not only the technical business of land and estate management, but the politics and personalities of the manor and palace. He is alert and sensitive to power and influence held by family members and retainers of a noble household. He knows where to seek information and how to apply pressure to achieve the objectives of his lord and his own personal ends. He recognizes strengths and weaknesses in a noble household, and he knows how to take advantage of them. He also understands quality and luxury, and he knows how to impress and influence others with hospitality.

Storytelling (Mental 1, Charisma/Appearance) — This skill grants the ability to captivate an audience with stories, making moral points, bringing humor and enchanting the audience with a tale. It does not allow an individual to draw a group from other actions just to listen, nor to prevent them from reacting if the tale is interrupted. It simply enables a character to tell stories well and perhaps even make a living at it. Some societies, especially primitive cultures such as that of the Wild Halflings, hold storytelling in high regard.

If a character has knowledge in other areas (especially Local or Ancient History or lore of any kind) and uses it in the tale, a bonus of +5% to +20% should be applied to his skill check. If the character speaks from personal experience, an additional +10% bonus should be applied as well.

If the story is about a specific person, then reaction to that person can be modified on a successful skill check. If the person in the story is portrayed as heroic, then the listeners see him as heroic. If the story describes his villainous deeds, then they see him as a villain. The DM may adjust a listener's reaction based on the listener's Wisdom and how well the listener knows the subject of the story. If the character sings the story as a ballad or tells the story to musical accompaniment, he may add a +5% bonus to his skill score. Combining singing and instrumentation allows a +10% bonus to the skill score.

This skill also allows a character to weave a believable lie. A successful skill check, modified by the listener's Wisdom/Intuition skill score modifier, means that a given statement is believed by the listener. However, the skill check will also be modified further according to the statement's outlandishness (the lie attempt must be roleplayed). For instance, only the extremely gullible believe that the character has just stuffed a black dragon into a belt pouch.

All Storytelling bonuses and penalties are cumulative.

Racial modifiers: Wild Halflings and Uldra gain a +20% bonus to their skill score. Lizard Men, other halfling races and Fälgornian humans gain a +10% bonus.

Street Sense (Mental 2, Intelligence/Knowledge, Charisma/Appearance) — A character with this skill is adept at making a good impression on underworld contacts in the less savory neighborhoods of towns and cities, allowing him, among other benefits, to better use the Information Gathering skill.

Those whom the character contacts are not necessarily moved to trust the character using this skill, but they may decide the character is worth talking to because he is so entertaining or because he is a person of importance. A Street Sense skill check can be attempted once whenever the character is talking to a contact. Success means that the contact becomes favorably inclined toward the character and will reveal additional information to him, possibly unrelated to the character's inquires. Success also means that the contact will act positively toward the character in future situations, unless circumstances dictate otherwise.

Possession of this skill adds a +10% bonus to any Information Gathering skill check.

Survival (Mental 2 Intelligence/Knowledge) — This skill must be applied to a specific environment, i.e., a specific type of terrain and/or climate. Typical environments include arctic, woodland, desert, steppe, mountain, or tropical. The character has basic survival knowledge for that terrain type. Additional terrains may be learned as Mental 1 skills.

A character skilled in Survival has a basic knowledge of the hazards he might face in that land. He understands the effects of the weather and knows the proper steps to lessen the risk of exposure. He knows the methods to locate or gather drinkable water. He knows how to find basic, not necessarily appetizing, food where none is apparent, thus staving off starvation. Furthermore, a character with Survival skill can instruct and aid others in the same situation. When using the skill to find food or water, the character must roll a skill check. If the check is failed, no more attempts can be made that day.

The Survival skill in no way releases the player character from the hardships and horrors of being lost in the wilderness. At best it alleviates a small portion of the suffering. The food found is barely adequate, and water is discovered in minuscule amounts. It is still quite possible for a character with survival knowledge to die in the wilderness. Indeed, the little knowledge the character has may lead to overconfidence and doom!

A character with survival skills in one type of terrain has some basic skills that carry over into other terrain types. In games terms, a character can use his Survival skill in a terrain closely similar to the one in which he is trained with a -25% penalty (i.e., mountain Survival skill could be somewhat useful in hill country). In terrain not closely related the penalty is -50%.

Some specific forms of the Survival skill are detailed on the following page:

Underground Survival: This form of the skill provides knowledge of the underground. It helps the character distinguish between edible and poisonous insects and to be able to determine the safety and stability of tunnels, cavern ceilings and the like. This skill is only available to natives and frequent visitors to the Everdark.

Wildspace Survival: Only a character who has experience in wildspace can take this skill.

This skill gives the character an understanding of the hazards he might face in wildspace. He knows the methods required for survival in the emptiness between the celestial objects. A character with this skill can survive on half the normal food, water and air rations each day he makes a successful skill check. Each day the character fails the skill check, he uses a full day's supply of these rations.

Once the air, food and water supplies are exhausted, the character must roll a Constitution/Health check every day at a cumulative -1 penalty to stay alive. After three consecutive days without food water or clean air, the character passes out and will die without outside care.

Once the character fails a Constitution/Health check, he will die in a number of days equal to his Constitution/Health, unless rescued. If rescued, the unconscious character gets a Constitution/Health check every day at a cumulative +1 bonus until he awakens. He must have complete rest for three days before he can exert himself again.

Druids and rangers: Druids and rangers have basic survival skills in their primary terrain (as a bonus skill). Additional skill points may be spent to add more terrain types or improve the druid's or ranger's skill in his primary terrain.

Barbarians: Every barbarian has basic survival skills in his homeland terrain and receives Survival skill in that terrain as a bonus skill. A barbarian may spend skill points to acquire this skill for a terrain type other than his homeland terrain or to improve his skill in his homeland terrain. The barbarian can take this skill multiple times to learn survival skills in several types of terrain, but during character creation the player should justify how the barbarian has learned these skills.

Racial modifiers: Dwarves, rock gnomes, goblins, hobgoblins, kobolds and orcs may take Survival in hills or mountains as a Mental 1 skill. Elberethi and Variquesti elves, forest gnomes and wild halflings may take any woodland Survival skill as a Mental 1 skill. Lizard Men may take Survival in swamps as a Mental 1 skill. And, Oceanus elves may take underwater survival as a Mental 1 skill.

Tactics of Magic (Mental 1, Intelligence/Reason -1) — For many wizards, the principal use of their art is on the battlefield. Knowing which spell to employ at any given time and creating the greatest effect for one's effort is a skill that can be learned with practice and experience. A wizard with the Tactics of Magic skill can attempt a skill

check to gauge the range to a target, estimate how many enemies will be caught in a given area of effect or determine whether or not he may be in danger of a rebounding *fireball* cast in too small a space.

In addition, a character with this skill may recall subtle effects or interactions that are not immediately apparent. For example, if the wizard is about to cast *magic missile* at an enemy wizard protected by a *shield* spell, the DM may allow the player a skill check to see if he suddenly recalls that the *magic missile* will fail — especially if the wizard also knows *shield*, but the player has just forgotten about the special effects of the spell. However, if there's no way the character could know of a special immunity or property of a monster, spell or magical item, this skill will not be of any help.

Taunting (Mental 1, Charisma/Appearance) — This skill enables the character to taunt, goad and in all ways be annoying and offensive to the enemy. If the character makes a skill check and the opponent fails a saving throw vs. paralyzation, the foe becomes enraged. An enraged foe is penalized by -2 to attack rolls, but receives a +1 bonus to damage. In addition, enemies are generally so blinded by rage that they fail to notice the small details essential to good combat and therefore suffer a -1 penalty to Armor Class.

NPCs with an Ego/Willpower of 14 or greater are immune to this skill's effect, as are those five or more levels or Hit Dice higher than the character. They recognize the taunt for what it is and may choose to disregard its effects if they wish. PCs are also immune, though they should play out their natural reactions to such acts.

The DM should always take the personality of the taunted character, whether PC or NPC into account when adjudicating the effects of this skill. Certain NPCs may be immune to the effects of a taunt despite their Ego score or level because of their personality or other factors.

Racial modifiers: Hobgoblins are exceptional practitioners of this skill and receive a +5% bonus to their skill score.

Thaumaturgy (Mental 1, Intelligence/Knowledge -2) — This is the art of the casting of magic, the study of the interaction of verbal, somatic and material components in order to produce a desired effect. While all wizards have some degree of familiarity with this field of knowledge, a character who becomes proficient in Thaumaturgy has spent time studying the forms and practices of magic. This depth of knowledge gives the wizard a +5% bonus on his learn spell rolls after a successful nonweapon skill check has been made.

Time Sense (Mental 1, Wisdom/Intuition) — This character is always able to give a reasonably close approximation of the time and has a chance (on a successful skill check) of being able to tell how much time has elapsed during an interval of unconsciousness. This skill is based

on an internal biological clock, not observation of the natural world, and so functions even when the character is underground or completely enclosed. If the character is on another plane where time operates differently than on his home plane, this skill does not function until he returns to his home plane and spends at least one week adjusting to the normal flow of time.

Racial modifiers: Dwarves, gnomes, Drow elves, orcs, goblins, hobgoblins, kobolds and other races native to the Everdark receive a +5% bonus to their skill score.

Trail Marking (Mental 1, Wisdom/Intuition) — By notching trees, scattering pebbles, piling stones and clipping weeds, the character can mark a trail through any wilderness area. Providing he moves at his normal Movement Rate, he can mark a continuous trail as long as he likes; however, the longer the trail, the less likely he'll be able to follow it back.

A successful skill check enables a backtracking character to follow his own trail for a distance equal to his skill score divided by five in miles. If he fails a check, he loses the trail. For instance, assume a character with a 50% skill score marked a 12-mile trail. His first successful skill check enables him to follow this trail back ten miles. A second successful check means he can follow the trail to its end. If a check is failed the character loses the trail.

The Tracking skill isn't necessary to use the Trail Marking skill. However, when a character loses his own marked trail, he may still attempt to follow it using his Tracking skill. Any other characters with the Tracking skill may also attempt to follow another character's marked trail, using the rules applicable to the Tracking skill.

A marked trail lasts unless it is obscured by precipitation, a forest fire, or the passage of time (an undisturbed trail marked in a forest should last for weeks, while an arctic trail may last less than a day during periods of heavy snow fall; the DM decides). A character with the Tracking skill may still attempt to follow an obscured trail using the Tracking rules.

Trail Signs (Mental 1, Intelligence/Knowledge -1) — A character with this skill can read symbolic messages indicated by an arrangement of stones or other physical objects. The character must designate the method of leaving messages preferred by his family, tribe or culture. Typical methods include piling rocks, stacking branches or building snow sculptures. When the character encounters such a message, he understands the meaning if he makes a successful skill check. ("A dragon dwells in these woods." "Eat the green berries for restored health.") The message is meaningless to characters without the Trail Signs skill.

A character with the Trail Signs skill who uses methods other than the one encountered can try to read it with a -40% penalty to his chance of success. This skill can also be used to identify the cultural group or tribe that has left a specific trail sign.

Racial modifiers: Elberethi elves, Wild Halflings and Lizard Men are frequent users of trail signs and receive a +5% bonus to their skill score when attempting to read them.

Trance (Mental 2, Wisdom/Understanding -3) — This skill normally only used by shaman characters, allows the user to access the knowledge and memories of his predecessors — tutors, the tutor's tutor, and so on, back to the first shaman or priest of their line or religion.

This means that a character can find the correct solution to any doctrinal or historical question, as if he had extensive Sage Knowledge. Each time the Trance skill is used, the answer to one question may be sought — anything from "Where was the boundary of the tribe's lands originally?" to "What are the weaknesses of the Jendahla Spirit?" — but only concerning matters known to past generations. A trance cannot be used to discover facts about the recent past, the present, or the future, or knowledge beyond the ken of previous shamans.

To delve back into the memories of past generations is not, however, without risks. There is a chance that the character will pick up prejudices, ideas, half-memories and idiosyncrasies from the predecessors whose memories he accesses. In extreme cases, the shaman might develop dual personalities, or loose his or her own memory entirely.

If a player rolls a natural 96-00 while attempting to use this skill, the DM should roll 2d6 and consult the following table to determine how it effects the character's mind. The resulting conditions cannot be removed by any magic less than a *wish* spell the character is fundamentally altered, not just magically influenced. Encourage the player to roleplay the new character's quirks.



Lyrssa "Hawk Dame" the ranger

Table 5.4.14: Failed Trance Results

**Die
Roll Result**

2-3	No adverse effect.
4	The character develops a strong prejudice or hatred consistent with the attitude of an ancient people this may be an old-fashioned view of women (beat your wife if she disobeys you) or children (should be seen and not heard), or might involve a refusal to participate in “new” customs or practices (like trade with outsiders or listening to music).
5	The character gains a firm belief that a certain historical person still lives. This figure may be a legendary shaman, the current king’s grandfather, a villain of folklore or similar person. If through proof or persuasion this conviction is disproved, the character receives a saving throw vs. paralyzation. If the save is failed, the character forgets the evidence, and is deluded again before the next morning. If the save is successful, the character’s original knowledge is restored.
6	As above, but the character becomes convinced that a whole political structure, now extinct, still survives. This may be a now extinct clan, a royal family, an evil cult, an order of paladins and so on.
7	The character becomes obsessed with achieving a certain goal, which was achieved or has been irrelevant for centuries, such as defeating a now-friendly “enemy,” recovering a lost relic, protecting an extinct family, and

**Die
Roll Result**

	so on. No evidence can convince the character that this goal is futile.
8	The character gains an antiquated sense of the geography of his home region, functioning as though he has the Ancient Geography skill, but believing it’s the way things are now. He remembers everything within one mile as it would have been generations ago — roads and buildings (or lack of them), streams and ponds, and so on. The current geography of places that he knows can be relearned by learning the Geography skill (50%), but until this is done, he will always be lost and confused in such areas. (If he already had skills points devoted to Geography, these are lost, and replaced with the Ancient Geography skill.)
9	As 4-5, but the character now believes that he is living under the rule of several centuries ago, believing that the royal family and shamans, warriors and administrators now living are those who ruled all those years ago. He cannot be dissuaded of this delusion for longer than one turn.
10-12	The character loses his memory entirely, and instead remembers the world as it was several hundred years ago — the geography, politics, important people, everything. If changes are explained, the character will remember and try to understand them, but it will be some time before he can relate to the world again.

A gnollish shaman from the Dark Forest uses powerful necromantic magic to call upon the “dead” to aid his people in their war against the “civilized” races. Ironically, these “dead” are the ancestors of the shaman's enemies.



Ventriloquism (Mental 1, Intelligence/Knowledge -2) — The character has learned the secrets of throwing his voice. Although not actually making sound come from somewhere else (like the spell), the character can deceive others into believing this to be so.

When using Ventriloquism, the supposed source of the sound must be relatively close to the character. The nature of the speaking object and the intelligence of those watching can modify the character's chance of success. If the character makes an obviously inanimate object talk (a book, mug, etc.), a -25% penalty is applied to his skill score. If a believable source (a PC or NPC) is made to appear to speak, a +10% bonus is added to his ability score. The observer's Intelligence/Reason modifies this as follows:

Intelligence/ Reason	Modifier
less than 3	+30%
3-5	+20%
6-8	+10%
9-14	0
15-16	-5%
17-18	-10%
19	-20%
20	-30%
21	-40%
22	-50%
23	-60%
24	-70%
25	-80%

A successful skill check means the character has successfully deceived his audience. One check must be made for every sentence or response. The character is limited to sounds he could normally make (thus, the roar of a lion is somewhat beyond him).

Since ventriloquism relies on deception, people's knowledge of speech, and assumptions about what should and shouldn't talk, it is effective only on intelligent creatures. Thus, it has no effect on animals and the like. Furthermore, the audience must be watching the character since part of the deception is visual ("Hey, his lips don't move!"). Using Ventriloquism to get someone to look behind him does not work, since the voice is not actually behind him (this requires the *ventriloquism* spell). All but those with the gullibility of children realize what is truly happening. They may be amused — or they may not be.

Veterinary Healing (Mental 1, Wisdom/Intuition -3, Intelligence/Reason -3) — The character can attempt to heal all types of normal animals, following the same procedures described in the description of the Healing skill

(heals 1d3 hit points if done within one turn of wounding, once per creature per day; continued care can restore one hit point per day during non-strenuous traveling for up to six creatures; gives a +2 to save vs. poison if treated for five rounds before onset of poison; diagnose disease, magical origins identified, natural diseases take mildest form and shortest duration).

Supernatural creatures (such as skeletons or ghouls) or creatures from another plane (such as aerial servants or xorn) cannot be treated with this skill.

This skill is not cumulative with the Healing skill — the first used will take precedence. The Veterinary Healing skill can be used on humans, demihumans and humanoids at a -40% penalty to the normal chance for success.

Racial modifiers: Forest Gnomes receive a +20% bonus when using this skill. Elberethi elves, Rock Gnomes and Uldra receive a +10% bonus. Fälgornian humans receive a +5% bonus.

Visual Concealment (Mental 2, Intelligence/Knowledge -2, Wisdom/Understanding -2) — This skill enables a spellcaster to totally remove all secondary visual traits from a spell if he makes a successful skill check before casting.

This skill works on the premise that many spells have visual components not connected to their function. For instance, the appearance of fire is required for *fireball* because the spell's primary function is to release a ball of flames. *Ray of enfeeblement*, on the other hand, need not create a visible beam as it weakens its target. Other possibilities include the various Detect spells, *fire shield*, and anything else the DM thinks appropriate. Whether a particular spell has a visible component secondary to its function is up to the DM.

Removing the visual components of a spell doubles the normal casting time.

Voice Mimicry (Mental 2, Charisma/Appearance) — Voice Mimicry is the art of convincingly imitating the voice of another person. It is a very demanding skill, requiring intense training and practice with the vocal cords.

A character with Voice Mimicry is able to imitate any accent he has heard. Success is automatic (if the character's skill score is at least 50%) unless confronted by those who speak the mimicked accent. In such a case, a skill check is required to maintain the ruse.

More difficult is the imitation a specific person's voice. To do this, the character must be familiar with the voice of the person to be mimicked. A skill check is required to determine if the imitation is detected; modifiers depend on how well the listener knows the voice that is being mimicked. Success is certain if the listener has never heard the voice of the person being mimicked. To fool an acquaintance, there is no modifier; fooling a friend of the subject is more difficult, requiring a -10% penalty to the skill

check; an attempt to fool a close friend is made at a -25% penalty to the skill check; and an attempt to fool someone extremely close to the person being mimicked (i.e., a parent or spouse, a longtime friend) is made at a -35% penalty.

This skill is often used in conjunction with the Disguise skill. The skill which must be checked first depends on whether the character is seen or heard. If the Disguise skill check is made successfully first, then there is a +25% bonus to the check for Voice Mimicry — the listeners have already accepted the appearance, so they are less likely to doubt the voice. If the Disguise fails, it doesn't matter how good the voice imitation is. If the Voice Mimicry skill check is the first to be rolled and is successful, then the Disguise skill check is made with a +5% bonus.

Water Find (Mental 1, Intelligence/Knowledge) — Even the most barren desert yields water to those who know how to find it. Small animals burrow in the ground and store water there; some rare plants store water in cistern roots beneath the soil; seemingly lifeless trees sometimes have moist heartwood.

The Water Find skill is only useful in areas where little water or little pure water can be found. It can only be used once per day and takes an hour to perform. During this time the character can only move at half his normal Movement Rate. A successful check indicates he has found sufficient pure water to sustain himself for one day. It does not mean that he has found enough water to rehydrate, but he will not further dehydrate. The character can only find enough water for himself — if he shares his find with others, none of them gain any benefit. On a skill check of 01-05, the character finds enough water to sustain himself and 1d6 other people.

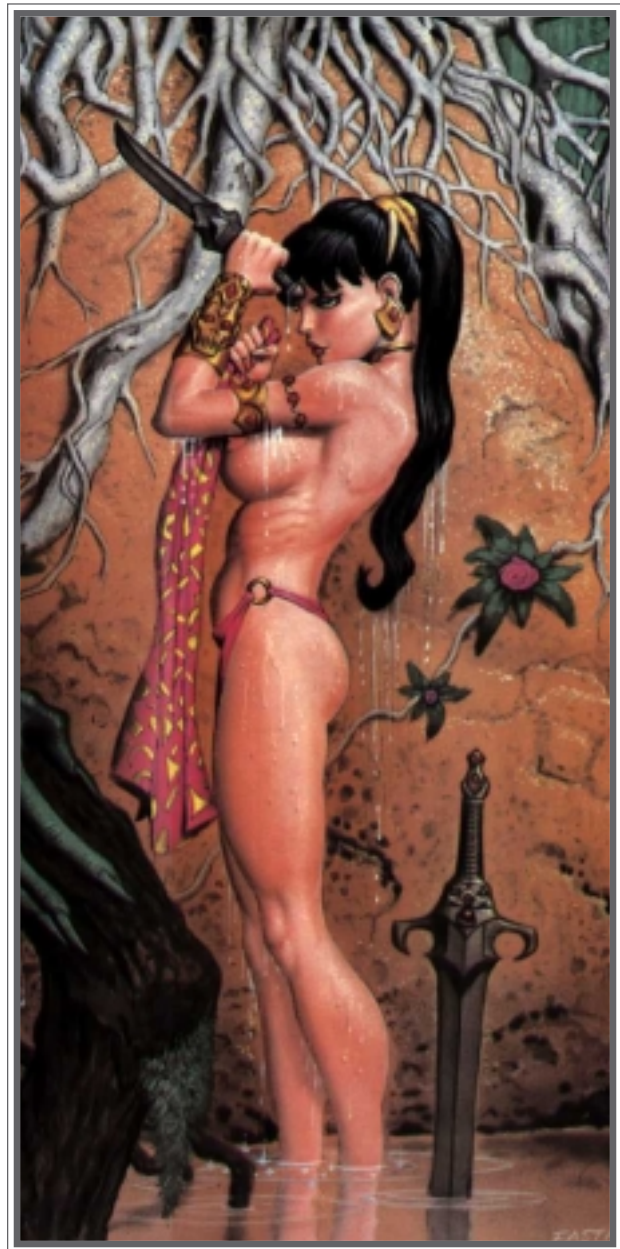
Special note: The Water Find skill is included as part of the Survival skill. A character who later chooses to learn Survival may add a bonus equal to half his Water Find skill score to his Survival skill score the first time he takes it (learning Survival in additional terrains incurs its own bonus, see Survival).

Weather Sense (Mental 1, Wisdom/Intuition -1) — This skill enables the character to make intelligent guesses about upcoming weather conditions. A successful skill check means the character has correctly guessed the general weather conditions for the next six hours. A failed check means the character read the signs wrong and forecast the weather incorrectly. The DM should roll the check secretly.

A skill check can be made once every six hours. However, for every six hours of observation, the character gains a +5% bonus to his skill check (as he watches the weather change, the character gets a better sense of what is coming). This modifier is cumulative, although sleep or other activity that occupies the attention of the character for a long period negates any accumulated bonus.

Sometimes impending weather conditions are so obvious that no skill check is required. It is difficult not to notice the tornado funnel tearing across the plain or the mass of dark clouds on the horizon obviously headed the character's way. In these cases, the player should be able to deduce what is about to happen to his character anyway.

Weather Sense is a common and useful skill aboard seagoing vessels. In addition to the obvious benefits (i.e., not sailing out of port into the teeth of a storm), a navigator who makes successful Weather Sense and Navigation skill checks can adjust for the effects of adverse winds (see Table 79: Weather Conditions in the *Dungeon Master's Guide*), reducing the penalty for these winds to only a quarter of the ship's movement.



Keeping your water is nearly as important as finding it

5.5 Physical Skills

Ambidexterity (Physical 50) — Ambidextrous characters are able to use either hand with equal coordination and skill. They are neither right-handed nor left-handed. When fighting in two-weapon style, an ambidextrous character has two “primary” hands, and suffers a -2 penalty to hit with the weapon of his choice. If the ambidextrous character spends skill points to specialize in two-weapon fighting style, he suffers no penalty to attacks with either weapon.

Athletics (Physical 50) — A character with this talent is the physical epitome of the epic Greek athletes of ancient Athens. Robust and naturally fit, a character with this skill is capable of heroic feats of bodily prowess and puissance. He epitomizes the animal grace of the human form. As a result of his strength and agility, the character receives a +2/+10% bonus to all checks involving running, jumping, throwing and climbing. Furthermore, a character with this skill gains a +20% bonus to his Endurance skill. This skill may only be purchased at first level.

Charioteering (Physical 1, Dexterity/Balance +2) — A character with skill in Charioteering is able to safely guide a chariot, over any type of terrain that can normally be negotiated, at a rate one-third faster than the normal Movement Rate for a chariot driven by a character without this skill. Note that this skill does not impart the ability to move a chariot over terrain that it cannot traverse; even the best

charioteer in the world cannot take such a vehicle into the mountains.

Charioteering-Chariot Jump (Physical 2, Dexterity/Balance) — A character who has a skill score of at least 90% in Charioteering can learn this skill.

By using this feat, a character can actually jump a chariot over a chasm, a stream or a low obstacle such as a fallen tree (or a fallen comrade). The feat requires a skill check, modified according to the nature of the obstacle. A chasm or stream imposes a penalty of -5% per 3 feet of width (round up), while a standing obstacle imposes a penalty of -5% per foot of height. A prone character is about one foot high, and a fallen tree can be somewhat higher. There is a -15% penalty for every character in the chariot apart from the charioteer. In all cases, the chariot requires a clear approach distance of at least 30 yards.

If the skill check is successful, the chariot leaps the obstacle and lands safely on the other side. If not, it slams full-tilt into the obstacle, risking damage to the chariot and injury to the horses and passengers.

Charioteering-Yoke-Pole (Physical 1, Dexterity/Balance -4) — The feat of the yoke-pole is available to characters who possess a 90% or higher Charioteering skill.

This feat involves running along the yoke-pole of a chariot while it is going at full speed — a risky business, as failure will send the character tumbling beneath the horses’



Chariots remain an important element of many armies of Fälgorna

hooves and the chariot's wheels. It is used solely to impress, and has very few practical applications — although inventive player characters may find a few.

The feat requires a skill check. Success gains the character a +1 bonus on encounter reactions with all who witness the feat, while failure results in a fall. An individual who falls suffers 2d8 points of damage.

Dancing (Physical 1, Dexterity/Balance) — The character knows many styles and varieties of dance, from folk dances to formal court dances.

Barbarians: A barbarian with this skill knows the ceremonial and recreational dances associated with his homeland. Such dances may be augmented with hoops, sticks, rattles and other objects that enhance both the complexity and aesthetic quality of the performance.

Shamans: Shamans are only adept in dances required in shamanic rituals. Attempts at performing other dances are made with a -10% to -20% penalty to the skill check, depending on factors such as the intricacy of the dance or whether it is common among the people of the character's culture.

When performing shamanic rituals involving dancing, the character receives a +5% bonus to the Shamanic Ritual check.

Deep Diving (Physical 1, Constitution/Health -3) — Swimming (50%) and Hold Breath (50%) are prerequisites for this skill.

Diving: All characters can dive to a depth of 20 feet in a single round. For each point of movement due to encumbrance below the normal Movement Rate, two feet are added to this depth (the additional weight helps pull the character down).

A short run or a few feet of height adds 10 feet of depth to the first round of a dive. For every 10 feet of height an additional five feet of depth is added, up to a maximum addition of 20 feet. A character who dives from a platform higher than 40 feet above the water risks damage (higher dives may be safely accomplished by a character with the Platform Diving skill). Thus, with a run and a dive from a height of 40 feet, an unencumbered character can dive 50 feet below the surface in a single round.

Surfacing: A character can normally rise at the rate of 20 feet per round. This rate is reduced by two feet for every point of normal movement lost due to encumbrance. A character simply floating to the surface (for example, an unconscious character) rises at a rate of five feet per round slower than a similarly encumbered character who is actively swimming to the surface.

Skilled diver: A character with the Deep Diving skill can add 10 feet per round to his speed of descent when diving into the water from the surface. Thus, a character with the Deep Diving skill can, with a successful skill check, descend 30 feet per round, plus modifiers for encum-

brance, running start and height. Likewise, a character with the Deep Diving skill can surface at a rate of 30 feet (not 20 feet per round.)

Diving, Platform (Physical 1, Dexterity/Balance) — A character with this skill is an accomplished diver. The character may attempt a normal dive from a height equal to 40' plus an additional 10' per 10 skill points devoted to this skill. This use requires no skill check. If the character wishes to dive from a higher distance, perform a truly awe-inspiring dive or wishes to improvise on the dive, modifiers to the chance of success are applied.

For every added level of complexity (a somersault, twist, pike, etc.), the character must subtract 5% from his chance of success. In addition for every additional 5' in height above that normally allowed by his skill score, an additional -5% penalty is applied to the chance of success. These modifiers are cumulative, and the DM may add other penalties or bonuses based on the circumstances. A 'safe' depth of water equal to the diver's height plus an additional 1' of water per 10' of height (or fraction thereof) is needed to avoid injury.

A character can perform one fast manoeuvre (somersault, for example) for every 10 feet of travel or one slow maneuver (holding a pike, for example) for every 20 feet of travel. Use of a springboard adds an additional 5' height to the initial jump, giving a total distance increase of 10'. A diver may dive outwards five feet plus an additional one-third the distance that he travels downward.

Drinking (Physical 1, Constitution/Health) — A character with this skill can on a successful check consume up to two times the normal amount of drink at one sitting. This will allow the character to go twice as long without drinking before beginning to suffer adverse effects. If alcoholic beverages are involved, a successful check allows the character to consume twice as much before adverse effects begin to bother him.

Racial modifiers: Any character race may take this skill, however, half-ogres receive a +20% bonus to their skill score; dwarves, gnomes, goblins, muls and uldra receive a +10% bonus when using this skill; and halflings, hobgoblins, kobolds, orcs and half-orcs receive a +5% bonus when using this skill.

Eating (Physical 1, Constitution/Health) — Much like the Drinking skill, this skill allows the character to store up food. A successful check indicates that the character can consume up to twice as much as normal. This allows a character to go twice as long without food, without suffering any adverse effects from hunger.

Racial modifiers: Any character race may take this skill, however, half-ogres receive a +20% bonus when using this skill. Lizardmen receive a +15% bonus and hobgoblins, goblins, kobolds, muls and orcs receive a +10% bonus when using this skill. Halflings and half-orcs receive a +5% bonus when using this skill.

Endurance (Physical 2, Constitution/Fitness) — A character with Endurance skill is able to perform continual strenuous physical activity for twice as long as a normal character before becoming subject to the effects of fatigue and exhaustion. In those cases where extreme endurance is required, a successful skill check must be made. Note, this skill does not enable a character to extend the length of time that he can remain unaffected by a lack of food or water.

A character with an Endurance skill score of at least 50% increase his fatigue points by 50%.

Racial modifiers: Dwarves gain Endurance as a bonus skill. Lizardmen because of their history as a slave race have also developed strong endurance and receive a +25% bonus to this skill. In general, the humanoid races also have strong endurance: half ogres receive a bonus of +20%, goblins and hobgoblins receive a +15% bonus, orcs and half-orcs a +10% bonus, and kobolds a +5% bonus. Elves, however, are not accustomed to sustained physical exertion and are penalized by -10% on their Endurance skill scores.

Fasting (Physical 1, Constitution/Fitness -1) — This skill allows a character to go long periods without food, though liquids are still necessary. Any amount of time under one week spent fasting causes no ill effects to the character. At one week, a skill check is required. Success means that the character suffers no ill effects and loses five pounds. Failure means the character temporarily loses one point from Strength and one point from Constitution as well as 10 pounds. The character's weight will not fall below 15 pounds per foot of height.

At the end of each week after the first, the character must make a skill check at a cumulative penalty of -5%. If the character's Strength or Constitution falls below one, the character dies.

Once the character is able or decides to end the fast, he must begin to eat slowly. Each day following the fast the character recovers one point each of Strength and Constitution, and may only eat normally once fully recovered. Lost weight may be regained after this time if desired.

This can be used as a survival technique, though it is most often used in religious or mystical situations. The DM should consider granting a bonus where applicable to any character who chooses to fast before performing some sort of religious or mystical activity. The longer the fast, the larger the bonus.

Fine Balance (Physical 1, Dexterity/Balance) — A character with this talent is blessed with an innate sense of balance and has an uncanny knack for keeping his feet under him. With a successful skill check, the character gains a +2 or +10% bonus on any climbing checks, saving throws or ability checks to avoid slipping or falling. In addition, the character reduces any penalties for fighting in off-balance or awkward situations by two points or 10%.

The Fine Balance talent is also very useful in conjunction with Tightrope Walking and Tumbling. If the DM determines that a particular feat would be influenced by the character's exceptional balance, the character gains +10% bonus to his skill check to resolve the action.

Racial modifiers: Halflings possess an uncanny sense of balance and receive a +5% bonus when using this skill.

Forgery (Physical 1, Dexterity/Aim -1) — This skill enables the character to create duplicates of documents and handwriting and to detect such forgeries created by others.

To forge a document (military orders, local decrees, etc.) where the handwriting is not specific to a person, the character needs only to have seen a similar document to copy. To forge a name, an autograph of that person is needed, and a skill check with a -10% penalty must be successfully rolled. To forge a longer document written in the hand of some particular person, a large sample of his handwriting is needed and a -15% penalty is applied to the skill check.

It is important to note that the forger always thinks he has been successful; the DM rolls the character's skill check in secret and the forger does not learn of a failure until it is too late.

If the check succeeds, the work will pass examination by all except those intimately familiar with that handwriting or by those with the Forgery skill who examine the document carefully (see below). If the check is failed, the forgery is detectable to anyone who is familiar with the type of document or handwriting — if the document is examined closely. If the die roll is a 96-00, the forgery is immediately detectable without close examination by anyone who normally handles such documents. The forger will not realize this until it is too late.

Furthermore, those with Forgery skill may examine a document to learn if it is a forgery. On a successful skill check, the authenticity of any document can be ascertained. If the die roll is failed but a 96-00 is not rolled, the answer is unknown. If a 96-00 is rolled, the character reaches the incorrect conclusion.

A character with an Artistic Ability skill — such as calligraphy, painting or drawing — that could prove useful in forging a document, may add a +10% bonus to his skill score.

Freefall (Physical 1, Dexterity/Balance -2) — Only a character who has experience in Wildspace can take this skill.

This skill is handy when a spelljamming ship's gravity plane shifts. This can cause objects, cargo, weapons and crew members to fly across the deck or even straight up! This skill gives the character a chance to personally counter these shifts.

If a skill check is successful, the character does not need to roll the usual Dexterity/Balance check. The character recovers quickly and continues with his current duties as

though nothing happened. If he is manning a weapon, he can still attack. If loading, he is not interrupted.

If the skill check fails, the character is required to roll the standard Dexterity/Balance check to see if he maintains his balance. This skill does not negate the disruption of activity due to a Ship Shaken critical hit.

A character with the Tumbling skill adds a +5% bonus to his Freefall skill.

Hold Breath (Physical 1, Constitution/Health) — This skill helps a character hold his breath for extended periods of time. (See the rules in the *Player's Handbook*, Chapter 14, for the amount of time a character can normally hold his breath.)

With Hold Breath skill, a character can hold his breath for half his Constitution/Fitness score in rounds (rounded up). If the character is exerting himself, this time is halved (again, rounding up). A character with a skill score of 50% or higher gains this benefit automatically and need not make a skill check. A character with lesser skill must make a skill check to hold his breath longer than normally possible.

When attempting to hold his breath beyond the time normally allowed, the character rolls a skill check or a Constitution/Fitness check (whichever is better) each round. The first check is made at no penalty, but each subsequent check is made at a cumulative -5% penalty. Once a check is failed, the character must breathe; if he cannot reach air, he dies.

Slow Respiration: A character with a Hold Breath skill score of 75% or more gains the ability to slow his respiration. A character with this skill has the ability to enter a deep trance and reduce the amount of air he needs to stay alive. To induce the trance, he must be in a restful position, either sitting or lying down. After concentrating for one turn, his pulse and breathing rates drop well below normal, so that only 10 percent of the normal quantity of air is required to sustain the character (i.e., fouled air can be breathed 10 times longer by a character with Slow Respiration than by a character without, before penalties are applied). The character emerges from his trance at will, fully aware of anything which has occurred nearby.

A character with a skill score of 90% or higher has expert control over his respiration and may, with a successful skill check modified by a -25% penalty, reduce by half the amount of air his body requires for one day. Concentration is required throughout the process, although simple actions like walking, sitting, eating and listening to music are possible. Talking, fighting, etc., require the character to roll another skill check.

Ironskin (Physical 50) — Through physical training and toughening a character makes himself more resistant to physical damage, improving his Armor Class by one. This skill is constantly in effect and may be used in conjunction with armor.

Juggling (Physical 1, Dexterity/Balance -1) — The character can juggle, a talent useful for entertainment, diversion and certain rare emergencies. When juggling normally (to entertain or distract), no skill check is required (as long as the character has a skill score of 50% or higher). A check is required when attempting spectacular tricks (“Watch me eat this apple in midair!”).

However, Juggling also enables the character to attempt desperate moves. On a successful attack roll vs. AC 0 (not a skill check), the character with a skill score of 50% or higher can catch small items thrown to harm him (as opposed to items thrown for him to catch). The character's attack roll is modified by +1 bonus to hit per 20 points of his Juggling skill score if a successful skill check is made. Thus, the character with a 75% skill score could on a successful attack roll modified by a +3 bonus to hit, catch a dagger or a dart before it hits. If this attack roll fails, however, the character automatically suffers damage (sticking your hand in the path of a dagger is likely to hurt).

Racial modifiers: Dwarves are penalized by -5% when using this skill.



Juggling is more than an idle amusement

Jumping (Physical 1, Strength/Muscle, Dexterity/Balance) — The character can attempt exceptional leaps both vertically and horizontally. If the character has at least a 20-foot running start, he can leap (broad jump) 2d6 feet plus one foot per level. No character can broad jump more than six times his height, however. With the same start, he can leap vertically (high jump) 1d3 feet plus half his level in feet. No character can high jump more than one-and-a-half times his own height.

From a standing start, a character with this skill can broad jump 1d6 feet plus half his level in feet and high jump only three feet.

The character can also attempt vaults using a pole. A vault requires at least a 30-foot running start. If a pole is used, it must be four to 10 feet longer than the character's height. The vault spans a distance equal to one-and-a-half times the length of the pole. The character can clear heights equal to the height of the pole. He can also choose to land on his feet if the vault carries him over an obstacle no higher

than half the height of his pole. Thus, using a 12-foot pole, the character could either vault through a window 12 feet off the ground (tumbling into the room beyond), land on his feet in an opening six feet off the ground, or vault across a moat 18 feet wide. In all cases, the pole is dropped at the end of the vault.

For every 25 skill points above 50 a character has in the Jumping skill he may on a successful skill check add one foot to the length of his jump. The character can exceed the normal maximums based on his height through this means.

Barbarians: Barbarians already have exceptional leaping and springing abilities. In most cases, spending slots on the Jumping skill won't improve their natural skills. Barbarians usually won't attempt pole vaults, regardless of whether they have this skill.

Jumping, Salmon Leap (Physical 2, Strength/Muscle, Dexterity/Balance) — The Salmon Leap is a standing high jump, which can be used in battle to strike over an opponent's shield or to leap over an attacking weapon. The Salmon Leap can be learned by any warrior or crusader (priest) who has a skill score of 90% or higher in Jumping. (Some specialty priests of war- or combat-oriented deities, at the DM's discretion, may also learn this skill.)

By using the Salmon Leap (which counts as an attack), a character may make a standing high jump of 1d3 feet plus his level in feet, with a minimum of 3 feet. Combining the Salmon Leap with an attack over an opponent's shield gives the attack +2 to hit unless the opponent makes a successful Dexterity/Balance ability check. Using the Salmon Leap to dodge an attack improves the character's Armor Class by 2. A separate roll must be made for each attack dodged and the bonus to Armor Class is cumulative with all other bonuses.

To use the Salmon Leap a character makes a skill check to see whether the Salmon Leap was successfully carried out. If unsuccessful, the leap is ineffective and the attack automatically misses. Whether the attack is successful or unsuccessful, the attacker loses all Dexterity bonuses to Armor Class during the round the maneuver is used.

If the Salmon Leap is used to dodge an attack and the skill check is unsuccessful, there is no penalty except on a critical failure (a roll of 96-00). In the case of a critical failure, for the remainder of the round, the character loses all Dexterity bonuses to Armor Class or is penalized by -2 to Armor Class,

whichever is greater. In addition, no further attempts to Salmon Leap (offensive or defensive) may be made in the same round as a critical failure result. Whether the action succeeds or fails, the leap counts as an attack

Light Sleeping (Physical 2, Constitution/Fitness -1) — This skill lets the character receive the benefits of a full night's rest from a one-hour nap. The character must make a skill check before going to sleep. If the check succeeds, the character awakens in an hour, fully refreshed and he recovers the same amount of lost hit points as if he'd rested for eight hours. If the check fails, he remains asleep, awakening as usual. He may use this skill only once per week, regardless of whether the check fails or succeeds.

This skill is not effective for purposes of spell memorization.

Mountaineering (Physical 1, Strength/Stamina) — A character with this skill can make difficult and dangerous climbs up steep slopes and cliffs with the aid of spikes, ropes, etc. If a character with Mountaineering skill leads a party, placing the pitons (spikes) and guiding the others, all in the party can gain the benefit of his knowledge. A mountaineer can guide a party up a cliff face it could not otherwise climb.

A character with the Mountaineering skill (who is not a thief) may also, with the proper equipment, climb very smooth, smooth and rough surfaces such as walls and trees. He can also assist unskilled characters in all types of climbs. His chance for success is 40% plus one-quarter his Mountaineering skill when climbing these types of surfaces.

Note, Mountaineering is not the same as the thief's climbing ability, since the latter does not require aids of any sort. However, a Rogue character with this skill may add one-quarter (round down) of his Mountaineering skill to his Climb Walls ability.



Woe to the overconfident mountaineer ...

Racial modifiers: Dwarves receive a +15% bonus to the Mountaineering skill. Gnomes, Uldra and Stout Halflings receive a +10% bonus to their skill. Orcs, goblins, kobolds, hobgoblins, half-ogres and half-orcs receive a +5% bonus to their skill. Lizardmen are penalized by -10%.

Movement Meditation (Physical 1, Ego/Aura +1) — Certain mystical traditions emphasize physical discipline and exercise as means of spiritual growth. By spending time in specialized exercise and other physical disciplines and making a successful skill check, the character can temporarily boost one physical ability score — Strength, Dexterity or Constitution — by +1 for a period equal to half the time spent in meditation. Meditation for this purpose requires freedom from disturbance, and does not eliminate the needs for food, drink, or sleep. Only one ability can be boosted at any given time.

Prestidigitation (Physical 1, Dexterity/Aim -1) — This is the art of street magic or sleight of hand, the trade of the magician. The character is skilled at concealing or manipulating small items and familiar with such tricks as pulling a coin from a child's ear, separating two joined rings or causing a pigeon or rabbit to vanish. For the most part, nothing more than manual dexterity and showmanship are required. A character of any class or race may learn Prestidigitation.

While true wizards have little time for these parlor tricks, many apprentices duplicate these feats through the use of *cantrips* as a form of practice. A wizard with a *cantrip* spell handy can really manipulate a small object by briefly *levitating* it, *teleport* something small from one hand to the other, or use a tiny dimensional pocket to make an object disappear or seem to contain something it shouldn't.

There is no particular game effect for Prestidigitation, although it is a form of entertainment and can earn a wizard his dinner with a good performance, or possibly distract or fool an NPC under very limited circumstances. For example, a wizard trying to conceal a wand or precious gem from a robber searching him at knife point might be able to hide the item with a successful skill check.

Rogues: A rogue character who takes this skill and who also has the Pick Pockets thief skill may add a +5% bonus to both skills.

Quickness (Physical 2, Dexterity/Aim) — A character with this skill is unusually fast. His hand-eye coordination is excellent, and he can often get past his opponent's defenses before they realize how quick he really is. In combat, he gains a -2 bonus to his initiative roll if he makes a successful skill check. The bonus can be used if he moves or makes an attack with a weapon of average speed or quicker, but the special bonus does not apply to attacks with slow weapons or to stationary actions such as guarding or parrying.

Rope Use (Physical 1, Dexterity/Aim) — This skill enables a character to accomplish amazing feats with rope.

A character with Rope Use skill is familiar with all sorts of knots and can tie knots that slip, hold tightly, slide slowly, or loosen with a quick tug. If the character's hands are bound and held with a knot, he can roll a skill check (with a -30% penalty) to escape the bonds.

This character gains a +2 bonus to

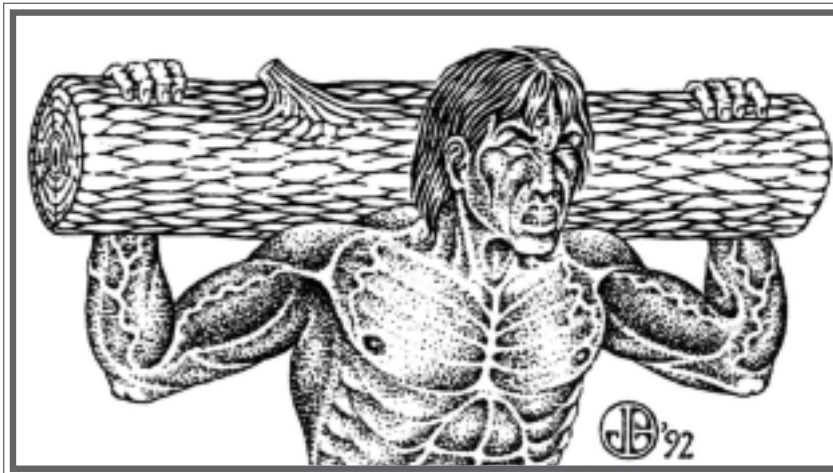
all attacks made with a lasso. The character also receives a +10% bonus to all climbing checks made while he is using a rope, including attempts to belay (secure the end of a climbing rope) companions.

Rope Use is the stock in trade of the boatswain (bosun). Characters with Rope Use can construct rigging, cargo nets and other common useful items without a skill check. Note, also that the +10% bonus to climbing checks when using a rope also applies to scampering about the rigging of a ship.

Rogues: A character with the Escape Bonds thief skill gains a +10% bonus to his skill when attempting to escape bonds that involve knots if he also has the Rope Use skill.

Running (Physical 1, Constitution/Health -6) — Endurance (50%) is a prerequisite for the Running skill.

The character with this skill can move at twice his normal movement rate for a day. At the end of the day he must sleep for eight hours. After the first day's movement, the character must roll a skill check for success. If the die roll succeeds, the character can continue his running movement the next day. If the die roll fails, the character cannot use his Running ability the next day. If involved in a battle during a day he spent running, he suffers a -1 penalty to his attack rolls.



Physical discipline and exercise can lead to spiritual growth

Seamanship (Physical 1, Dexterity/Balance +1) — Seamanship is the stock-in-trade for sailors and pirates everywhere. Any character wishing to work as a crewman aboard a ship must have this skill.

At sea a successful crew skill check (see the naval combat rules) adds 25% to the speed of a ship at sea. Also note, the quality of a crew in combat is determined in part by the average Seamanship skill score of the crew members.

Characters with the Seamanship skill have a base climbing percentage of 65% (modified by Dexterity/Balance) when climbing rigging aboard ship. This percentage does not apply to other sorts of climbing (walls, mountains, etc.); in such areas a sailor is assumed to be untrained and should be treated as such.

The basic modifiers in climbing combat are:

- A climbing character loses all Armor Class bonuses for Dexterity and shield;
- A climbing character suffers a -2 penalty to attack, damage, and saving throw rolls;
- A character attacking from above gains a +1 bonus to his attack roll;
- A character attacking from below suffers a -2 penalty to his attack roll.

Other modifiers that often come into play are:

- An off-balance defender is attacked with a bonus of +2 to hit;
- A rear attack (that is, against a character trying to climb up a rope) gains a +2 bonus to hit.

Losing and regaining balance: Any character engaged in combat on ropes runs the risk of losing his balance. A character who is struck by a weapon, or attempts to climb in the course of combat, must make a climbing check or lose his balance.

Lost balance means the next round the character must either fall voluntarily or attempt to regain his balance. In either case, the character can perform no other action. A successful climbing check means the character has regained his balance. A failure means the character has fallen (and, may suffer falling damage). Don't forget, all attacks against an off-balance character are at +2 bonus to hit.

Set Snares (Physical 1, Dexterity/Balance -1) — Rope Use (50%) is a prerequisite for this skill.

The character can make simple snares and traps, primarily to catch small game. These can include rope snares and spring traps. A skill check must be rolled when the snare is first constructed and every time the snare is set. A failed skill check means the trap does not work for some reason. It may be that the workmanship was bad, the character left too much scent in the area, or he poorly concealed the finished work. The exact nature of the problem does not need to be known.

The character can also attempt to set traps and snares for larger creatures: tiger pits and net snares, for example. A skill check must be rolled, this time with a -20% penalty to succeed. In both cases, setting a successful snare does not ensure that it catches anything, only that the snare works if triggered. The DM must decide if the trap is triggered.



Ships are but boards, sailors but men; there be land-rats and water-rats ...

Setting a small snare or trap takes one hour of work. Setting a larger trap requires two to three people (only one need have the skill) and 2d4 hours of work. To prepare any trap, the character must have appropriate materials on hand.

Characters with Animal Lore skill gain a +10% bonus to their ability score when attempting to set a snare for the purposes of catching game. Their knowledge of animals and the woods serves them well for this purpose. They gain no benefit when attempting to trap monsters or intelligent beings.

Racial modifiers: Kobolds and Death Finger, Black Blood, Severed Limb and Veka-kri orcs are master snare builders and receive a +15% bonus to their skill score. Orcs and goblins receive a +10% bonus to their Set Snares skill. Wild halflings receive a +5% bonus when using this skill.

Skiing (Physical 1, Dexterity/Balance +3) — A skilled skier can travel across snow covered terrain quickly; normal Movement Rate on relatively level terrain is 15 or the character's normal Movement Rate on foot plus three, whichever is greater. Speeds of up to two or even three times that rate can be reached skiing downhill, depending on the steepness of the slope.

An adventurer must make a skill check when he attempts a particularly difficult feat, such as racing at a high speed down a slope, jumping over a chasm or other fancy skiing. A skill check is also required when engaging in combat (see below).

A character without Skiing skill may still try to ski. The skill score for an untrained character is 15% plus the character's (unmodified) Dexterity/Balance skill score modifier. A skill check must be made when the character initially attempts to stand on the skis and additional checks must be made every turn or whenever a skill check would normally be required for a skilled skier.

The Movement Rate for an unskilled skier is Movement Rate 12 or his normal Movement Rate on foot, whichever is greater (better than walking through deep snow at one-third to half the normal Movement Rate).

Engaging in melee while on skis requires a successful skill check each round to avoid falling, unless the skier stands absolutely still (negating any Dexterity bonuses to Armor Class). A skilled character who falls may regain his feet at the cost of one attack. An unskilled character must make a successful Skiing skill check to regain his feet or remove the skis (which takes one round). Attack rolls for characters without Skiing skill are penalized by -1, and Armor Class is penalized by -1 (but never worse than AC 10). Unskilled characters also attack one phase slower than normal during the combat round (a fast phase attack becomes an average phase attack).

A character with a skill score of 90% or higher in Skiing is considered an expert and never needs to make skill checks in combat. In addition, a skilled skier gains a +1 to

hit bonus when fighting unskilled skiers or creatures hampered by heavy snow.

Racial modifiers: Uldra and Furchin halflings receive a +10% bonus when using this skill. Juad humans receive a +5% bonus when using this skill.

Somatic Concealment (Physical 1, Dexterity/Aim -1) — Though spellcasters can mumble verbal components and hide material components in their hands or robes, somatic components are harder to hide. The somatic component of any spell, wizard or priest, is apparent to any character watching the spell caster. However, a caster who wishes to conceal the fact that he is casting a spell can learn to conceal the somatic gestures involved in spell casting. If movements can be concealed, a spell can be unleashed without calling attention to the caster.

A character using the Somatic Concealment skill must announce to the DM his intention to do so at the beginning of the round. Then, when the character casts his spell, the DM makes the skill check secretly. A successful check indicates that anyone who could normally see the caster does not recognize his gestures as magical in nature. A failed check means that all who can see the casting wizard recognize his movements for what they really are.

On a skill check of 96-00, the caster does not perform the gestures properly and expends the magic of the spell without achieving the desired result (the spell fails and but the magic points are expended anyway).

Speed (Physical 2, Constitution/Health -6) — On a successful skill check, the character, through concentration and muscle control, gains double the amount of melee attacks and twice his normal combat Movement Rate. This skill is very tiring and can be done only once per day for a maximum of five rounds. After this time, an individual can fight normally for 1d4 rounds more, then must rest for 2d4 rounds, during which time he can move at only half speed and can only defend himself (no attacks, spell-casting or psionics use). He may fight normally thereafter.

This skill cannot be combined with *haste*, *potions of speed*, *acceleration* or other magical or psionic speed enhancements.

Speed Casting (Physical 2, Dexterity/Balance -2) — This skill allows the spellcaster to reduce the casting time of any spell if he makes his skill check. A caster with a skill score below 75% reduces casting time by one. A caster with a skill score of 76% to 90% decreases casting time by two. A character with a skill score above 90% may reduce casting time by three. No spell may have its initiative modifier reduced below one. A skill check is always required to use this skill.

Swimming (Physical 1, Strength/Stamina) — All characters are either untrained or skilled swimmers. If a character grew up near the sea or another large body of water, chance are good that he knows how to swim.

However, being a good sailor does not guarantee a character can swim. Many a medieval mariner or black-hearted pirate never learned to swim and so developed a morbid fear of the water. This is one of the things that made walking the plank such a fearful punishment.

Furthermore, some character races are normally suspicious of water and swimming. Gnomes, halflings, dwarves, uldra and most of the humanoid races don't often know how to swim.

A character with Swimming skill knows how to swim and has a wide range of options for moving about in the water. An unskilled swimmer may manage to stay afloat, but is extremely limited in his ability to move about compared to the skilled swimmer. Rules for unskilled and skilled swimmers are detailed below.

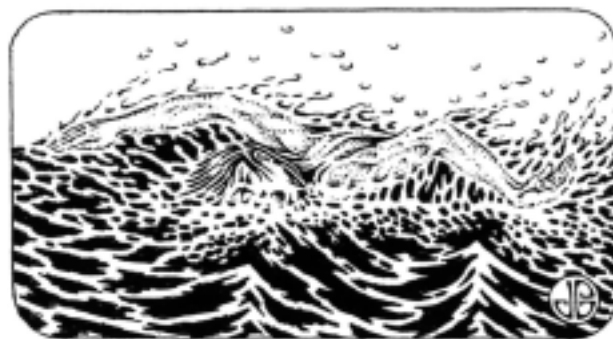
Unskilled swimmers: An untrained swimmer, when unencumbered, can manage a rough dog-paddle in relatively calm waters. If the waters are rough, the current strong or the depth excessive (at sea or far out on a lake), an untrained swimmer may panic and sink. If weighed down with enough gear to reduce his Movement Rate, he sinks like stone, unable to keep his head above water. In no way does he make any noticeable progress (unless, of course, the object is to sink below the surface).

Skilled swimmers: A skilled swimmer is able to swim, dive and surface with varying degrees of success. (See the Deep Diving skill for rules on diving and surfacing.) Any skilled character is able to swim at half his current land Movement Rate times five in yards, provided he is not wearing metal armor. A character with a Movement Rate of 12 could swim 30 yards (90 feet) in a round. A character whose Movement Rate has been reduced to a third or less of normal (due to encumbrance) or who is wearing metal armor cannot swim — the weight of the gear pulls the character under. He can still walk on the bottom, however, at a third of his current rate (see below for additional details).

A skilled swimmer can double his swimming speed with a successful Swimming skill check modified by -30%. For a character with a Movement Rate of 12, a successful check means he can swim 60 yards in one round. A character can maintain this speed by making successful skill checks each turn for up to an hour without additional penalty. If the character, swims at double-speed for more than an hour, the rules below apply.

Swimming speed: Like running, swimming is not something that a character can do indefinitely. There are several different speeds a character can choose to swim at, thus moving in either short sprints or a slower, but longer-lasting pace.

Half-speed: If swimming at half normal speed or treading water, the character can endure for a number of hours equal to his Constitution/Health score. A Constitution/Health check must be made for each additional hour. For



A character who grows up near the sea has a good chance of knowing how to swim

each extra hour of swimming, one Constitution/Health point is temporarily lost. Each hour spent swimming causes a cumulative penalty of -1 to all attack rolls.

Double-speed: A character can also swim long distances at a faster pace by making a skill check at a -30% penalty, although at increased risk. Swimming at the character's normal Movement Rate (instead of the usual swimming speed of half the normal Movement Rate) requires a Constitution/Health check every hour, reduces the character's Swimming skill score by 5% per hour, reduces the character's Constitution/Health by one point per hour and results in a -2 cumulative attack penalty for each hour of swimming.

Quadruple-speed: A character can swim at twice his normal Movement Rate (quadruple normal swimming speed), but he must roll a skill check (modified by a -30% penalty) every turn and suffer the above penalties for every turn spent swimming.

Fatigue and drowning: If a swimming character fails a Constitution/Health check, he must tread water for half an hour before he can continue swimming (this counts as time spent swimming for purposes of Constitution/Health point loss).

When Constitution/Health or the Swimming skill score reaches zero, the character sinks and drowns.

Swimming in adverse weather: All the rules above assume calm water. If the seas are choppy, a Constitution/Health check should be made every hour spent swimming, regardless of the character's Constitution/Health score. Rough seas can require more frequent checks; heavy seas or storms may require a check every round. The DM may decide that adverse conditions cause a character's Constitution/Health score to drop more rapidly than one point per hour.

Swimming underwater: A character who decides to swim underwater faces a difficult task. Water resistance and the additional weight of adventuring gear combine to slow the progress of a swimming character. All underwater Movement Rates are half the surface Movement Rate. (Additional details on underwater movement appear in *Of Ships and the Sea*, pg. 76-78.)

Swimming in armor: A character without Swimming skill cannot dog-paddle in any armor except padded or leather. If weighed down with enough gear to reduce Movement Rate, he sinks.

A character with the Swimming skill can swim in leather or padded armor with no significant reduction in ability (although the weight of the armor and other gear may still reduce his Movement Rate). Padded armor counts as double weight for purposes of determining encumbrance and Movement Rate, because it tends to absorb water quickly.

A skilled swimmer wearing studded leather, ring mail, or hide armor can swim with a successful Swimming skill check. This check must be repeated each hour in addition to the normal Swimming skill check; failure indicates the character has suffered an additional hour's worth of strain from bearing the armor. A character wearing such armor also suffers double penalties to his attack rolls, Constitution/Health score and Swimming skill score.

A swimmer who tries to increase his speed by making a skill check suffers a further -30% penalty to his skill check (-60% total) if wearing one of the above armors. Thus, a character with Swimming skill score of 80% who tried to double his movement would normally have to make a Swimming skill check modified by -30%, giving him an effective skill score of 50%. If wearing ring mail, however, the character would have to make a check at -60%, giving him an effective skill score of only 20%.

A character wearing heavy armor (banded mail, brigandine, chain mail, plate of any type, or splint mail) cannot swim, although he can walk across the bottom at a third of his normal Movement Rate. Enchanted armor is treated identically to normal armor in this respect (see "Equipment (Encumbrance)" in the *Player's Handbook*). A character with a shield must drop it before he can swim.

Recovery: Upon reaching shore, a character can recover lost ability score points and negate attack penalties by resting. Each day of rest recovers 1d6 points of Constitution/Health or 5-30 (5d6) points to the Swimming skill score. (If both Constitution/Health and the Swimming skill score were reduced then the recovery rate for both is reduced by half.) Each day of rest also removes 2d6 points of attack penalties.

Rest assumes adequate food and water. A character need not be fully rested before undertaking any activity, although the adjusted ability scores are treated as the character's current scores until the character has rested enough to fully recover from the swim.

Underwater, there is one notable difference to the recovery rules. A character who rests while submerged regains Constitution/Health and Swimming skill at half the normal rate. If the character has lost points from both his Constitution/Health and Swimming skill, then only one point of Constitution/Health and five points of Swimming

skill can be regained each day. Likewise, attack penalties incurred through extensive swimming are removed at the reduced rate of 1d3 points per day of rest.

Tightrope Walking (Physical 1, Dexterity/Balance)—A character with this skill can balance on ropes, wires, slender beams and other narrow, perilous surfaces. A typical Movement Rate is MV 6, though an upward angle will slow this. Ascents and descents of 45 degrees or more are not possible.

One skill check is required every 60 feet (or fraction thereof), with failure indicating a fall. The check is made with a -50% penalty if the surface is one inch or less in width (a rope), a -25% penalty if two to six inches wide, and unmodified if seven to 12 inches wide. Surfaces wider than a foot require no check for skilled characters under normal conditions.



A cat burglar traverses a tightrope to gain access to a heavily guarded building

For every 10 skill points spent on this skill over 50%, the Tightrope Walking penalties above are reduced by 5%. Use of a balancing rod gives a +10% bonus to skill checks. Winds or vibrations in the line increase the penalties by -10% to -30%.

A character who attempts to fight while Tightrope Walking suffers a -5 penalty to hit and must make a successful skill check to maintain balance. In addition, Armor Class adjustments for high Dexterity are negated because of the lack of maneuverability.

If the character suffers damage while balanced on a rope (or other surface), a skill check is required to maintain balance. A character who suffers damage while Tightrope Walking multiplies the hit points of damage suffered by five to calculate the penalty to his subsequent skill score. For example, Flurd suffers five hit points of damage and thus rolls his skill check at a -25% penalty.

A character who attempts to fight or suffers damage while balanced on the spars or rigging of a ship suffers an additional -2 penalty to attack rolls and saving throws and suffers a -10% penalty to skill checks (including Tightrope Walking). These penalties are in addition to normal penalties and are due to the movement of the ship at sea which makes Tightrope Walking even more difficult than normal.

Barbarians: A barbarian with this skill has an unusually developed sense of balance. In his homeland, a barbarian might use this skill to negotiate a narrow mountain ledge or scamper across a vine strung between two trees. The same bonuses and penalties apply as for other characters using the skill. However, a barbarian rarely uses a balancing rod.

Toughness (Physical 100) — By physical and mental training the character makes himself more resistant to pain and otherwise uncomfortable states. All physical attacks made on the character do one less point of damage. Saving throws vs. poison are made at +1. The character can eat food on the verge of spoilage without any ill effects and the character heals twice as fast as normal.

Racial modifiers: A half-ogre can take Toughness at half the normal cost (Physical 50).

Tumbling (Physical 1, Dexterity/Balance) — A character with this skill can roll, somersault, stand on his hands, flip forward and backward, and otherwise perform feats of acrobatics. He can only perform tumbling feats if unencumbered or lightly encumbered.

A tumbling character, with a successful skill check, can improve his Armor Class by 4 on a given round if he acts before his opponent and elects not to attack that round. A tumbling character can move 20 feet or remain in place during the course of this evasion. In unarmed combat a character with Tumbling skill improves attack rolls by +2.

A character with a skill score of 75% or higher may elect on a successful skill check to tumble into combat with the intent of attacking. By taking this action, he gains either a +2 bonus to Armor Class or a +2 bonus to hit and his attack

always falls at the end of the round. Should the character fail his skill check the attack still falls at the end of the round, but the attack/defense benefits are not gained. This form of tumbling attack can only be done with size small weapons and spellcasting or the use of a nonweapon magic item is impossible. In unarmed combat a character with a skill score of 75% attacks with a +3 bonus.

A character with a skill score of 90% or higher may elect on a successful skill check to tumble into combat as detailed above, but he may choose either a +4 bonus to Armor Class or a +2 bonus to hit and Armor Class. His attack still falls at the end of the round. Alternatively, he may take only a +2 bonus to hit or Armor Class and attack normally during the round. In unarmed combat, the Tumbling specialist attacks with a +4 bonus.

The character with this skill can also attempt to dodge through obstacles or escape through narrow openings, but a successful skill check is required.

If the character falls from a height of 60 feet or less, a successful skill check results in the character suffering only half damage. A character with a skill score of 75% or higher can fall 70 feet and receive the same benefit. A character with a skill score of 90% can fall 80 feet.

Barbarians: In most cases, a barbarian won't use the Tumbling skill for entertainment purposes. Instead, he uses it to elude and confuse enemies.

Water Walking (Physical 1, Dexterity/Balance -1) — This skill allows a character to use mizugumo, the special pontoons a ninja uses to walk across still, watery surfaces. The ninja must make a skill check each round; an unsuccessful roll means he falls into the water with a splash.

This skill is only available to ninja characters.

Whistling/Humming (Physical 1, Dexterity/Aim +2) — Almost anyone can whistle or hum. Those who take this skill are exceptional whistlers and hummers. They can produce tunes as captivating as most songs. A person with this skill is a true master whistler and hummer.

It is so easy to learn a new tune to whistle or hum that a character with this skill can learn numerous tunes. In fact, if a skill check is made, a whistler or hummer knows any particular tune in question. In addition, a character with both this skill and the Animal Lore skill (50%) can mimic any bird call he has heard.

However, most adventurers do not take whistling just for entertainment value. Instead, they are looking for its uses in communication. This communication is possible only among those who know the skill. If both characters succeed with their skill checks, a single concept can be communicated.

Some examples are “Go around to the side door,” “I hear them coming,” and “Slowly reach out now, the guard doesn't see you.”

Racial modifiers: Halflings receive a +10% bonus when using this skill.



Jaud barbarians ambush a lone rider

5.6 Mental-Physical Skills

Alertness (Mental 1 or Physical 1, Observation +1) — Some characters are unnaturally alert and instinctively note signs of trouble that other characters may miss. A character with this skill reduces his chance of being surprised by 1 in 10 if he makes a successful skill check. In situations where surprise is automatic, the character may still attempt a skill check. If he passes, he is surprised at the normal chance instead of automatically.

Characters with an Alertness skill score of 90% or higher have honed their ability to stay alert to a fine art. They are light sleepers, always alert to danger and attuned to their immediate surroundings. They gain two key advantages

First, if they're roused from slumber (during an attack at night, for example), they can react immediately, as if they had been awake. Provided a weapon is close at hand (a dagger placed beneath the pillow, for instance), they can even attack during the round in which they awaken. No skill check is required. This ability does not affect magical slumber, however, such as that created by a *sleep* spell or related magics.

Second, When an enemy launches an attack from the rear, the character can attempt a skill check at -40% to detect the assault. Success negates any chance for surprise and allows the character to apply defensive bonuses from a high Dexterity/Balance score, even if he does not turn to meet the attack. Shield bonuses are not applicable unless the character turns around. A successful check may also negate the special bonuses an enemy gains from a rear attack, including a thief's backstab bonuses, as detailed below.

If the check succeeds and the character attacks in a later combat phase than the backstabber (or loses initiative if both act in the same phase), the backstabbing proceeds, but the thief suffers a -2 penalty to hit (damage bonuses still apply). If the check succeeds and the character acts in a combat phase before the backstabber (or wins initiative if both act in the same phase), he can wheel and attack the backstabbing rogue immediately with an attack of opportunity, negating all backstabbing (including damage bonuses) and rear attack bonuses. If the check fails, the back attack occurs normally.

Artistic Ability (Mental 1 or Physical 1, Wisdom/Intuition, Dexterity/Aim) — A character with Artistic Ability is naturally accomplished in various forms of the arts. He has an inherent understanding of color, form, space, flow, tone, pitch, and rhythm.

A character with Artistic Ability must select one art form (painting, sculpture, composition, etc.) to be proficient in. Thereafter he can attempt to create art works or musical compositions in his chosen field. Although it is not necessary to make a skill check, one can be made to

determine the quality of the work. If a 01-05 is rolled on the check, the artist has created a work with some truly lasting value. If the check fails, the artist has created something aesthetically unpleasing or just plain bad.

Artistic Ability confers a +5% bonus to any skill check requiring artistic skill — like music and dance and to attempts to appraise objects of art.

A character with an Artistic Ability such as drawing or calligraphy can default to the Forgery skill at one-quarter of his Artistic Ability skill score. If a character has learned the Forgery skill and an appropriate Artistic Ability skill he receives a +5% bonus to any Forgery skill check.

Examples of Artistic Ability include: Mosaic, Flower Arranging, Calligraphy, Painting, Sculpting, Origami, Woodcarving, Draftsmanship, and Drawing.

Some specific forms of this skill are listed below:

Calligraphy: The handwriting of an individual with this skill is controlled and beautiful to the point of being considered art. A character could earn a tidy income copying documents, books, formal letters, etc., for the wealthy. Skilled calligraphers are often sought by the courts of the aristocracy and religious institutions that wish to illuminate their holy writings. The Reading/Writing skill must be learned before this skill can be selected.

Draftsmanship: This skill is used to physically draw a coat of arms. It is most useful when combined with a Blazoning skill, since the character can then create a perfect achievement from written records. Without Bla-



Sculptors at work

zoning, the draftsman must work from a perfect copy of the achievement and is penalized by a -10% modifier on the dice roll. Draftsmanship requires a set of paints and brushes, as well as the shield or other materials to be emblazoned. If the color “or” (gold) is to be used, a jeweler must be employed to apply gold leaf.

This skill can also be used to render drawings of buildings, mechanical devices, and other such things.

Mosaic: The character with this skill is adept at inlaying pieces of stone into a baseplate of stone, creating pleasing patterns and images. The work is nearly as long-lasting as stonework and is used to decorate walls and floors.

Painting: A character with this skill is adept at rendering images with paint, brush and canvas. The artist can create reasonable portrayals of people, landscapes and monsters and he possesses a knowledge of perspective, shading and composition.

Sculpting: The character with this skill can render realistic objects out of stone and clay.

Barbarians: A barbarian must select an art form common to his homeland. Some possibilities include cave painting, plainsong (a style of singing based on approximate pitches instead of fixed intervals, performed without harmony or instrumental accompaniment), crude sculpting (in clay, wood or bone), and primitive mosaics (colored pebbles or bits of bone arranged in appealing patterns).

Shamans: Shamans use this ability only to craft items for use in ceremonies. (If the character picks painting as the emphasis, then he can paint flawless images and symbols upon altars and ceremonial items, while sculpting will allow the character to create an exceedingly beautiful spirit mask.

When performing shamanic rituals involving artistic efforts, the character receives a +5% bonus to the shamanic ritual check.

Racial modifiers: All elves and Balishe humans receive a +10% bonus to any type of Artistic Ability. Tallfellow halflings receive a +15% bonus to the Artistic Ability — Woodcarving skill. Rock Gnomes receive a +5% bonus to all Artistic Ability skills.

Blindfighting (Mental 1, Physical 1, Observation) — A character with Blindfighting is skilled at fighting in conditions of poor or no light (but this skill does not allow spell use). In total darkness, the character suffers only a -2 penalty to his attack roll (as compared to a -4 penalty without this skill). Under starlight or moonlight, the character incurs only a -1 penalty. The character suffers no penalties to his AC because of darkness. A character with at least 90% score in this skill suffers only a -1 penalty to hit in darkness, no penalty under starlight or moonlight, and other penalties are halved.

Furthermore, the character retains special abilities that would normally be lost in darkness, although the effective-



Learning to blindfight

ness of these are reduced by half (skill checks are made at half the normal score, etc.). This skill is effective only against opponents or threats within melee distance of the character. Blindfighting does not grant any special protection from missile fire or anything outside the immediate range of the character’s melee weapon. Thus, AC penalties remain for missile fire. (By the time the character hears the whoosh of the arrow, for example, it is too late for him to react.)

While moving in darkness, the character suffers only half the normal movement penalty of those without this skill.

Furthermore, this skill aids the character when dealing with invisible creatures, reducing the attack penalty to -2. However, it does not enable the character to discover invisible creatures; he has only a general idea of their location and cannot target them exactly.

A character with at least a 50% skill score in this skill need not make a skill check to Blindfight. A character with less than a 50% skill score must make a roll each combat to successfully Blindfight.

Racial modifiers: Blindfighting comes naturally for dwarves, Drow elves, hobgoblins, gnomes, goblins, kobolds, and orcs. Characters of these races receive a +25% bonus to their skill scores.

Chirurgery (Mental 1, Physical 1, Intelligence/Knowledge -2, Dexterity/Aim -2) — A character with a Healing skill score of at least 50% can learn to use the Chirurgery skill.

Some healers are also trained to act as surgeons (surgeons). While a dungeon or battlefield is not an ideal

operating theater, this problem is counteracted to an extent by the greater inherent survivability shown by characters. Nonetheless, the best that can be expected is a sort of rough-and-ready, chop-and-sew procedure.

A surgeon with the proper tools can on a successful skill check repair damage equal to a third of the damage sustained by a character in a given melee. This healing is done at a rate according to the surgeon's skill level as detailed on Table 5.6.0 below. All types of wounds can be healed with this skill including normal wounds, burns and wounds caused by spells. In addition, the surgeon can heal critical wounds and set broken bones if the damage suffered by the victim is a third or less of his total hit points.

Skill Score	HP healed per turn	Chirurgical kit required
01-49	2	basic
50-59	3	basic
60-69	4	basic
70-79	6	advanced
80-89	8	advanced
90+	10	advanced

For example, a character has 30 hit points and suffers 16 hit points of damage in a melee. A surgeon can restore up to 5 hit points given enough time and the proper tools.

If a patient has been reduced below half his normal hit points, some form of anesthesia must be used in the surgery. If no anesthesia is available, the treatment can continue, but two or more people with a cumulative Strength/Muscle score of three times that of the patient must hold him down. Treatment under this circumstance is difficult and the surgeon suffers a -20% penalty to his skill check. In addition, because of the noise caused by the patient, the chance for encountering a wandering monster is doubled during the treatment (when appropriate). If an encounter should occur, the surgeon and those holding the patient suffer a -5 penalty to their surprise checks.

A surgeon requires special tools to perform his trade. A basic surgeon's kit costs 75 gp and is relatively small, encumbering a character slightly more than a dagger. It includes a scalpel, needle and retractor/clamp.

An advanced kit is required to gain the full benefits of a skill score of 70% or higher. The advanced kit fits in a container roughly 12" x 6" x 6" in size and includes the following items: scalpels, needles, retractors, clamps, a bone saw, lancets, and probes. An advanced kit cost 450 gp and weighs 5 lbs. The use of an advanced kit has the additional benefit of giving a +3 bonus to the number of hit points a surgeon can heal and is required for healing critical wounds.

In addition to the surgery kit, a surgeon requires linen bandages soaked in alcohol which are wrapped in

dried animal bladders. A supply of these bandages can be purchased for 5 gp and is sufficient for approximately 10 surgery attempts.

Surgeons prefer to make their own surgical thread. Closely wrapped linen thread that has been carefully coated with beeswax can be used, but silk is a better material. Silk thread can be obtained from the cocoon of a silk worm which provides approximately 2000' to 3000' of thread (enough for hundreds of surgery attempts) or from certain rare spiders. Both are difficult to obtain in the wild, but fortunately silk thread can be purchased in most major cities at the cost of around 20 gp per 100' spool. The use of silk thread in surgery adds one hit point to the damage healed.

Enemy Reading (Mental 1, Physical 1, Observation -2) — Before a combatant makes an attack, he often must position his feet, change the grip on his weapon, bend his knees or make some other preparatory move. In combat, this preparation is called "telegraphing" the move to the enemy. While many people can see these moves, only highly skilled fighters can "read" this telegraphing quickly enough to react to it. A character with this skill who makes a successful skill check at the beginning of the combat receives a +1 bonus to his Armor Class when fighting an armed opponent.

A character cannot take this skill at first level.

Feign/Detect Sleep (Mental 1 or Physical 1, Observation) — People who pretend to be sleeping seldom do it right. However, most people don't know how to tell the fakers from those really asleep. Characters with this skill are trained to feign sleep accurately and to determine when others are feigning sleep.

This skill is of special use to a character on guard duty or infiltrating a secure site. A character can use this skill when listening to seemingly sleeping guards and guests. If he detects one who is breathing wrong, he can take steps to capture or silence the faker. Likewise, this skill can be used to convince an intruder that the character is truly asleep, so that he can creep up on the intruder from behind.

The Acting skill can convey the ability to feign sleep, but the Acting skill check is made at a -20% penalty.

Racial modifiers: Kobolds, by nature, have a talent for this skill and have refined it to a fine art. They receive a +15% bonus when using this skill.

Foraging (Mental 1 or Physical 1, Observation -2) — By using this skill, a character can search a wilderness area to locate a small amount of a desired material, such as a branch suitable for carving into a bow, enough kindling to start a fire or a component required for a spell. The character must spend 2d4 hours searching and the material must theoretically be available in the area being searched (for instance an icicle isn't available in the desert, nor dry kindling on the ocean floor).

The DM doesn't confirm if the material sought is actually available until after the character has searched for the designated period. If the DM decides the material isn't in the area, no skill check is necessary; he merely reveals that the search was in vain.

If the DM decides the material is indeed available, a successful skill check means the character has found what he was looking for. As a rule of thumb, the character locates no more than a handful of the desired material, though the DM may make exceptions (if searching for a few leaves of a particular plant used as a spell component, the character may instead find an entire field).

If the check fails, the material isn't found. The character may search a different area, requiring another 2d4 hours and a new skill check.

This skill also helps a character to survive in wilderness environments. When paired with the Survival skill the character can locate an abundance of edible or potable substances. While every character with Survival has an equal chance of locating food in the wilderness,

the character who also has Foraging can locate enough food and water to sustain two people on a successful Foraging skill check in the terrain he is knowledgeable about.

A character who makes a successful Foraging skill check while using his Herbalism skill to locate a particular herb receives a +10% bonus to his Herbalism search modifier.

Giant Kite Flying (Mental 1, Physical 1, Dexterity/Balance -3, Wisdom/Intuition -3) — This skill is of use only to characters who intend to fly the unusual items called hito zoashi (human eagle) and yami doko (man-sized kite). It is an expensive skill and difficult to master, so there are very few practitioners. Without this skill, a character trying to use a giant kite is certain to crash and do himself great harm, if not kill himself. Even with this skill, the character is very likely to do so.

Hiding (Mental 1, Physical 1, Observation -1) — This skill allows a character use the natural elements of the immediate environment — vegetation, shadows, depressions — to conceal himself. A successful check means he has virtually disappeared from view. The hidden character must remain motionless and silent to prevent discovery.

The concealed character stays hidden unless the creature or character searching for him makes a successful Observation check, modified by the creature's or character's bonus to find concealed doors. If more than one character or creature is searching the same area, base the check on the highest Observation score in the group.

The DM may prohibit the use of the Hiding skill in situations where no natural cover is available (a smooth stone plateau, a featureless room). Further, the skill has no effect on creatures who detect their prey with senses other than sight.

Barbarians: A barbarian receives the Hiding skill as a bonus skill in his homeland terrain. A barbarian with a skill score of 90% or higher may use this skill in all types of terrain.



Hiding isn't always a defensive skill.

Interrogation

(Mental 1, Physical 1, Charisma/Appearance -2, Dexterity/Aim) — The character is skilled in the use of subtle (and not so subtle) methods of extracting answers from unwilling subjects. These techniques are often used by inquisitors, for whom the term "interrogation" is

often a euphemism for "torture."

In order to use this skill, the character must have the subject at his mercy. At the very least, the subject must not be able to escape from the character. This skill cannot be used in normal conversation or during casual meetings.

For each hour of interrogation, the character must make a skill check. If successful, the victim blurts out some piece of information unless he makes a successful save vs. spells or in the case of a victim who possesses the Interrogation skill, a successful skill check may be substituted for the save at the victim's option. There is a 20% chance that the subject of an interrogation will tell the truth plus 5% per point the save was failed by or by 1% per point the victim's Interrogation skill check was failed by.

Otherwise the victim will make up something which, hopefully, will satisfy the interrogator. The DM may apply bonuses or penalties to these rolls as he sees fit, depending upon the importance of the information, the setting of the interrogation, and any particularly imaginative persuasions used by the character.

When inflicting pain to elicit information, the torturer must also make a Dexterity check. If the check is failed, the

victim takes 1d4 points of damage from the clumsy interrogation.

The most common form of interrogation is, unfortunately, torture. Extreme discomfort, irritation or simple pain may be employed, in which case the victim must make a Constitution/Health check.

Quick-fire questions may be asked, in which case the victim must make an Intelligence/Reason check (or Interrogation skill check) to avoid letting information slip out, or he may simply refuse to speak.

Other techniques include prolonged sleep deprivation (Constitution/Fitness check every hour after the second sleepless night), and attempts to drive the victim into a fury and blurt out telling information (Wisdom/Understanding check).

Note that many interrogation techniques are not allowed to paladins (such as torture).

This skill may also be used to extract information through “pillow talk,” but this form of Interrogation must be learned as a separate skill. In this instance the victim (“lover”) must make a Wisdom/Understanding check to avoid being cajoled into revealing information.

Racial modifiers: Orcs, goblins, kobolds and hobgoblins are masters of physical interrogation (torture) and receive a +15% bonus to their skill score when using this form of the skill. Half-ogres and half-orcs who are raised by their humanoid parents also receive the +15% bonus.

Intimidation (Mental 1 or Physical 1, Strength/Muscle, Charisma/Appearance, Ego/Willpower) — This skill allows a character to bend others to his will through fear tactics. It involves an implicit threat of violence. Intimidated NPCs are quite likely to do as they are told, but will harbor resentments against the character who threatened them. If an opportunity arises for an intimidated NPC to revenge himself, he will do so.

Intimidation may be attempted with one of three abilities Strength, Charisma or Ego. If intimidating by Strength, the character is threatening immediate, personal, bodily harm. If by Charisma, the intimidation consists of subtle threats, which need not be physical. If Ego is used, the character is attempting to exert his force of will to make the NPC do as he wishes.

No matter which ability is used, the Intimidation attempt is always modified by five times the difference between the experience level of the intimidating character and the experience level or Hit Dice of the victim(s). Creatures with less than one Hit Die are considered to have a level of zero.

For example, a sixth-level warrior attempting to intimidate a 1-1 Hit Die goblin would gain a +30% bonus to his Intimidation ability. Against a 10th-level human warrior, the sixth-level warrior’s Intimidation skill would be reduced by -20%. Higher level characters are less likely to be intimidated.

When a character is attempting to intimidate more than one character and all are within four experience levels of each other, the level for each is calculated by averaging their levels. If one or more characters is more than five experience levels above the others, the highest experience level is used; the other characters gain confidence from the presence of a powerful individual.

When attempting to intimidate more than one, the number of characters times five is used as a negative modifier. If a dwarf is attempting to intimidate five goblins, his Intimidation skill is reduced by -25%.

Intimidation may only be used against intelligent creatures; slimes and shambling mounds are too stupid to notice that someone is trying to intimidate them.

Player characters are never forced to submit to Intimidation and may choose how they will to react to an attempt.

Looting (Mental 1 or Physical 1, Observation) — This skill represents a knack for grabbing the best loot in the shortest time. For instance, a cat burglar breaks into a room in a wealthy mansion. He has about two minutes to fill his backpack, so that he can escape before guards are summoned by magical alarms. If his skill check succeeds, he is able to recognize and stuff into his pack the most valuable combination of items that is feasible, given his limitations of time and space.



The bard's constant companion ...

Musical Instrument (Mental 1 or Physical 1, Wisdom/Intuition -1, Dexterity/Aim -1) — The character can play a specific musical instrument. A separate skill must be taken for every additional instrument the character wishes to play. However, a character with skill in an instrument who wishes to learn an instrument from the same family (a violinist who wants to learn another string instrument, for example) may take the second skill as a recommended skill. If the instrument to be learned is from another family, the character still benefits from his knowledge of music and may add a +10% bonus to his skill score in the second instrument.

A character with a skill score of 50% or higher plays quite well, and no skill check is normally required. However, a skill check may be made to determine the quality of

a performance. Also, the DM may direct the character to make a skill check if he is attempting to perform under adverse conditions or other extraordinary circumstances.

Barbarians: A barbarian must choose an instrument from his homeland. Typical instruments include the following:

- *Bow and gourd* — an animal sinew stretched taut on a curved stick with a hollow gourd attached; bending the stick when the string is plucked varies the pitch, which is amplified by the gourd;

- *Elephant horn* — a hollowed tusk with openings at both ends, played like a trumpet;

- *Reed whistle* — a hollowed branch or reed perforated with holes that can be covered with the fingers and played like a flute;

- *Log drum* — a hollowed log with an animal skin stretched across the top, played with sticks or hands;

- *Lamellaphone* — a thumb piano made from bamboo strips secured to a small box; the plucked strips produce tones that resonate inside the box.

A barbarian's approach to rhythm and harmony may be unusual, but the complexity and emotional content of his performances are comparable to those of a trained out-world musician.

Racial modifiers: Gnomes are masterful instrumental musicians and receive a +15% bonus when using this skill. Dwarves are penalized by -5% when using this skill.

Night Vision (Mental 1 or Physical 1, Observation -2) — This skill improves a character's ability to see in low-light conditions. It is not equal to infravision but is still useful.

To use Night Vision, the character must spend five rounds in the type of light he will be moving or waiting in. Until he has spent this amount of time in the dark, the skill just does not work. (However, the character can be doing other things while letting his eyes adjust, so long as these other tasks do not expose him to varying light conditions.)

Once his eyes have adjusted, the character can use his Night Vision at any time. Whenever he looks at something, he must make a Night Vision skill check. With a successful check, the character's Visibility Ranges (from the *Player's Handbook*, Chapter 13) are doubled in the following conditions Night (full moon), Night (no moon), Twilight. Thus, a character under a full moon at night would be able to spot movement at 200 feet rather than at 100 feet.

If the character with this skill is exposed to a change in illumination — such as having a *fireball* explode within 500 feet or by having a torch or lamp waved in his face — his eyes are dazzled; his Night Vision is gone and cannot be regained until the character has again spent five rounds letting his eyes adjust.

Pilot Airship (Mental 1 or Physical 1, Intelligence/Knowledge, Dexterity/Balance -3) — This skill covers all

aspects of flying a Xan Kraban (Drow airship). Characters with this skill can serve as competent crew members, steer the ship and know how to maintain the level of *uhl gas* in the ship. This skill does not provide the benefits of the Rope Use or Navigation skills, which are also useful to windsailors.

Riding, Airborne (Mental 1, Physical 1, Wisdom/Intuition -2, Dexterity/Balance -2) — The character is trained in handling a flying mount. The particular creature must be chosen when this skill is chosen. A character may take this skill multiple time to learn how to handle other types of mounts. Unlike Land-based Riding, a character must have this skill (or ride with someone who does) to handle a flying mount.

A character with a skill score of 50% or higher who learns the Airborne Riding skill for a second species benefits from his knowledge of the basics of handling a flying mount. The second (and subsequent) Airborne Riding skills may be learned as recommended skills.

In addition, a proficient character can do the following:

- Leap onto the saddle of the creature (when it is standing on the ground) and spur it airborne as a single action. This requires no skill check. (Dwarves, gnomes, uldra, halflings, kobolds and other small creatures may not leap into the saddle unless they also possess the Jumping skill).

- Leap from the back of the mount and drop 10 feet to the ground or onto the back of another mount (any type). Those with only light encumbrance can drop to the ground without a skill check. In all other situations, a skill check is required. A failed roll means the character takes normal falling damage (for falling flat on his face) or misses his target (perhaps taking large amounts of damage as a result). A character who is dropping to the ground can attempt an immediate melee attack if his skill check is made with a -20% penalty to the ability roll. Failure results in the consequences above.

- Spur his mount to greater speeds on a successful check, adding four to the Movement Rate of the mount. This speed can be maintained for four consecutive turns. A skill check must be made each turn to maintain the speed. If the check fails, an attempt can be made again the next round. If two checks fail, no additional attempt can be made for a full turn. After the period of increased speed, the mount's Movement Rate drops to two-thirds its normal rate and its Maneuverability Class becomes one class worse. These conditions last until the mount lands and is allowed to rest for at least an hour.

- Guide the mount with his knees and feet, keeping his hands free. A skill check is made only after the character suffers damage. If the check is failed, the character is knocked from the saddle. A second check is allowed to see if the character manages to catch himself (thus hanging from the side by one hand or in some equally perilous

position). If this fails, the rider falls. Of course a rider can strap himself into the saddle, although this could be a disadvantage if his mount is slain and plummets toward the ground.

Paladins: When riding his bonded mount, a paladin automatically receives all of the benefits of the Airborne Riding skill as if it were a bonus skill. He does not need the skill itself. But, if he has the Airborne Riding skill he receives a +10% bonus when riding his bonded mount. For instance, if he has a griffon as a bonded mount, he earns a +10% bonus when attempting to increase the creature's Movement Rate.

Ranger: A ranger cannot use his species enemy as an airborne mount.

Barbarians: A barbarian may only ride airborne mounts native to his homeland. Because of his exceptional physical prowess, a barbarian can execute any of the special feats listed under the normal skill description without the use of a saddle. For instance, he can leap onto an airborne mount's back and spur it into the air as a single action. He must still make all required skill checks.



A skill that all should learn ...

Riding, Land-based (Mental 1 or Physical 1, Wisdom/Intuition +3, Dexterity/Balance +3) — Those skilled in land riding are proficient in the art of riding and handling horses or other types of ground mounts. When the skill is learned, the character must declare type of mount with which he is proficient. Possibilities include bulls, horses, unicorns, dire wolves and virtually any creature used as a mount by humans, demihumans or humanoids.

A character with a skill score of 50% or higher may learn to handle other species by learning a second Land-based Riding skill. However, since the basics of Land-based Riding are already known to a character who takes this skill twice, the new skill (and subsequent skills) is learned as a recommended skill.

A character with Riding skill can perform all of the following feats. Some of them are automatic, while others require a skill check for success.

- The character can vault onto a saddle whenever the horse or other mount is standing still, even when the

character is wearing armor. This does not require a skill check. The character must make a check, however, if he wishes to get the mount moving during the same round in which he lands in its saddle. He must also make a skill check if he attempts to vault onto the saddle of a moving mount. Failure indicates that the character falls to the ground — presumably quite embarrassed.

- The character can urge the mount to jump tall obstacles or leap across gaps. No check is required if the obstacle is less than three feet tall or the gap is less than 12 feet wide. If the character makes a successful skill check, the mount can be urged to leap obstacles up to seven feet high, or jump across gaps up to 30 feet wide. Success means that the mount has made the jump. Failure indicates that it balks, and the character must make another skill check to determine whether he retains his seat or falls to the ground.

- The character can spur his steed on to great speeds, adding six to the animal's Movement Rate for up to four turns. This requires a skill check each turn to see if the mount can be pushed this hard. If the initial check fails, no further attempts may be made, but the mount can move normally. If the second or subsequent check fails, the mount immediately slows to a walk, and the character must dismount and lead the animal for a turn. In any event, after four turns of racing, the steed must be walked by its dismounted rider for one turn.

- The character can guide his mount with his knees, enabling him to use weapons that require two hands (such as bows and two-handed swords) while mounted. This feat does not require a skill check unless the character takes damage while so riding. In this case, a check is required and failure means that the character falls to the ground and sustains 1d6 points of damage.

- The character can drop and hang alongside the steed, using it as a shield against attack. The character cannot make an attack or wear armor heavier than leather armor while performing this feat. The character's Armor Class is lowered by six while this maneuver is performed. Any attacks that would have struck the character's normal Armor Class are considered to have struck the mount instead. No skill check is required.

- The character can leap from the back of his steed to the ground and make a melee attack against any character or creature within 10 feet. The player must roll a successful skill check with a -20% penalty to succeed. On a failed roll, the character fails to land on his feet, falls clumsily to the ground, and suffers 1d3 points of damage.

Riding specialization: A character with a skill score of 90% or higher is assumed to be a riding specialist. A specialist gains certain benefits according to the type of the mount he is specialized in riding. Specialization only applies to a specific type of creature. If any other mount is used — including related creatures such as zebras or unicorns by a horse specialist — the benefits do not apply.

Camel specialist: A character who is a master of camels gains the following benefits:

- The rider can fall from a camel and suffer no damage upon making a successful skill check at -40%;
- The character can vault onto a moving camel upon making a successful skill check at -50% — assuming there are ropes, saddles, or patches of fur to allow such mounting. (This feat is more difficult than vaulting onto a horse and only one skill check is required.) Failure indicates that the individual is sprawled in the dust, but suffers no damage beyond a battered pride;
- Upon making a successful skill check at -40%, the camel-rider can grab an item while riding past it, provided the item is within reach (typically having a handhold at least three feet above the ground). Living targets can fight back, and if they succeed in striking the rider, the attempt to grab is foiled;
- The character can ride a camel without a saddle and suffer no discomfort or loss in ability. The character can even use spears or lances while riding bareback;
- The rider can persuade a camel to move at twice its normal daily movement rate for up to 10 days without ill consequence, provided that a skill check is made each day. This does not mean that the rider's camel is moving faster — only that the character has urged an otherwise recalcitrant beast to keep to its path;
- A rider with this specialization is also a master at caring for camels, able to identify camel afflictions and immediately discern the quality of a camel (See Chapter 6 in the *DMG*.)

A camel-rider who also has the Animal Training skill can break a camel of unpleasant traits in 1d4 weeks, provided both skill checks are made. Similarly, an individual with both skills can train a camel more effectively. The camel-rider can teach the camel one more trick or task than normal and he can teach it to perform a particular trick in 1d4 weeks (such as “come when called” or “don't bite unless I give the command”) or a task in six weeks.

Horse specialist: A horse-riding specialist can ride and perform stunts on horseback better than most who have studied the skill of riding a horse. Horse specialization enables a rider to do everything that Land-based Riding involves, plus the following:

- The rider suffers no damage from falling from a horse, provided that a skill check is made at -40%;
- The character can leap or vault onto a moving horse upon making a successful skill check at -40% (only one check necessary). Failure indicates that the rider lies sprawled in the dust, suffering no damage other than battered pride;
- While seated, the rider can grab an item from the ground, even if the horse is at a full gallop, upon making a successful skill check at -40%. A handkerchief is easy to

snare. A living target, however, has the opportunity to fight back. Should, for example, a damsel happen to punch her would-be rescuer, the horseman's attempt would fail.

- The character automatically can ride bareback with no discomfort or loss in ability. The character can even use spears or lances without need of a saddle.

In addition to combat benefits, characters with horse specialization are masters at caring for horses, able to identify horse afflictions and tell immediately the quality of a horse (as noted in Chapter 6 of the *DMG*).

Characters who combine specialization with Animal Training can break a horse of unpleasant traits in 1d4 weeks, provided both skill checks are made. Similarly, an individual with both skills can train a horse more effectively. The camel-rider can teach the camel one more trick or task than normal and he can teach it to perform a particular trick in 1d3 weeks (such as “come when called” or “don't bite unless I give the command”) or a task in five weeks.

Paladins: When riding his bonded mount, a paladin automatically receives all of the benefits of the Land-based Riding skill as if it were a bonus skill. He does not need the skill itself. But, if he has the Land-based Riding skill he receives a +10% bonus when riding his bonded mount. For instance, if he has a war horse as a bonded mount, he earns a +10% bonus when attempting to increase the creature's Movement Rate.

Ranger: A ranger may not use his species enemy as a mount.

Barbarians: A barbarian may only ride land-based mounts native to his homeland. Because of his exceptional physical prowess, a barbarian can execute any of the special feats listed under the normal skill description without the use of a saddle. For instance, he can leap onto a mount's back and spur it movement as a single action. He must still make all required skill checks.

Racial modifiers: Dwarves are penalized by -25% to their skill score when using this skill.

Riding, Sea-based (Mental 1, Physical 1, Wisdom/Intuition -2, Dexterity/Balance -2) — This skill allows the character to handle a particular species of sea-based mount. The type of mount must be specified when the skill is acquired.

A character with a skill score of 50% or higher may learn to handle other species by learning a second Sea-based Riding skill. However, since the basics of Sea-based Riding are already known to the character, the new skill (and subsequent skills) is learned as a recommended skill.

In addition to riding the mount, the skill enables the character to do the following:

- When the mount is on the surface of the water, the character can leap onto its back and spur it to move in the same round. No skill check is required.

- The character can urge the mount to leap over obstacles in the water that are less than 3' high and 5' across (in the direction of the jump). No skill check is required. Greater jumps require a skill check, with bonuses or penalties assigned by the DM according to the height and breadth of the obstacle and the type and size of mount. Failure means the mount balks; an immediate second check determines if the character stays on the mount or falls off.

- The character can spur the mount to great speeds. If an initial skill check fails, the mount resists moving faster than normal. Otherwise, the mount increases its Movement Rate by 2d6 points beyond its normal rate. A skill check must be made every five rounds to maintain the increased Movement Rate. If a skill check is failed, the mount's movement drops to half its normal rate. It continues to move at this half-speed rate until allowed to rest for an hour. So long as the checks succeed, the mount continues to move at the faster rate for up to two turns. After the mount moves at this accelerated rate for two turns, its rate then drops to two-thirds of its normal rate. It can move no faster until allowed to rest for a full hour.

- If a sea-based mount on the surface of the water is attacked, it will normally submerge unless it makes a successful morale roll. If the morale roll fails, the rider can command the mount to resurface by making a successful skill check. If the check fails, the rider can attempt another check each round thereafter, so long as he is physically able. While submerged with the mount and attempting to force it to surface, the rider risks drowning. Because he's exerting himself, the number of rounds the rider can hold his breath is equal to half his Constitution/Health score.

Paladins: When riding his bonded mount, a paladin automatically receives all of the benefits of the Sea-based Riding skill as if it were a bonus skill. He does not need the skill itself. But, if he has the Sea-based Riding skill he receives a +10% bonus when riding his bonded mount. For instance, if he has a killer whale as a bonded mount, he earns a +10% bonus when attempting to increase the creature's Movement Rate.

Ranger: A ranger may not use his species enemy as a mount.

Barbarians: A barbarian may only ride sea-based mounts native to his homeland. Because of his exceptional physical prowess, a barbarian can execute any of the special feats listed under the normal skill description without the use of a saddle. For instance, he can leap onto a mount's back and spur it movement as a single action. He must still make all required skill checks.

Sound Analysis (Mental 1 or Physical 1, Observation) — This skill allows a character to gauge the size of underground areas by generating noise and analyzing the echoes that return. Using this skill, he can calculate distances up to one mile and determine sound direction.

To use Sound Analysis, the character must work in absolute silence. The sound created must have a sharp, staccato quality. A howl or wail is ineffective, but a clicking sound or loud "hey" works well.

The character must make a skill check. If the check is successful, he has correctly analyzed the size of the area in question to within plus or minus 25 percent of its height, width and length. If the check fails, the echo has become garbled in its reverberations; no further attempts by the character to analyze that area will succeed, though others with the skill may try.

A successful skill check made by a margin of 25% or more means the character has learned not only the size of the analyzed area, but other details as well — the number of branching side passages, whether there is a straight or wandering corridor and whether water exists.

The disadvantage of this ability is that while it is useful for learning about a completely unknown area, it announces the character to all creatures in hearing range. They will certainly be prepared and may go looking for the intruders.

Racial modifiers: This is a Mental 1, Physical 1 skill for any character who is not a dwarf, Drow elf, gnome, goblin, hobgoblin, kobold, orc or other native of the Everdark.

Spacemanship (Mental 1, Physical 1, Intelligence/Knowledge +1, Dexterity/Balance +1) — Only a character who has experience in Wildspace can take this skill.

The character with this skill is familiar with spelljamming ships. He is qualified to work as a crewman, although he cannot actually navigate. Crews of trained spacemen are necessary to operate any spelljamming ship.

Characters with the Spacemanship skill have a base climbing percentage of 65% when climbing rigging aboard ship. This percentage does not apply to other sorts of climbing (walls, mountains, etc.); in such areas a spaceman is assumed to be untrained and should be treated as such.

The basic modifiers in climbing combat are as follows:

- A climbing character loses all Armor Class bonuses for Dexterity and shield;
- A climbing character suffers a -2 penalty on attack, damage and saving throw rolls;
- A character attacking from above gains a +1 bonus on his attack roll;
- A character attacking from below suffers a -2 penalty on his attack roll.

Other modifiers that often come into play are as follows:

- An off-balance defender is attacked with a bonus of +2;
- A rear attack (e.g., against a character trying to climb up a rope) gains a +2 bonus.

Losing and regaining balance: Any character engaged in combat on ropes runs the risk of losing his balance. A character who is struck by a weapon or attempts to climb in

the course of combat, must make a climbing check or lose his balance.

Lost balance means that the next round the character must either fall voluntarily or attempt to regain his balance. In either case, the character can perform no other action. A successful climbing check means that the character has regained his balance. A failure means the character has fallen (and, of course, may suffer falling damage). Don't forget, all attacks against an off-balance character are at +2.

In addition, trained spacemen gain the following benefits:

- General knowledge of all parts of their ship;
- Recognition of the insignias and ranks of various crew members and officers;
- Knowledge of basic information about air consumption, gravity plane orientation and phlogiston safety;
- Knowledge of how to perform basic shipboard tasks.

Style Analysis (Mental 1 or Physical 1, Observation -1) — This specialized skill gives the character knowledge about (not skill in) armed and unarmed combat. After watching someone fight for at least one round, a character with this skill can make a Style Analysis check to learn some facts about his subject's fighting style.

The margin of success as detailed on Table 5.6.1 determines the quality and quantity of information gained about the subject's fighting style. Naturally, there are limits to what the character can learn even at the best level of success. For example, he cannot learn the true identity of a teacher who is not commonly known, though he might be able to identify a style as being the same as another character's, thus inferring a common teacher.

Racial modifiers: Balishe humans gain a +5% bonus when using this skill.

Tactics (Mental 1 or Physical 1, Observation -1) — The character who learns the Tactics skill gains a +1 bonus on attack rolls or gains a -5 bonus to initiative (if the initiative roll is a one or less the character attacks one phase faster, but loses initiative) in any given combat by taking a round to study his opponent's movements. During the round of study the character may only take defensive actions.

Defensive actions which are allowed include parrying, consuming healing herbs, utilizing purely defensive magical items, and using defensive granted powers or innate abilities. Casting of spells, using psionic abilities or initiating an attack requires too much concentration; the character's attention must be focused on divining the intent of his enemy or enemies.

A character who devotes at least 75 skill points to Tactics may chose to specialize in the study of the combat tendencies of a particular race, monster, kingdom or warrior school. For example, a character could specialize in the study of the tactics of the Knights of Erus or of Veka-kri orcs. A specialist gains a +2 bonus to attack or a one phase bonus in combat when fighting opponents he has studied in this way. Alternatively, the character may chose to split the bonus and take a +1 bonus to attack rolls and a +5 bonus to initiative (as above).

For every 25 skill points above a skill score of 75%, the character can specialize in tactical study of another race, monster, kingdom or warrior school, but the maximum bonus is +2 or a one phase bonus in combat.

Tracking (Mental 1, Physical 1, Observation) — Characters with Tracking skill are able to follow the trail of creatures and characters across most types of terrain. A character who is not a ranger rolls a skill check with a -30% penalty to his skill score. Rangers have no automatic penalty to their skill scores and receive the Tracking skill

as a bonus skill at the outset of their careers, expending no skill points. A ranger automatically receives a +5% bonus to his skill score for every three experience levels earned.

An expert tracker relies on his keen senses and thorough understanding of animal behavior to follow his quarry. He reads an impression in the mud or a bend in a twig like words on a printed page. He

Table 5.6.1: Style Analysis Results

Skill check succeeded by	Information gained
01-09%	The general style used (e.g., karate, kenjutsu, fencing, etc.).
10-19%	How good the practitioner is (e.g., a basic student, an expert, a grand master of the style, etc.).
20-29%	Which school of the style is being used (e.g., Odo family sumo wrestling).
30-39%	Superficial or transitory weaknesses that the practitioner is currently exhibiting (such as favoring an uninjured leg); the character with Style Analysis receives a +2 bonus to hit when fighting the practitioner (unless the practitioner switches styles). The +2 bonus wears off after one day.
40-49%	Who the practitioner's teacher probably was (e.g., Odo Kusuke).
50%+	General weaknesses in the practitioner's learning (such as a tendency to favor left-side attacks over right-side ones); the character with Style Analysis receives a +2 bonus on all attack rolls (to hit, damage, and initiative) when fighting the practitioner. The +2 bonus wears off after one year or when the subject gains a level.

can determine the identity of his quarry and how fast it was traveling by the depth of a footprint. He can tell the size of a slug from the trail of slime it left behind. He can track an orc in the darkest forest, a rabbit through the thickest jungle, an escaped convict across the most desolate mountain range. The tracker's skill applies to characters as well as creatures, and to underground and interior settings as well as all types of outdoor environments.

A tracker cannot just track anything. In order to track a particular quarry, the following conditions must be met

1. *The quarry must be capable of leaving a physical trail.* Elements of a trail may include footprints, bent twigs, waste matter or any other physical signs that a tracker can follow. Certain categories of creatures — including swimming and flying creatures, small insects, ghosts and other noncorporeal creatures — seldom leave physical evidence of their passage. In most cases, such creatures can't be tracked. However, since tracking involves all the senses, not just sight, it's possible that the aroma of burning metal might linger after the passage of a particular spectre or a ghost might reveal itself by its eerie voice, heard faintly in the distance. Still, only the most skilled trackers are capable of following trails devoid of physical evidence (90%+ skill score) and the DM should allow such tracking in only the rarest of circumstances.

2. *The tracker must be able to find the trail.* If the trail is outdoors, the tracker must actually see the creature (he spots a fox darting into the brush), notice obvious signs of his quarry (such as footprints or droppings), or hear reliable reports of the quarry's whereabouts ("Looking for that old silver dragon? She likes to drink from the pond by the twin oak trees.")

If the trail is indoors, the tracker himself must have seen the quarry within the last 30 minutes and begin tracking from the location where the quarry was last seen. As always, the DM is the final arbiter as to whether the tracker has enough evidence to enable him to track the quarry.



Tracking check: If the above conditions are met, the tracker can attempt to trail the quarry by making a Tracking skill check (always required). The base Tracking score is modified by the terrain, situational and environmental modifiers listed on Table 5.6.2-5.6.4. In nonnatural surroundings, the chance to track is decreased by -40%.

Table 5.6.2: Terrain tracking modifiers

Terrain (use only one)	Modifier
Fresh snow (clearly outlined footprints)	+30%
Soft or muddy ground, loose dirt floor (good impressions of prints, but not as defined as fresh snow)	+20%
Thick brush, dense jungle (broken branches, crushed underbrush)	+15%
Forests, fields, dusty indoor area (occasional marks of passage)	+10%
Normal ground, wood floor, plains with sparse vegetation (infrequent marks of passage)	0
Desert, dry sand	-10%
Swamp (spongy surface but little mud for prints, much vegetation)	-25%
Rocky terrain, solid ice, stone floors, shallow water (prohibits all but the most minute signs of passage)	-50%

Table 5.6.3: Illumination modifiers

Illumination (use only one)	Modifier
Good illumination, sunny day; continual light or equivalent indoors	0
Twilight, light fog, snow, single torch in dark interior of building	-15%
Night with full moon, day with moderate fog	-30%
Overcast night with no moon, dense fog, blizzard, blowing sand	-50%

Table 5.6.4: Special tracking modifiers

Situation (use all applicable)	Modifier
Every two creatures in group being tracked	+5%
Each additional tracker assisting tracker (use best score)	+5%
Ranger's animal follower assists in tracking*	+5%
Trail is in specialized ranger's primary terrain	+10%
Every 12 hours since trail was made	-10%
Every hour of rain, snow or sleet since trail was made	-25%
Creature being tracked attempts to hide trail	-25%
Specialized ranger being tracked in his primary terrain attempts to hide trail	-10%

*The animal follower does not count as an additional tracker for purposes of the previous bonus.

The modifiers in Table 5.6.4 are cumulative — total the modifiers for all conditions that apply and combine that with the tracker’s skill score to calculate the modified chance to track. For example, if Thule’s skill score is 80% and he is trying to track through mud (+20%), at night (-30%), during a sleet storm (-25%), his chance to track is 45% (80+20-30-25). (Thule is a ranger so he does not suffer the -30% penalty for non-rangers tracking.) If the modified Tracking score is zero or less, the character is unable to track the quarry in question.

Interrupted tracking: Once a tracker has found the trail, he may track the quarry indefinitely until any of the following situations occur:

- *The tracker moves too fast.* The tracker must move slower than his normal Movement Rate in order to stay alert for signs of the trail. His Movement Rate limit depends on his modified Tracking score, as shown on Table 5.6.5.

Modified tracking score	Movement rate limit
0-30%	1/4 normal
31%-70%	1/2 normal
71%+	3/4 normal

Should the tracker exceed the Movement Rate in Table 5.6.5 — for instance, if a monster abruptly ambushes him and he’s forced to run — he loses the trail.

- *The modifiers change.* If the trail leads to a new terrain type, night falls or any other change occurs that requires a new Tracking modifier (as described on Tables 5.6.2-5.6.4), the tracker loses the trail. The new conditions may dictate the use of modifiers reflecting a trail that is easier to follow, not more difficult, and DMs should consider applying a bonus in such conditions. Nevertheless, the new roll must still be made.

- *A second track crosses the first.* Crossed trails mingle the physical signs of each, making tracking difficult. The DM determines if such a situation exists. If so, the tracker’s efforts fail. (If the tracker wishes to continue tracking, as described below, he must decide which of the crossed trails to follow.)

- *The tracker becomes distracted.* An attack from a monster may interrupt the tracker’s progress. Further, the tracker may intentionally choose to stop if he needs to rest, eat or hold a prolonged discussion with his companions. Any of these interruptions qualifies as a distraction.

When any of these conditions occur, the tracker loses the trail. To continue tracking the quarry, he must spend at least an hour exploring the immediate area for new signs of the trail. After an hour of searching, he makes a new Tracking skill check, based on a Tracking score calculated

taking into account the new conditions (if illumination has change from daylight to twilight, he must now modify his Tracking score by -15%). If the check succeeds, the tracker may continue following the trail as before. If he fails, he has lost the trail for good.

Identification check: By noticing the details that other characters might overlook — the depth of a footprint, the thickness of a snapped branch, a hair caught in a thorn bush — the tracker can deduce a sizable amount of information about his quarry. The more skilled the tracker, the more information he deduces.

Whenever a tracker makes a successful Tracking check, he may then attempt an identification check. The identification check uses the same score and modifiers as the Tracking check. Essentially, the identification check is a second Tracking skill check.

If the identification check is successful, the DM provides the character with some information about the quarry based on the guidelines in Table 5.6.6. The tracker’s unmodified skill score determines the type of information he receives. The information is cumulative; that is a tracker with an unmodified (by terrain, illumination or situation) skill score of 70% who makes a successful identification check receives all types of information available to trackers with lower skill scores.

The DM provides only general information, not exact details. At his discretion, the DM may give more precise or less specific information than suggested in Table 5.6.6. The information may be ambiguous (“The tracks resemble those of a large bird, though they could have been made by some sort of reptilian creature.”) but the DM shouldn’t intentionally mislead the tracker (for instance, by telling him the tracks were definitely made by a bird when in fact they were made by a reptile). The parenthetical comments in Table 5.6.6 indicate how a DM might respond to a tracker studying tracks that were made by a pair of juvenile red dragons, each with a human rider.



A break from the trail

Table 5.6.6: Identification check results

Skill score	Information received
60% or less	General type of creature (“A dragon or other large reptilian creature.”)
65%	Specific type of creature and where it was heading (“Some kind of dragon, probably red. It appears to have been headed to the mountains to the north.”)
70%	Probable number of creatures (“Looks like two of them.”)
75%	Approximate size and/or age (“From the length of their prints, the dragons were probably juveniles”)
80%	Pace of creatures (“There’s no indication of haste; they were probably taking their time”)
85%	How recently the trail was made (“The tracks were made within the last three or four hours.”)
90%+	Special conditions of creatures, wounded or healthy, riders, etc. (“The unusual depth of the prints and the space between steps indications the dragons had riders. A tiny scrap of cloth is similar to the material worn by soldiers in this area. The riders were probably human.”)

Covering movement: Not only is the tracker able to track the movement of others, he’s also adept at concealing his own trail. If a tracker moves at half his normal Movement Rate, he may cover his footprints, avoid snapping twigs and execute similar actions necessary to conceal his trail.

When another character, including a tracker or ranger, attempts to track a tracker who has concealed his trail, he does so at a -25% penalty to his Tracking score. The penalty is increased to -35% when tracking a ranger who concealed his trail in his primary terrain.

Tracking at sea: Tracking ships at sea is an extremely difficult task. Ships leave no permanent trail on the surface of the water; wakes generally fade within a few minutes and disturbance of fish and seabirds generally passes within two turns. However, it is sometimes possible to track at sea (at the DMs discretion) a ship or creature whose trail is no more than two hours old. A penalty of -60% is applied to the tracker’s skill score when attempting to track at sea. Note also that each ship in a group is considered one “creature” for the purpose of determining a Tracking bonus. The seamen aboard are not individually counted.

Barbarians: A barbarian character receives the Tracking skill as a bonus skill. A barbarian may track with no penalty in his homeland terrain, but his skill score is penalized by -30% (like other trackers) in other terrains.

Racial modifiers: Elberethi elves, Wild Halflings, and Forest gnomes receive a +15% bonus to their Tracking skill. Oceanus elves receive a +60% bonus when tracking at sea, but are penalized by -60% on land. Paladian, Oldanquasti, and Variquesti elves, Half-elves, Halflings, Uldra and Fälgornian humans receive a +5% bonus to their Tracking skill score.

Trailing (Mental 1 or Physical 1, Observation) — Trailing is similar to Tracking, except Tracking is associated chiefly with the wilderness and Trailing typically is used in urban areas. It is the talent of following someone —

of keeping a certain distance from the quarry or even catching up to the person followed, though the quarry may be attempting to blend into a crowd or at least get lost in the confusion of a street full of people.

However, unlike Tracking, the character using this skill must have seen the creature he plans to trail within two rounds of the attempt. This skill does not allow a character to locate the tracks of a creature that has moved out of the Trailer’s visual range. This skill can only be used to follow *invisible* creatures if the Trailer has the ability to *detect invisibility* or otherwise see the creature.

A skill check is first made to see if the character is able to follow without being noticed. If the person followed has the Alertness skill, then the character using this skill suffers a -25% penalty to his check.

If the Trailer is noticed, the person being followed may attempt to evade. To keep from losing the trail, the character using this skill must make another skill check. At the DM’s option, a modifier of -15% to +15% may be used (varying from first time in a foreign city to the character’s home neighborhood) to reflect how well the trailer knows the area. Warn the player beforehand if you will apply modifiers (although you needn’t tell exactly what they are).

The DM should feel free to use situational modifiers on these rolls. For example, if a street is relatively clear, the Trailer should have a -5% to -10% penalty applied to an attempt to follow unnoticed, but a +5% to +10% bonus should be applied if he has been seen and is chasing after his subject. The opposite numbers could be used for exceptionally crowded situations or at night.

For any Trailing skill roll, a -15% penalty applies if the person followed has the Trailing skill.

Weakness Identification (Mental 1, Physical 1, Observation -2) — This skill, like Tactics, allows the character to assess an opponent for signs of weakness. A successful skill check means that the character has located the foe’s

weakness, whether it lies in fighting style or a fault in the opponent's armor. If the character wants to take the usual penalties for a called shot (one phase penalty in melee and -4 to hit), he can cause double damage to the opponent for one attack only. After such a wound, intelligent opponents adjust their fighting style so that the weakness is not as exposed.

Creatures with low intelligence or less simply try to minimize the danger by presenting a different side to the attacker. Thus, if two or more characters attack a weakened creature, there is a good chance they can continue exploiting its weakness throughout the battle as it shifts the damaged area from one side to another.

The bonus conferred by this skill can be communicated to one's allies. However, if the creature under attack understands the language used to make this communication, anyone attacking the creature does so with a -2 to hit penalty (in addition to the normal -4).

When used against a character with the Arena Acting skill, the two sides involved must have a skill contest. Each character must make their respective skill checks. The degree of success in this is measured by the difference between the target number and the actual die roll. The winner is the character with the higher degree of success. If the winner is using Weakness Identification, he spots the acting through some small flaw in the performance. Likewise, if the arena actor has the greater success, the character with Weakness Identification believes his performance.

Example: Bythal has an Arena Acting skill of 70%. His opponent, Haarna has a Weakness Identification skill of 65%. Bythal's roll is a 35, while Haarna's is a 15. Since Haarna's difference is greater at 50 (65-15=50) than Bythal's 35 (70-35=35), Haarna can easily see that Bythal is acting. He is not drawn in and Bythal's bonus is negated.

The interchange here can be complicated. Some characters have both Arena Acting and Weakness Identification. Arena Acting should be checked first, so that the enemy may be fooled from the first instant he spies his opponent. After the character assumes his weakness, he can begin checking his enemy for the same thing. Both these rolls should be rolled secretly by the DM.

Weapon Improvisation (Mental 1 or Physical 1, Observation -1) — With this skill, the character can improvise a weapon from natural materials. He must search the area for 1d6 rounds, then make a skill check. If the check fails, he finds nothing useful; he may try again in a different area. If the check succeeds, he finds an object that can be wielded as a club, such as a branch, a bone, or an icicle.

The improvised weapon inflicts 1d6+1 damage to man-sized and smaller creatures or 1d3+1 to larger opponents. On a natural roll of 01-10, the object has jagged projections or is sufficiently heavy to cause additional damage man-sized and smaller creatures suffer 1d6+3 damage, larger opponents suffer 1d3+3 damage. On a

natural roll of 96-00, the improvised weapons shatters or splinters on its first use, causing no damage, useless thereafter.

The DM may veto the use of this skill in inappropriate environments, such as a barren plain or a snow-filled valley. Likewise, he may impose penalties or bonuses to the check in areas where improvised weapons are exceptionally difficult or easy to find. For example, a hill covered with stones might merit a +5% bonus; an empty plain might merit a -10% penalty; a marketplace would give a +10% bonus.

Barbarians: A barbarian receives a +10% bonus when searching for an improvised weapon in his homeland terrain.



Forest encounter

5.7 Fighting Styles

There are almost as many different ways of fighting as there are fights. Every character and monster has his favorite weapon and preferred means of attack. Fighting styles are general ways in which a character can equip himself for a fight and execute his attacks during the battle.

Knowing how to use a particular fighting style is almost as important as being proficient with a weapon. Warriors automatically know the five basic fighting styles: Weapon and Shield Style, One-handed Weapon Style, Two-handed Weapon Style, Two-weapon Style, and Missile or Thrown-weapon Style. Other character types have limited knowledge of fighting styles. Refer to table 5.7.0 to determine which fighting styles characters of the various classes receive at no cost. If a character wishes to learn a style he doesn't know, he can do so at the cost of 50 physical skill points (or more, as detailed in the style descriptions).

Rogues and priests are limited in the number of fighting styles they may learn. Characters of these classes may learn up to two additional fighting styles. Wizards and psionicists may not learn additional fighting styles.

A character who attempts to engage in combat using a fighting style in which he is not skilled receives a penalty to his attack roll. A wizard attempting to attack with a dagger in each hand (Two-weapon Style) or a rogue attempting to use a sword and shield (Weapon and Shield Style) are examples of attempting to use a fighting style in which the character is not skilled (at first-level).

A character who attempts to engage in such an activi-



ty, while using a weapon with which he is proficient, is penalized (in addition to standard penalties) as if he was not proficient with the weapon. A character who uses a weapon with which he is not proficient while attempting to use a fighting style in which he has not trained suffers double the normal nonproficiency penalty. For example, a wizard, who is not proficient in the use of a dagger, who attempts to use the Two-weapon Style to fight with a dagger in both hands, is penalized by -12 to hit in his primary hand and -14 to hit in his off hand (double the nonproficiency penalty of -5 in addition to the standard penalty for fighting with two weapons. In addition, in the case of the Weapon and Shield Style, a character who is not trained in the fighting style can only use the shield to deflect half the normal number of attacks (see Shield Use skill).

Table 5.7.0: Fighting styles by class

Class	Fighting styles known at first-level				
	One-handed weapon	Two-handed weapon	Weapon & shield	Two weapon	Missile or thrown weapon
Wizard	X	X	-	-	X
Priest	X	X	X	-	X
Psionicist	X	X	X	-	X
Rogue	X	X	-	X	X
Warrior	X	X	X	X	X

Fighting Style Specializations

In addition to simply knowing a style, warriors, priests and rogues can specialize in a method(s) of fighting by spending an additional 50 physical skill points (or more, as detailed in the style descriptions) on the style. The exact effects of style specialization vary from style to style.

Note, warriors can specialize in a weapon, and then specialize in an appropriate style. In fact, warriors of all classes, crusaders and assassins can specialize in as many styles as they like, as long as they have the skill points available. Priests and rogues can only specialize in one style. Wizards and psionicists cannot specialize in a fighting style.

A character only gains the benefits of style specialization when using a weapon in which he is proficient.

Avalanche Style (Physical 50) — This style can only be learned by those who train at Kurlotz's Training Hall located on the northern edge of the Misty Mountains in the Kingdom of Kent. Kurlotz's style with

two-handed weapons allows for an additional, risky attack with the back, pommel or handle of the weapon. A character using the avalanche style may make one attack over his normal allotment at the end of a round for 1d3 points of damage (plus Strength bonuses, but no bonus for a magical weapon or specialization). Using this option means the character must approach closer to the enemy than his weapon comfortably allows, and he automatically loses initiative the next round as he maneuvers to regain a favorable position. This style applies only when using a weapon with both hands.

Bladesong Fighting Style (Mental 50, Physical 50) — Dedicated elfin warriors take their craft seriously enough to have created a uniquely elfin fighting style. Unlike the martial arts of other races, the elfin fighting style, also known as the *Bladesong*, emphasizes beauty and economy of movement over sheer destructive power. However, the elfin Bladesong is deceptively dangerous, for all its seeming gentleness and apparent grace.

There are two types of bladesingers: those who learn it as an additional skill (described below), and those who have made it their lives — characters who have taken the bladesinger kit.

Bladesong is so named for several reasons. The first and most obvious reason is because of the whistling of the blade as it slices through the air when this style of fighting is used. The second is for the haunting, wordless tune its practitioners sing as they fight.

Those who practice the Bladesong appear to dance when they fight. Their movements appear misleadingly slow and elegant, deflecting opponents' blades while lazily drifting back to score hits in return. The technique requires, above all, misdirection and subtlety. The bladesingers do not believe in smashing blows or strong and crushing offense, but rather in guiding their opponents to anticipate a different attack entirely, thus overbalancing the foe and making him seem clumsy.

Bladesinging can be done with any small- or medium-size melee weapon, although the majority practice their art with the sword. Due to the awkwardness of polearms and two-handed weapons, there are no known students of Bladesinging proficient in using the style with these weapons.

To take advantage of the Bladesinging benefits, the character (who must be warrior, priest, rogue or warrior/mage) must devote at least 50 mental and 50 physical skill points to learn the style. Otherwise, the character gains no benefits from the technique. This cost does not include the initial skill points devoted to learning rudimentary use of a weapon.

Rogues and priests cannot learn this technique until they reach the fourth-level or higher and they must spend a significant amount of time away from adventuring to learn

the fighting style. Thus, the style is usually practiced only by warriors and warrior/mages.

Elves never teach this style to non-elves, including half-elves and it is unknown to the Drow and Oceanus elves (who are rumored to have their own unique fighting styles). Elves make no exceptions to this rule, even for those who have proven themselves eternal friends to the elves or those who have married into an elfin family. The elves have several reasons for this policy.

First, this style could prove a terrible weapon against the elves should non-elf students choose to use it that way. Though an elf may trust a companion with his life, he will not reveal the secret of the Bladesong — the teaching of this art is most definitely a racial secret — a secret that will not be revealed even under pain of death. The only conceivable way for a non-elf to gain this knowledge is by using powerful magics to force it from a practitioner. In such a case, all elves who learn of the theft of knowledge would swear a blood oath and doggedly hunt the thief until he was destroyed. They would not hesitate to use every trick at their command.

Secondly, there are very few master teachers of Bladesinging. This elite group has no desire to devote the time required to any other than elves. They are adamant on this matter. While a handful of other creatures might have the grace necessary for the intricacies of the Bladesong, they certainly do not have the judgment and discernment most elves believe they possess.

Finally, and most compellingly, few other beings have the time necessary to properly learn Bladesinging. In the years it takes to master even the rudiments of the Bladesong, a human could raise a family, build a successful business, and retire a wealthy man. There are numerous other ways to become a fierce fighter, all of which demand less time than learning the Bladesong. Even most elves are not willing to take the time necessary to learn this technique. Only the most fiercely devoted will spend the decades required to learn this fighting style.

Advantages: Although the cost to learn Bladesinging is rather steep, its practitioners swear by its value. Its wide versatility often astounds those who are not familiar with the style's intricacies. The things even an amateur bladesinger can do with a single blade come close to tricks that accomplished warriors can do with two weapons or with a weapon and shield.

An elf willing to devote skill points to learn the rudiments of Bladesinging may use any one of the following benefits once per round:

- Gain a +1 bonus to AC. If the elf spends an additional 50 physical and 50 mental skill points, this bonus is increased to +2, the highest possible bonus for a character who chooses Bladesinging as an additional skill;

- Gain a +1 to hit bonus. If he spends an additional 50 physical and 50 mental skill points, the elf may boost this bonus to +2 to hit., the highest bonus possible with this style;
- Take their full range of attacks and one free parry in the same round.

Note, these benefits are not cumulative; practitioners cannot use more than one benefit at a time. However, the benefit used may be changed at the beginning of each melee round.

Disadvantages: The most obvious disadvantage to acquiring the Bladesinging Weapon Style is that a character cannot carry a shield and practice the style at the same time. This technique requires far too much concentration on movement and flow and a shield impairs the grace and balance necessary to successfully use the style.

A more esoteric disadvantage is that this style is most often used by loners — solitary individuals who have no desire to be part of a group. Since Bladesinging is a very demanding style, the training is intense, difficult, and, above all, long (a minimum of 10 years are required to increase the hit and Armor Class bonus benefits from +1 to +2). Therefore, a PC would be well advised to study this style in his early years before joining up with a group of adventurers or else develop some long-lived and understanding friends.

Changing Seasons Style (Physical 50) — Ymaris “Blue-eyes,” a Paladian warrior of great renown, teaches this fighting style at The Highfolk Archery School, located outside the Paladian capital of Lydia. Only characters that attend the school may learn the style.

A character proficient in Ymaris’ melee style may change from one fighting style to another without penalty, once per round at the end of the round. They use this ability skillfully to adapt to changing combat situations. Thus, a character might begin with *two-weapon style*. If seriously injured, the character might switch to *weapon and shield style*, sheathing his secondary weapon and readying a shield. Neither an initiative penalty nor lose of attack penalty applies when changing styles.

Close-quarter Fighting (Physical 50) — A character with skill in this fighting style has learned to fight in the cramped confines of dungeons and underground lairs. In such locations or in other extremely close fighting conditions, the character can fight normally (without penalty) with natural weaponry (claws, etc.), any small-size weapon or a bludgeoning or piercing weapon of any size. The attack roll of a character who has learned this fighting style is never penalized when fighting in a confined or cramped environment.

Specialization: A character armed with a bludgeoning or piercing weapon (or his own natural weapons) receives a +2 bonus on attack rolls if he spends 50 physical points



A breachnorne displays effective close-quarter fighting

to specialize in this fighting style. Slashing weapons cannot be used in Close-quarter Fighting. This bonus is not cumulative with Wild-fighting.

Racial modifiers: Any character can take this skill, but some races are more adept at it than others. Dwarves, gnomes, goblins and kobolds receive the first level of this skill at no cost. Elves (except Drow), humans and lizardmen must spend 100 physical skill points to acquire this combat style.

Local Fighting Styles (Physical 50) — Many specialized forms of combat have evolved throughout the world in various locations. Some Keton gladiators are trained to fight with net and trident; The Knights of Erus are credited with developing the joust; and martial arts evolved throughout southern and eastern portions of Fälgorna. If a character comes from an area where a unique form of combat has evolved, he may learn it by spending 50 physical skill points or at the DM's discretion begin play with knowledge of the style at no skill point cost.

Some examples of specialized fighting styles include: sabre fighting, fighting sticks or nunchuks, katana and wakizashi, and so on.

Specialization: If a character spends 50 physical skill points to specialize in one of these local styles, he can choose one of the following benefits:

- +1 bonus to Armor Class;
- +1 bonus to hit;
- The ability to make a free block or trap maneuver without spending an attack to do so;
- The negation of penalties for fighting with two weapons;
- A free unarmed punch or kick.

For example, specialization in fighting with matched sticks or nunchuks may confer the negation of the normal -2/-4 attack penalty for fighting with two weapons. The DM is the final judge of what bonus a particular style provides and whether or not a character can specialize in it.

Missile- or Thrown-weapon Style (Physical 50) — All characters are trained in this basic fighting style. Firing missiles and throwing handheld weapons (including splashing holy water or oil) is another basic action that is very common in combat. The character can stand still and attack at his full rate of fire or he can make a half-move action and fire or throw missiles at half his normal rate.

The one exception to this move-and-fire routine is for missile weapons that have a rate of fire (ROF) less than 1/1 (this includes heavy crossbows). In this case, the character wielding such a weapon can move half his normal rate and still fire the weapon only on the initial discharge of the weapon. The weapon is assumed to be loaded and cocked. After the first shot, the character can only fire the weapon as a no-move action.

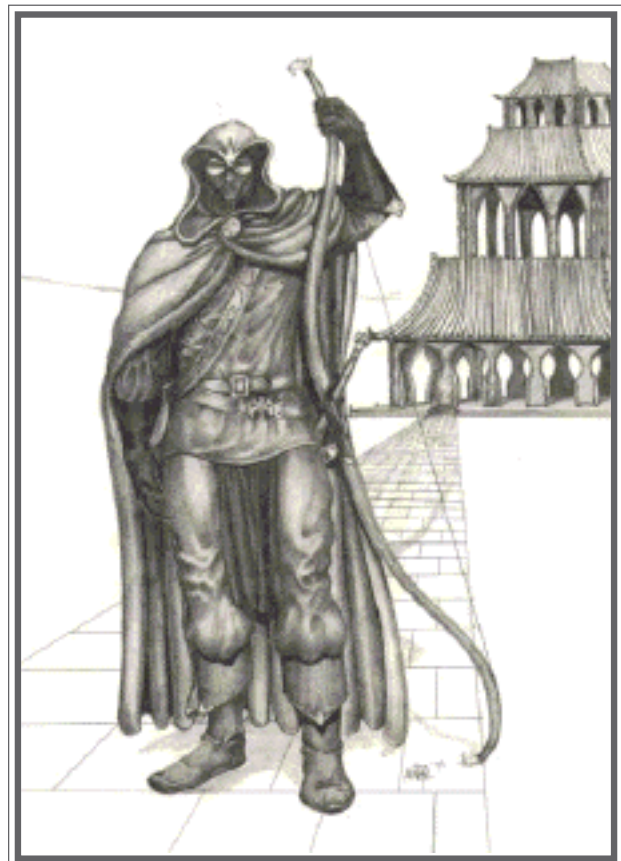
Fighting with missiles or thrown weapons is an excellent option, as long as you can keep your target at a range where you can hit it without being hit. Once an enemy threatens an archer or slinger, it's a good idea to either withdraw or change weapons.

Regardless of a character's size, using a bow, crossbow, sling or blowgun at its normal rate of fire requires both hands. Crossbows can be loaded with both hands and then aimed and fired in one hand, if the attacker's size is equal to the weapon's size or larger. However, heavy crossbows suffer a -2 penalty to the attack roll if aimed one-handed.

Multiple Loaded Weapons: If a character is able to cock and load several crossbows, he can get several shots off very quickly. As long as the character has loaded crossbows close at hand, he can triple his normal rate of fire. When he runs out of loaded weapons, he'll have to resume firing at the normal rate.

Thrown Weapons: Most thrown weapons only require one hand to use; there's no reason why a character couldn't carry a shield or a second weapon in his off-hand. A character can't throw weapons and make a melee attack in the same round — he has to choose one or the other. (At the DM's discretion, some magical weapons, such as a +3 *dwarven throwing hammer*, allow exceptions to this rule.)

Size M or larger thrown weapons can be used in conjunction with a charge attack. The character performs his



A master of the Missile-weapon Style

charge as normal, but he pulls up short of his target by 10 to 20 feet and uses his momentum to add to the strength of the javelin or axe throw. This attack confers the movement and a attack bonus of a charge, but the attacker also suffers the normal charge penalties.

Covering a Target: A character with this fighting style can also cover a target as detailed on page 25 of *Player's Option: Combat and Tactics*. See this text for more information on the use of missile weapons.

Specialization: Some heroes specialize in fighting with ranged weapons; Robin Hood and William Tell spring to mind as good examples. A character who spends 50 physical skill points to specialize in missile or thrown-weapon style gains two benefits. First, he can move up to half his normal movement rate and still attack at his full rate of fire, or he can make a full move and attack at half his rate of fire. Second, the character gains a +1 AC bonus against enemy missile fire when he is attacking with a ranged weapon.

Mounted Missile Combat: A proficient archer with a Riding skill score of at least 50% who specializes in Missile or Thrown-weapon Style gains a special benefit when mounted. Any penalties he suffers for shooting or throwing a weapon while mounted are reduced by two. Normally, a character suffers a -2 penalty to missile attacks if his mount is moving at up to half its normal speed, and a -4 penalty if his mount is moving at full speed. A character skilled in mounted missile combat suffers no penalty for half-speed firing, and only a -2 penalty for firing at full speed.

Natural Fighting (Physical 100) — This skill, at the basic level, costs 100 physical skill points and allows a character with natural weaponry (claws, fangs, tails, etc.) a +1 damage bonus on all natural weapon attacks. In addition, he receives a free natural attack beyond the normal attacks allowed in a round. A character who spends 150 points on this skill gains a +2 damage bonus on all natural weapon attacks.

This skill is only usable by the following PC races: goblins, half-orcs, half-ogres, hobgoblins, kobolds, lizardmen and orcs.

Oak Roots Style (Physical 50) — This fighting style is taught only at Juross's School in the Kingdom of Tartony. A former student of Sheavan Kelos, he has gone on to set up his own warriors' school. Juross's "Oak Roots" style allows a spear user to add +1 to damage when he is on firm ground. Thus, the benefit does not apply to a character fighting while hanging from the edge of a cliff, on horseback, standing in ankle-deep mud or wading in water.

One Shot, One Kill Style (Physical 50) — Ymaris "Blue-Eyes," a Paladian elf warrior of great renown, teaches this fighting style at The Highfolk Archery School, located outside the Paladian capital of Lydia. Only characters that attend the school may learn the style.

Students who master Ymaris's archery style may make a called shot for double damage when using a missile

weapon to attack any target within short range. The multiplier applies only to weapon damage, not modifiers for Strength or magic. As with other called shots, the attack suffers a one phase melee penalty (for example, an average attack becomes a slow attack) and -4 to hit penalty. The character may perform this action instead of a normal attack at any time the conditions are right (that is, when the target is within short range).

One-handed Weapon Style (Physical 50) — Using One-handed Weapon Style, the character wields a one-handed weapon and leaves his off-hand empty. There are some disadvantages to this style — the character is shorting himself the protection of a shield or the extra attack capability of a secondary weapon. However, One-handed Weapon Style does leave the character with a free hand for using magical items, grabbing or punching an opponent.

If the single-weapon using character makes an off-hand attack, such as a punch or grab, he's considered to be fighting with two weapons. His primary weapon suffers a -2 penalty to attack rolls and his secondary attacks suffer a -4 penalty to hit. These penalties are offset by the character's reaction adjustment for his Dexterity/Balance score. If the character is also familiar with the Two-handed Weapon Style and his weapon can be used either one- or two-handed, he can switch back and forth between the two styles at the beginning of every round of combat.

All player characters, regardless of class, know the single-weapon fighting style.

Specialization: A character who specializes by spending an additional 50 physical skill points on this style gains a special AC bonus of +1 while fighting with a one-handed weapon and no shield or secondary weapon. By spending an additional 50 physical skill points (for a total of 100), the character can increase his AC bonus to +2, but that's the maximum benefit for style specialization.

Prone Fighting (Physical 50) — This style has two main functions. First, a character skilled at Prone Fighting is empowered to fight as effectively when knocked to the ground as if he were on his feet. The only limitation is that no special maneuvers except Instant Stand may be used when fighting in this manner. Second, all rolls made by the character to escape a grappling attack gain a +1 bonus.

Small Staff Style (Physical 50) — This fighting style requires the use of a staff and can only be learned on the Isle of the Brothers or at Holan's Academy in Salen.

When a student first begins using the staff, it seems to be a huge, clumsy weapon. As the student becomes more familiar with the weapon, it becomes easier to use, feeling steadily less bulky and clumsy. The style emphasizes getting inside an opponent's defenses, where he cannot block the character's staff. Proficiency in the style gives +1 bonus to all attack rolls against armed opponents.

Striking Falcon Style (Physical 50) — This fighting style can only be learned by those who attend The Holy

Training Hall of Erus and study under the tutelage of Sir Agravael. Sir Agravael, a Knight of Erus, calls his style the Striking Falcon Style and teaches it only to characters of sixth-level or higher who pass subtle alignment tests (his tests include the use of his ability as a paladin to *detect evil* intent). The application of Sir Agravael's theory of "conservation of movement" and expertise gained through the rigorous speed drills he requires of students allows the character who masters this style to act one phase faster than normal in melee combat. This style may be combined effectively with the Speed skill.

Two-handed Weapon Style (Physical 50) — The largest and most damaging weapons available to PCs are usually two-handed weapons. Obviously, a character with a two-handed weapon is not going to be able to use a shield or secondary weapon, but he does have a lot of offensive capability.

Many two-handed weapons are polearms and extended-range weapons that provide the wielder with special tactical benefits in addition to their raw damage potential. Note, a character doesn't have to use both hands just to hold a two-handed weapon; he can hang on to it with one hand to free up the other for another activity. However, he can't attack until he gets both hands on the weapon again.



Two-handed weapons are the largest and deadliest available

Size and Two-handed Weapons: Generally, a character can use a weapon equal to his own size in one hand, and a weapon one size larger in two hands. For example, a halfling (size S) can use a short sword or hand axe in one hand, since they're size S weapons, but if he used a broadsword (size M) he'd have to use it two-handed, and there's no way he could use a long bow or halberd.

One- or Two-handed Weapons: Several weapons can be used as one-handed or two-handed weapons. These include the bastard sword, harpoon, javelin, spear, long spear and trident. These weapons' characteristics change when used two-handed (refer to Chapter Seven of *Player's Option: Combat and Tactics*).

One-handed Weapons used Two-handed: Several other weapons are normally one-handed weapons but can be used two-handed if the wielder so desires. There's no particular reason to do this, unless the character is too small to wield the weapon any other way. These weapons include the battle axe, club, footman's flail, horseman's flail, long sword, footman's mace, horseman's mace, morning star, footman's pick, horseman's pick, and war hammer.

Warriors, priests, and mages normally know the Two-handed Weapon Style.

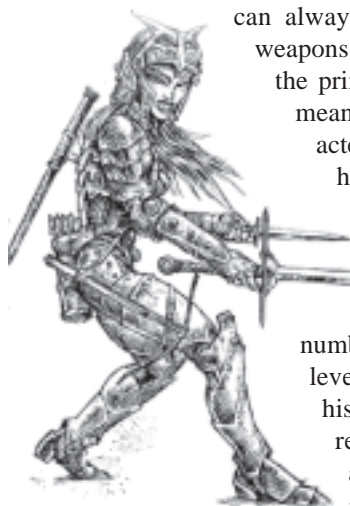
Specialization: If a character spends 50 physical skill points to specialize in Two-handed Weapon Style, he increases the speed of his weapon by one category (slow to average, average to fast) when he fights using a two-handed weapon.

The specialist also gains the speed benefit when using weapons that can normally be employed one-handed or two-handed and with weapons that are normally used one-handed but can be used two-handed (see above). In addition, the Two-handed Weapon Style specialist gains a +1 bonus to damage rolls when using a one-handed weapon in two hands.

Two-weapon Style (Physical 50) — Not to be confused with the Two-handed Weapon Style, Two-weapon Style allows a character to use a weapon in each hand. The advantage of this is clear: the character either has more attack power or can use the secondary weapon defensively to block incoming blows. Another benefit lies in the fact that even if the character loses a weapon, he's still armed. Warriors and rogues know the Two-weapon Style at first-level.

This is a difficult style to master, since it requires exceptional coordination and skill. Normally, characters who fight with a weapon in each hand suffer a -2 penalty to attacks with their primary hand and a -4 penalty to attacks with their off-hand weapon. This can be partially or completely negated by the character's reaction adjustment for Dexterity/Balance and through the acquisition of the Ambidexterity skill.

The character's secondary weapon must be one size smaller than his primary weapon — but knives and daggers



can always be used as secondary weapons, regardless of the size of the primary weapon. Note, this means that for man-size characters, the secondary weapon has to be size S.

Important Note:

While a character receives his normal number of attacks for class, level and specialization with his primary weapon, he only receives only one additional attack with his secondary weapon.

Specialization: A character who spends 50 physical skill points to specialize in this style negates the attack penalty applied to the primary weapon when fighting with two weapons and reduces the penalty to -2 with his off-hand weapon. Ambidextrous characters who specialize in this style suffer no penalty to either attack.

A specialized character also gains the ability to use two weapons of equal size, as long as he can use each one as a one-handed weapon.

When fighting with Two-weapon Style, a character can choose to use both weapons for the same maneuver (for example, two strikes or two disarms) or can attempt to complete a different maneuver with each weapon (one strike and one disarm). If the two maneuvers are different both are penalized by -1 to hit. This penalty can be offset by high Dexterity (reaction adjustment) or the Ambidexterity skill.

Rangers and other characters who because of a high Dexterity/Aim ability score, Ambidexterity or a combination of factors have no penalty to hit when fighting with a weapon in their off-hand are considered to be specialized at no additional skill point cost.

Underwater Combat Fighting Style (Physical 100) — An adventurer traveling through a strange undersea environment need not go without defense. A character can become proficient in underwater combat and master practical fighting styles that prove effective in a marine environment. Through extensive training, a proficient character learns to compensate for the inexorable pull of underwater currents and the resistance of water to the motion of weapons.

A character who learns the Underwater Combat Fighting Style only adds two to his initiative rolls and only suffers a -2 penalty to his attack rolls when fighting underwater.

Specialization: A character can specialize in the Underwater Combat Fighting Style by expending an additional 100 physical skill points. A character who does so may add his combat bonuses (attack, damage and extra attacks) for a single weapon of specialization or expertise (assuming the character is already specialized or expert). However, under no circumstances can characters add the effects of weapon mastery or any higher degree of specialization to his attack and damage rolls.

Urban Fighting Style (Physical 50) — This style relies on speed and deceit and is interlaced with feints and special parries, with the idea of delaying the enemy while the character tries to escape.

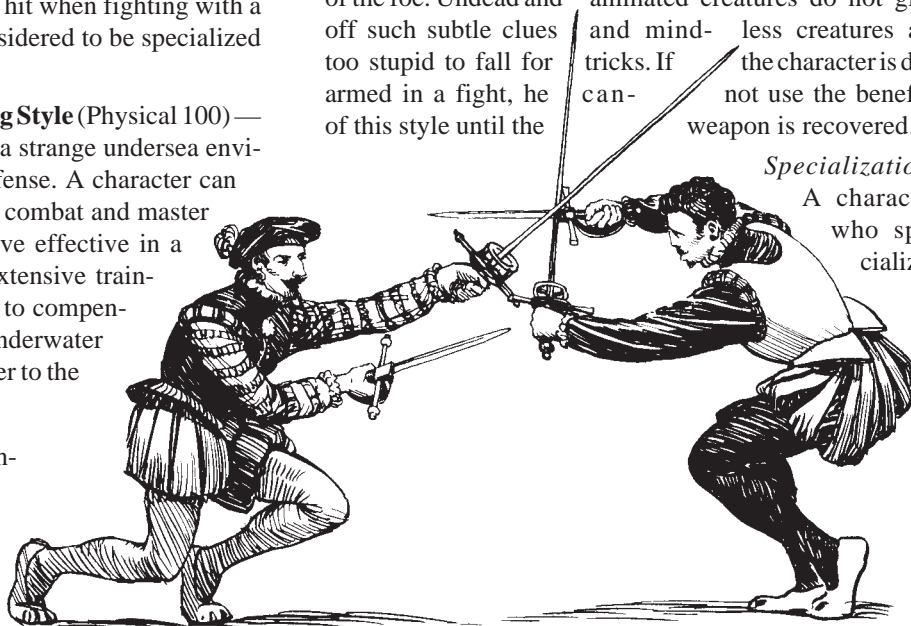
To acquire this combat style, a character must fulfill two prerequisites. First, he must have skill in the Two-weapon Fighting Style. Second, the character must be proficient with both the rapier (or a similar light fencing weapon) and main gauche (or similar parrying weapon). If both of these requirements have been met, then the character can acquire this style by spending 50 skill points.

The style provides several benefits. The character gains a +1 bonus to his AC from one frontal melee attack per round. The character also gains a +2 bonus to all blocking attempts. If the character chooses to parry instead of attacking, he receives an AC bonus equal to half his level (rounded up). Finally, the character may attempt to use this fighting style in conjunction with the Feint skill to create an attack of opportunity against an opponent. If the Feint attack succeeds, the character has tricked the enemy and receives an attack of opportunity with a +2 bonus to hit, in addition to his normal action for the round.

The benefits of this fighting style may be applied only if the character is fighting living opponents of at least animal intelligence or better. The bonuses depend on the character being able to read the body and eye movements of the foe. Undead and animated creatures do not give off such subtle clues and mindless creatures are too stupid to fall for tricks. If the character is disarmed in a fight, he can not use the benefits of this style until the weapon is recovered.

Specialization:

A character who specializes



in the Urban Fighting Style by spending an additional 50 skill physical points gains an additional +2 bonus on all disarming attempts.

Weapon and Shield Style (Physical 50) — This style provides the character with the defensive benefits of a shield and still allows a decent offense. Warriors, priests and psionics normally know the Weapon and Shield fighting style.

There are two disadvantages to this style. First, the character is limited to using a single one-handed weapon, since his other hand has the shield. Secondly, if he wants to quickly empty a hand, he has to drop his weapon. Most shields are strapped to the arm and take a full round to remove.

A character employing a shield in his off-hand can:



A sword and shield put to good use

shield-rush, shield-punch, block or trap as if the shield were a secondary weapon (normal penalties for attacking with two weapons apply). The disadvantage is that the shield's AC bonus is forfeited during any round in which it is used in this way.

Specialization: A character who specializes in Weapon and Shield Style can choose to make a secondary attack (shield-rush, shield-punch, trap or block) every round without losing the AC benefit for carrying a shield. In a heroic fray, the character only gets one secondary attack, not two, but his primary weapon attacks are still doubled.

Wilderness Fighting Style (Physical 50) — The wilderness is dangerous and an adventurer often run across orcs, ogres and even giants during his travels. The intelligent character seldom attacks such creatures by himself.

With help from allies, however, he can utilize this fighting style to help bring down a more powerful enemy.

To learn the Wilderness Fighting Style, the character must fulfill three prerequisites. First, he must be proficient in a melee weapon of medium- to large-size. Second, he must possess either the One-handed Weapon or Two-Weapon Fighting Style. Third, the character must be a rogue, Varquesti elf or kobold to use this skill. When all three prerequisites have been met, the character may purchase this style for 50 physical skill points.

The wilderness style provides two benefits. First, it allows the character to make one attack of opportunity per round, but only if he can strike from behind or if he can strike while an ally is fighting the creature at simultaneously. Basically, the rogue leaps in, makes his attack, and then gets out of the way before he can be attacked himself. If conditions are right, the rogue may backstab with his attack of opportunity.

Second, a rogue with the Weakness Identification skill can use the distractions caused by the attacks of his allies to more effectively locate a vulnerability on a creature. To locate a weak spot in a creature requires the rogue to spend a round studying the opponent without attacking. Then, a Weakness Identification skill check is made with a +20% bonus to the skill score. If the check fails, the rogue cannot locate a weakness. If the check succeeds, the rogue has found a vulnerability in the creature and may attack that area using the same rules described for the Weakness Identification skill.

Wild Fighting (Physical 2, Constitution/Health) — A character with this fighting style, also known as berserking, has the ability to whip himself into an attack frenzy, employing a fierce combat style which is devoid of discipline.

To use Wild Fighting, the character must make a skill check just before combat ensues. If the check succeeds, he receives the following benefits and penalties:

- One additional attack (beyond the normal limit) each round;
- +3 bonus to all damage rolls;
- Armor Class is penalized by 3 (to a limit of AC 10);
- To hit rolls are penalized by -3.

If the check fails, the character receives both of the penalties but neither of the benefits. Regardless of whether the check succeeds or fails, the effects last for the duration of the battle or for one hour, whichever comes first.

After the battle ends or an hour passes, the character must rest for an hour before he can use the skill again. While he rests, the character may take no actions other than light travel (such as riding a slow-moving horse). If he must walk, he can't use the skill again until four hours have passed. If he does not rest, he suffers the following penalties:

- -15% penalty to all skill checks;
- -5 penalty to Armor Class;
- -5 penalty to hit;
- +1 per die of damage suffered by the character.

The penalties remain in effect until the character rests for the indicated period.

Zero-Gravity Combat (Physical 50) — Only a character who has experience in Wildspace can learn this fighting style.

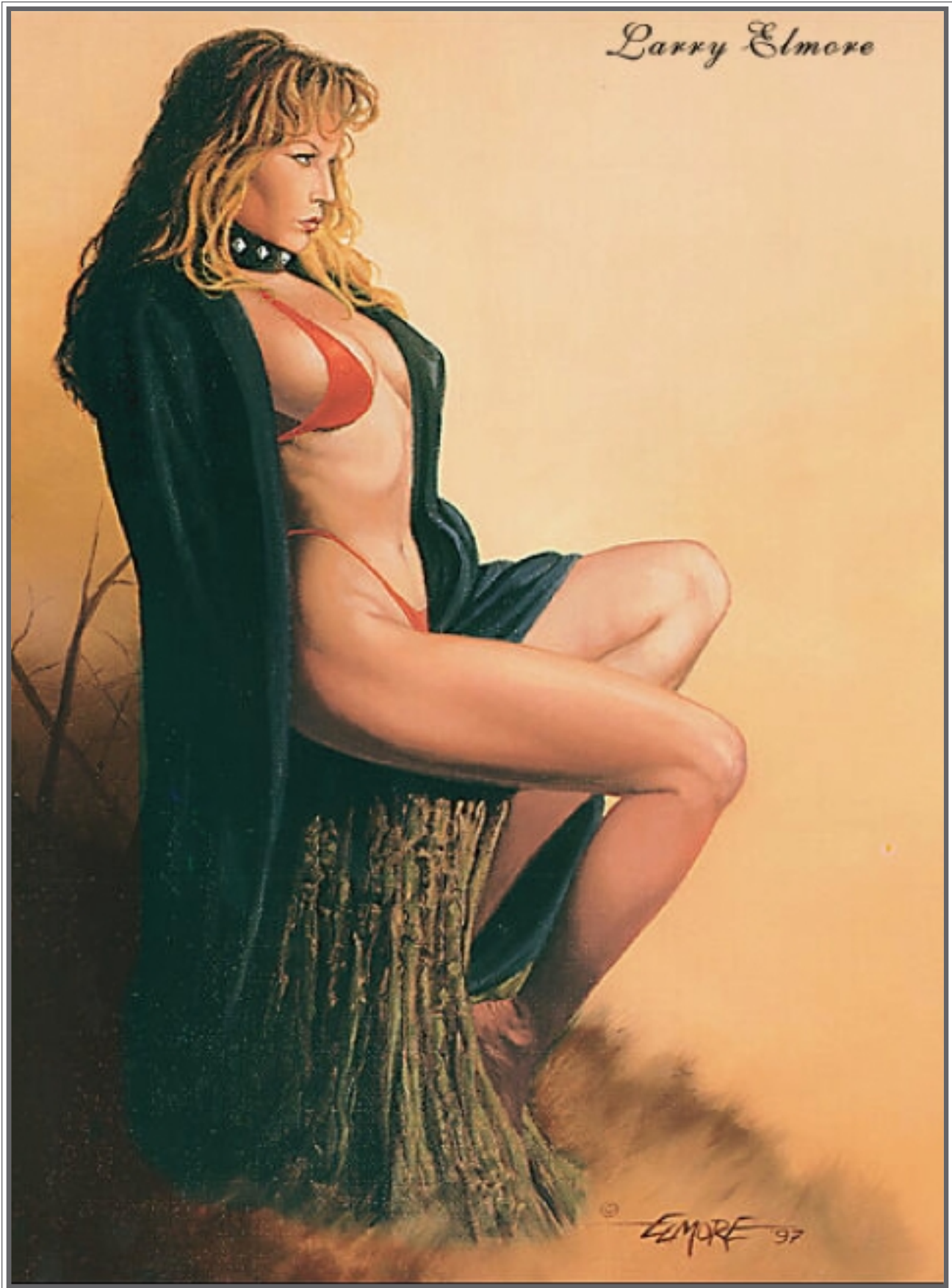
A character who learns the Zero-Gravity Combat fighting style is skilled in fighting in the absence of gravity. When fighting in conditions of zero-gravity, the character suffers only a one-phase penalty to action in combat and a -1 penalty to hit (as compared to a three-phase combat action penalty and -2 penalty to hit for characters without this skill). Furthermore, the character retains the ability to

use special combat abilities, such as martial arts, while drifting in space. Finally, the character can roughly steer a course in space by throwing objects away from him and by shifting toward large objects. He cannot control his speed, however, and can only slightly affect his course.

Specialization: A character that spends 100 physical points (total) on this skill is considered a style specialist and negates all penalties when fighting in conditions of zero-gravity.



Kaija incorporates distraction as an important element of her personal fighting style ...



Larry Elmore

Shena An'tarri the Deceiver

High Level Skills

Adaptation (Mental 2, Intelligence/Reason, Warrior 10+, Rogue 11+)—A character with this skill has a trained mind that quickly analyzes unusual or unfavorable environments and a finely tuned body that can compensate for physical impediments to fighting.

Warriors who use this skill successfully do not suffer combat and initiative penalties for fighting in an unfavorable environment, most notably the two phase foreign environment penalty in melee combat. If the environment also includes special saving throws or ability checks due to physical conditions, such as a Dexterity/Balance check to avoid falling off a ladder when struck in melee, characters successfully using this skill receive a +3 (or +15%) bonus to the check.

The skill does not allow characters to ignore situational movement penalties, environmental factors that are not combat related or conditions that are physically impossible to overcome. For example, no one can avoid sinking into quicksand without magical aid and resistance from water still makes slashing and bludgeoning weapons almost useless without a *ring of free action* or a *free action* spell. Likewise, characters adapted to fighting underwater still have to find ways to breathe.

The skill has no effect on penalties derived from an environment's magical properties or on penalties based on vision or lighting. In fact, characters who cannot observe their surroundings suffer a -20% penalty to the skill check — it is very hard to size up battlefield in thick fog or pitch darkness.

To use this skill, a character must actually enter combat in a foreign or unfavorable environment. At the end of each round, the character checks the skill. The skill check requires only a moment's thought and can be checked every round until successful. It does not prevent other actions (melee attacks, spellcasting, etc.) during the round. Once the skill succeeds, the character temporarily ignores the environment's special effects, as

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described above. The effect lasts for the entire battle plus one day per character level thereafter and this can be extended indefinitely if the character practices fighting in the environment for at least eight hours a week. At an extra cost of 50 mental skill points, the character can become permanently adjusted to fighting in the environment, provided the additional cost is paid before the adaptation fades.

All-around Attack (Physical 50, Warrior 10+)—A warrior with this skill is capable of launching a massive blow that can be extended into a whirlwind physical attack that damages every enemy within reach.

An all-around attack must be announced in the Player Action Declaration step of a round (before initiative is rolled). In the round's resolution step, the warrior makes a single attack roll against any opponent in a threatening square. If the attack hits, the opponent suffers normal damage from the blow. If the damage is sufficient to kill the opponent, the hail of blows from the warrior automatically inflicts damage on every enemy threatening the warrior (i.e. in a threatened square), as decided by the character. Enemies who are larger than the original target, or whose Armor Classes are better than the original target's, are not harmed. Invisible opponents within the radius can be harmed if their effective Armor Classes (after the -4 bonus for *invisibility*) is not better than the original target's.

An all-around attack is a measure of a warrior's skill and can be made with any type of melee weapon that the warrior is proficient with. However, opponents that would normally be immune to the weapon used cannot be harmed in an all-around attack. If the initial attack misses, the all-around attack fails. If the initial attack hits, the target suffers normal damage from the attack. If the damage inflicted fails to kill the original target, there is no radius effect.

The warrior cannot move or take another action during the round when he attempts an all-around attack. The all-around attack cannot

be used as an attack of opportunity or as part of a heroic fray.

Beyond determining if the initial attack succeeds, the warrior's combat bonuses are not a factor in an all-around attack. The damage inflicted on creatures in threatened squares varies with the warrior's level as follows

Table X.X All-around attack damage

Warrior Level	Area Damage
10-14	1d8
15-19	2d8
20-24	3d8
25-29	4d8
30+	5d8

Bravery (Mental 1, Ego/Willpower -2, Warrior 10+)—Warriors with this skill can harness their own strength of will to resist any fear effect.

When subjected to any form of unnatural fear from a spell, creature, or magical item, a warrior can roll a skill check. If the check succeeds, the fear effect is negated — no saving throw is necessary. If the check fails, the warrior still gets a saving throw if one is normally allowed. Paladins with this skill can use it against turning attempts by evil priests.

This skill is a prerequisite for the Captivate, Frighten/challenge, and Invulnerability skills. Each time one of these skills is used, the character's base Bravery skill score is reduced by 15 points (15%) for the rest of the day. Once the warrior's base Bravery score falls to zero, the character cannot use Bravery or any of the other three skills for the rest of the day.

Captivate (Mental 1, Charisma/Appearance -2, Warrior 15+) — A warrior who possesses the Bravery skill (30%) as a prerequisite can develop the Captivate skill. A warrior with this skill has developed a strong personal presence that is attractive to members of their race.

Even without a skill roll, children, members of the opposite sex, and other warriors tend to be friendly toward the character provided they are of the same race and their alignments are similar to that of the character. For purposes of this skill, alignments are similar when they

share one common element law, neutrality, chaos, good, or evil.

Friendly nonplayer characters tend to pay attention to the warrior and view what the warrior says or does in a favorable light as long as it is not obviously harmful or contrary to local customs. With a minimum of encouragement, a friendly NPC gives the warrior information, performs simple errands, makes introductions, and so on. The warrior is a celebrity in the friendly NPC's eyes.

The warrior can attempt a skill roll to make a *suggestion* (as the 3rd-level wizard spell) to a friendly NPC if the warrior can speak to the person privately for a few minutes. The NPC automatically obeys the *suggestion* if it does not involve risk, loss, or potential embarrassment; otherwise, a save vs. spell applies. If the warrior gives the NPC an appropriate gift of modest value or does a useful favor, the saving throw is made at a -4 penalty. If the saving throw succeeds, the NPC tries to flee from the warrior's presence. Each attempt to plant a *suggestion* reduces the warrior's Bravery score by 15 points (15%). Once the Bravery score falls to zero, the warrior's Captivate skill is lost for the day.

Creatures with 8 or more Hit Dice/levels are immune to this skill's effects. Any hostile act or threat by the warrior — including a failed *suggestion* — breaks this skill's effects.

If the warrior spends an extended period of time (a few hours or more) in personal contact with a single NPC who is susceptible to this skill, the DM can secretly roll a skill check. If the check succeeds, the NPC forms an attachment to the character and acts upon the attachment in some way. More often than not, these attachments prove to be troublesome to the character. A few suggestions are listed below

- Stows away in the PC's baggage
- Offers to serve the warrior
- Brags about relationship with hero
- Undertakes a dangerous task on the PC's behalf
- Unfavorably compares a powerful local

figure—perhaps a deity—with the character

- Steals a trinket or minor item from the hero
- Seeks marriage with (or adoption by) the PC.
- Claims to be the warrior's spouse or offspring
- Presents PC with an apparently useless gift

Classify Traps (Mental 2, Intelligence/Reason -2, Rogue 11+) — Rogues with this skill have made an exhaustive study of traps and may be able to apply their knowledge to any traps they find. The skill is useless without the Find Traps or Find Large Traps ability. The skill can be used to classify both large and normal traps if the thief has acquired both thief skills.

A successful skill roll reveals a trap's exact nature, not just its general principle. (This skill can only be used after the trap has been successfully located through a normal Find Traps or Find Large Traps roll). A successful skill roll shows how the trap works and what it does to people who trigger it. The rogue learns where any attacks the trap launches are aimed — provided he can observe those areas. The examination requires at least a turn for basic constructs and possibly much longer for very elaborate traps (DM's discretion). A magical or invisible trap reduces the rogue's success number by a penalty of -40%.

A failed skill roll means that the rogue cannot determine anything special about this particular trap. A roll of 96-00 means the rogue has made a false assumption about what the trap does. As with any roll a rogue makes when finding or removing a trap, the DM should make the skill roll secretly.

If the rogue decides to disarm a trap after a successful examination, the character can make two remove traps rolls taking only the best result. Alternatively, the rogue can simply bypass the trap by standing in a safe place and triggering it, carefully avoiding the areas it targets. If the DM decides it is not possible to completely avoid the trap's effects, the rogue is allowed a saving throw vs. breath weapon. If successful, the rogue is unharmed; otherwise,

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the damage inflicted is reduced by half. If the rogue also has the Evasion skill, the character receives a +2 bonus to the saving throw. If the rogue has companions, the character can mark or carefully explain what the trap does, allowing these characters to attempt breath weapon saving throws to avoid the effects. If the save fails, the victim suffers only half damage.

In many cases, a trap's attack cannot have a half effect. In these cases, the DM can require another saving throw against the trap's attack form or rule that character's are fully effected when they fail the breath weapon saving throw.

An example Jobare analyzes a trap he has found on a door and discovers that opening the door is going to flood the corridor, and possibly chamber beyond, with poisonous gas. Jobare decides that plugging all the gas vents would require too much time, so he advises his colleagues to take deep breaths and tie damp cloths over their faces. When the preparations are complete, Jobare flings open the door. Because the party did not leave the area the gas is flooding into, the DM calls for saving throw checks to see if anyone is effected by the gas. Because it is difficult for someone to suffer a half effect from poison gas, the DM requires the characters who fail their breath weapon saving throws to roll a second saving throw vs. poison to see if they succumb to the gas they inadvertently inhaled. If the trap dropped a 20-ton block into the corridor instead of poison gas, the DM would have been justified in ruling that character who failed their breath weapon saving throws were crushed to death instead.

Death Blow (Physical 100, Warrior 15+)— This skill allows a warrior to strike a deadly blow that can fell an opponent in a single stroke.

A Death Blow must be announced in a round's Player Declaration step (before initiative is rolled). In the round's resolution step, the warrior makes a single attack roll against any adjacent opponent. If the attack hits, the opponent suffers normal damage from the blow and must save vs. death magic or be

slain immediately. The opponent's defensive bonuses from protective devices (such as magical armor and *rings of protection*) always apply to the saving throw. For every two levels the warrior has achieved above 15th, the saving throw is made at -1 (-1 at 17th, -2 at 19th, etc.) to a maximum of -5 at 25th level.

Opponents with more Hit Dice/levels than the warrior are immune to the effect. Creatures that would not normally be vulnerable to damage from the weapon the warrior is using in the attack also are immune.

When a warrior attempts a death blow, that is the only attack a warrior can make during the round. Attacks of opportunity are allowed, however, and a warrior can combine a Death Blow with an All-around Attack. Only the initial target of the All-around Attack is subject to the instant death effect, but this might allow the All-around Attack to succeed when it otherwise might not.

Del Chliss (Physical 50, Warrior 10+)—The Del Chliss is a feat using a thrown spear which can be learned by a character who has achieved grand mastery with the spear.

The Del Chliss technique is a method of throwing a spear in such a way that it twists on impact and cause double the normal damage (weapon and magic bonus counted) when it strikes a target on a successful to hit roll which is two or more higher than normally needed to hit. If the character should score a critical hit when using the Del Chliss technique, the strike is automatically rolled on the severe critical hit table.

A spear which is thrown using the feat of the Del Chliss imposes a -2 penalty to the skill check of anyone trying to catch it using the Spear Catch feat. It is not possible to use the feat of the Del Chliss while throwing a spear which was caught in the same round, as it is necessary to throw the spear with a special grip. Del Chliss is not cumulative with any other damage bonuses for skills or weapon mastery.

Detect Deception (Mental 1, Wisdom/Intuition -1, Priest 15+)—A priest who has learned the Eminence skill as a prerequisite can learn the Detect Deception skill. With this skill

he can see through illusions and falsehoods of all sorts.

A successful skill roll allows the priest to uncover any falsehoods the character encounters, be it a false image from an illusion or a false statement from another creature. This skill lasts for a short time, detailed on the table below

Table X.X Detect Deception

Priest Level	Duration
15-17	1 turn
18-20	2 turns
21-23	3 turns
24-26	4 turns
27-30	5 turns

If the skill check is unsuccessful, the priest is aware of the failure and must wait one turn to try the skill again. If the skill check succeeds, the priest detects all forms of spoken falsehoods automatically for the duration of the skill's effect. Unlike a *detect lie* spell, the priest knows when a creature is deliberately evading the truth. The skill does not tell the priest what the truth is, it only reveals that fact that the priest has heard a lie or evasion. If the priest encounters magic that allows falsehoods to be spoken, the priest is unable to hear the magically protected creature speak; this reveals the falsehood indirectly.

While the skill is in effect, the priest also gains an immediate saving throw vs. spell to see through any false vision or visual distortion created by a spell, magical item, or creature. The DM should make the roll secretly. If successful, the priest sees the false image as a fine, semitransparent mist. This power works against all forms of false and misleading images, including *mirror image*, *blur*, *shadow door*, *phantasmal force*, and other spells that mislead or visually confuse viewers. Illusion spells that do not create an image, such as *invisibility*, are not affected. The power also defeats *cloaks of displacement*, *robes of blending*, and similar magical items. The skill has no power against effects that disguise things through physical changes, such as *polymorph self* or *shape change*.

Each use of this skill, successful or not, lowers the priest's Eminence score by 15 points for one week. If the priest's Eminence score falls to zero or less, this skill is ineffective.

Divine Strength (Mental 1, Ego/Aura -2, Paladin 12+, Priest 10+)—Priests and Paladins who have learned the Eminence skill can use the Divine Strength skill to marshal divine energies which provide a temporary bonus to their Wisdom, Ego, or Charisma scores.

By concentrating for one round and making a successful skill check, the priest can improve one of the three eligible ability scores to the value listed on the table below. The improvement lasts one round per character level. Because the majority of the character's energy is directed to the improved ability score, the other two ability scores are reduced by two for the same duration. The priest can end the boost and restore the values of the other scores at any time. If the character's ability score is already higher than the value listed on the table, this skill has no effect. Both subabilities in the increased ability score are raised to the same value.

Table X.X Divine Strength

Priest/Paladin Level	Improved Score
10-14	18
15-19	19
20-24	20
25-29	21
30+	22

The priest or paladin can take no other actions during the round the character is concentrating on raising the selected ability score. Each attempt to raise an ability score, successful or not, during a single day lowers the base skill score by 15 points (15%); the skill cannot be used once the skill score falls to zero or less.

Bonuses from an increased score are applied immediately when the skill succeeds and are lost immediately when the boost's duration ends. For example, a character who chooses to increase Ego immediately gains saving throw

bonuses against mental attacks but loses them again when the his Ego score returns to normal. Likewise, the effects from lowered ability scores are applied immediately. A priest does not gain any bonus spells from this skill but does gain an increased ability to detect scrying and immunity to certain spells for a Wisdom score of 19 or higher.

A character can have only one ability score improvement from this skill operating at any given time.

Divine Voice (Mental 1, Charisma/Leadership -2, Priest 15+)—Priests who have learned the Eminence skill as a prerequisite can use Divine Voice to speak with divine authority.

To use the skill, the priest must speak loudly and clearly for a full round. With a successful skill check (made at the end of the round), the priest's voice takes on a divine quality. Every creature within 180 feet can hear the priest speaking unless it has been magically deafened. The divine voice penetrates *silence* spells and up to 10 feet of solid rock or three inches of lead. *Antimagic shells*, *prismatic spheres*, *cubes of force*, and 10th-level ward spells shield their occupants.

Creatures that hear the voice are automatically *enthralled* (as the 2nd-level priest spell) if they have less than 5 Hit Dice or levels. Other creatures can save vs. spell to avoid the effect. Creatures do not have to understand the priest's words, they merely have to hear them. Undead and creatures normally immune to charm spells, such as golems and creatures with Ego/Willpower scores of 19 or more, are not affected.

The priest can hold an audience enthralled for up to one hour, as per the *enthrall* spell, but excessive jeering can break the effects (see the spell description in the *Player's Handbook*). The priest can also utter a *mass suggestion* to creatures the character has enthralled; this functions as the 6th-level wizard spell of the same name except that it effects every creature currently enthralled regardless of the priest's level. There is no saving throw versus the *mass*

suggestion if it is completed before the *enthrall* effect ends. The priest can issue only one *mass suggestion* per use of the Divine Voice skill.

Each use of this skill reduces the priest's Eminence score by 15 points (15%) for one week. If the priest's Eminence score is zero or less, the Divine Voice skill is ineffective.

Divine Will (Mental 1, Ego/Willpower -2, Priest 10+)—Priests who have learned the Eminence skill as a prerequisite can use Divine Will to call upon divine aid to bolster their own strength of will and resist any form of compulsion imposed upon them.

When subjected to any form of unnatural compulsion from a spell, creature, or magical item, a priest can roll a skill check. If the check succeeds, the effect is negated, and no saving throw is necessary. If the check fails, the priest still gets a saving throw if one is normally allowed.

Divine Will is effective against any effect that causes the priest to act according to another creature's will, including all forms of charm, *geas*, *quest*, *fear*, *magic jar* (the invading psyche is ejected), *beguiling*, *command*, etc., as well as telepathic psionic devotions and sciences.

Each use of this skill, successful or not reduces the priest's Eminence score by 15 points (15%) for one day. This skill is ineffective when the character's Eminence score has been reduced to zero or less.

Eminence (Mental 1, Ego/Aura -1, Priest 10+, Paladin 12+)—This skill allows priests to wrap themselves in an aura of divine power.

A successful check creates an aura that lasts one round for each level the character has attained. The aura is undetectable except by a *true seeing* spell, which reveals it as a bright silver, inky black, or pearl gray halo depending on the character's alignment. The aura gives the character a +4 encounter reaction bonus when dealing with worshippers of the priest's deity or creatures of the same alignment.

Any hostile creature feels a shudder of fear when within 30 feet of the priest. If the priest

wills it, the fear takes hold, causing creatures of less than 4th level or 4 Hit Dice to flee until the priest is no longer in sight. More powerful creatures are allowed a saving throw vs. spell to negate the fear. The skill works against all types of creatures — even those normally immune to fear attacks, such as undead.

A *cloak of bravery* or *remove fear* spell breaks the effect, as does a successful use of the warrior skill Bravery or the priest skill Divine Will. Once a creature has resisted the fear effect once, it is not subject to fear effects from the same priest for the rest of the day.

Creatures within 30 feet of an opposing priest (or paladin) using the Eminence skill are not subject to the fear effect if the second priest's (paladin's) level is equal to or higher than the character using the fear effect.

Each attempt to raise the aura, successful or not, reduces the character's Eminence score by 15 points (15%) for one week. When the character's Eminence score is reduced to zero or less, the skill is ineffective.

The Eminence skill is a prerequisite for the Divine Strength, Divine Voice, Divine Will, Detect Deception, and Invincibility skills. Each time one of these skills are used, the character's Eminence score is reduced by 15 points (15%) for either one day or one week, depending on the skill used. Once the character's Eminence score falls to zero, the character cannot use Eminence or any of the other skills. The Smite skill is also connected to the priest's Eminence score, but can be used (at some risk) when the Eminence skill has been reduced to zero or less.

Evasion (Physical 2, Dexterity -1, Rogue 16+) — Rogues with this skill can avoid damage from energy discharges such as breath weapons, *fireball* spells, and the like, through a combination of superior reflexes and inner strength.

This skill operates automatically whenever a rogue is subjected to an energy attack that causes damage. The rogue rolls a normal saving throw vs. the effect and suffers no damage if it is successful. This skill is not effective against effects that do not inflict damage or that do not

normally allow a saving throw. For example, the skill does not protect the rogue against a bronze dragon's repulsion breath weapon, a gorgon's petrifying breath, or a *magic missile* spell.

The rogue can also avoid missiles fired from fixed points, such as traps and siege engines, but not from creatures. If not surprised, the rogue avoids the missile with a successful saving throw vs. breath weapon.

Fall/Jump (Physical 1, Dexterity/Balance +1, Rogue 11+) — A rogue with this skill can safely break a fall if there is a vertical surface nearby to help slow the character's descent. A very accomplished rogue can fall or jump from amazing heights and not suffer the slightest injury.

A successful skill check allows the rogue to make contact with a nearby surface and safely descend. The maximum distance from a vertical surface and the maximum distance for a safe fall depends of the rogue's level

Table X.X Rogue Falling Skill

Rogue Level	Surface Distance	Distance Fallen
11-13	1'	30'
14-16	2'	60'
17-19	3'	90'
20-21	5'	120'
22-24	7'	150'
25-27	9'	180'
28-30	11'	210'

Rogues who simply step off a precipice or fall while climbing are always within one foot of a vertical surface unless it has a negative slope (angled back under the place from which the rogue fell). Any surface that can provide a reasonable amount of friction when the rogue grabs it or places his hands or feet against it is sufficient (ropes, tree trunks, walls, etc.). Very smooth or slippery surfaces are useless (ice walls, greased poles, *walls of force*, etc.).

If the fall is longer than the safe distance allowed for the rogue's level, subtract the safe distance from the total distance before determining damage from the fall.

a 20th-level thief, and dumps him into a shaft 10-feet-square. No matter what happens, Jobare is within five feet of one wall, so he can attempt to break his fall. His skill roll succeeds, however, the shaft goes down 150 feet and then opens into a chamber 30 feet high and several hundred feet across. Jobare can break only the first 120 feet of his fall and suffers 6d6 points of damage for the final 60 feet. Even if he had been a 30th-level thief, Jobare would have suffered 3d6 points of damage because there was no surface within reach to break the final 30 feet of the fall.

Featherfoot (Physical 1, Dexterity/Balance +1, Rogue 11+) — Rogues with this skill can make their footsteps as light as a feather, moving silently and exerting very little pressure on the surface they are moving over.

This skill is a function of the rogue's move silently ability, which is a prerequisite for using this skill. A rogue who makes a successful Featherfoot skill check can move a short distance over a surface fairly quickly and without exerting any appreciable weight on it, according to the table below.

Table X.X Featherfoot Movement

Rogue Level	Surface	Distance*
11-13	Soft	30'
14-16	Very Soft	60'
17+	Liquid	120'

*The rogue must stop and make contact with the surface after moving this far.

Soft Surfaces Mud, snow, sand or other surfaces where normal humans would leave clear tracks.

Very Soft Surfaces Quicksand, fine dust, or other surfaces where normal humans would sink slowly.

Liquid Surfaces Water or other surfaces where normal humans would sink immediately.

A rogue using the Featherfoot skill moves in complete silence and leaves no tracks on the

ground. The character's weight does not press down upon the surface at all. The character does not set off any alarm or trap triggered by weight and does not trigger a *squeaking floors* spell.

Note, if the character fails a Featherfoot skill check, he may still attempt to move silently normally.

Frighten/Challenge (Mental 1, Charisma/Leadership -2, Warrior 10+)—A warrior who has acquired the Bravery skill may learn Frighten/Challenge. A warrior with this skill can turn his personal energies outward, producing an aura of fright that forces fairly weak creatures to flee. This skill also allows a warrior to issue challenges that draw powerful creatures into personal combat.

To create an aura of fright, the warrior must shout and charge a group of creatures of 4 Hit Dice/levels or less. The creatures must be able to see and hear the warrior to be affected. The warrior makes a skill roll, and, if it succeeds, the creatures scatter, fleeing for as long as the character pursues them. The creatures flee for 1d10 additional rounds after pursuit ends.

Undead and creatures with no morale scores, such as conjured or summoned creatures under the control of a spellcaster, are not affected. Creatures gain a saving throw vs. spell if they are within 30 feet of a friendly creature that is immune to the aura. A *cloak of bravery* spell negates the effect.

If the skill roll is a 96-00, the affected creatures attack the warrior instead. If the warrior flees, the creatures pursue as long as they can see him. If the warrior attacks, the creatures automatically pass any morale checks they might be required to make for the next 1d10 rounds.

To issue a challenge, the warrior must be able to speak to the target creature, which must have at least 10 Hit Dice or levels. The creature must be close enough to see the warrior (about 100 yards if the light and visibility are good) and be able to understand what the warrior says. The skill check is an opposed roll using the warrior's skill score and the target's Sanity

(a failed check does not result in the loss of Sanity or other Sanity check failure effects). If the character wins the opposed roll, the affected creature must immediately advance and engage the warrior in physical combat unless restrained by another creature (restraint breaks the compulsion to attack, but keeps the creatures involved occupied for a full round). Creatures that are unwilling to fight can attempt to save vs. spell each round to break off the fight, otherwise, they engage in melee combat with the warrior. The affected creature can employ spells or missile weapons if it wishes, but it must close to melee range before doing so.

If the target creature has no Sanity score use Table 10 on page 59 of *High Level Campaigns* to generate one or use the creature's Intelligence rating times five. The circumstances surrounding the challenge can alter the opposed die roll as follows

- -30 to the skill score if the player makes no attempt to role-play the challenge. For example, the player says "I challenge the dragon;"
- -20 to the skill score if the player makes only a feeble attempt to role-play the challenge. "Why don't you stop flying around and just fight you stupid dragon;"
- +5 to the opponent's Sanity score for every companion accompanying the warrior;
- +5 to the opponent's Sanity score if it has suffered any damage, and an additional +5 for every 10% of its original hit points it has lost;
- +50 to the opponent's Sanity score if the creature has weak combat powers (THACO 14 or higher, Armor Class 2 or worse, no physical attack that inflicts more than 6 hit points of damage).

Any roll of 96-00 is a failure, regardless of the modified score. If both the warrior and the opponent fail their ability checks, the warrior issuing the challenge suffers a loss of confidence and must retreat into cover — or move away from the target at top speed for a full round if no cover is available. The warrior stays away for 1d4 rounds. The Bravery skill can be used to avoid this mandatory retreat.

The warrior is free to move and attack normally during the round when the skill roll or ability check is made. Each use of either form of this skill lowers the warrior's Bravery skill by 10 points (10%) for the rest of the day (each attempt depletes the warrior's inner strength slightly). This skill cannot be used once the Bravery skill falls to zero.

A fighter can use his intimidation gaze while issuing a challenge, but only if the opponent is within range when the challenge is issued.

Gae Bolga (Physical 100, Warrior 12+)—This is the rarest of all feats, and the hardest to master. In the whole of Fälgornian history, only a handful of great heroes have learned this feat. The legendary weapon master Sheavana Kelos who operates a school for warriors on the Isle of Skilt off the coast of Tartony is the only known living master of this skill. Her price for teaching it is quite high.

The Gae Bolga, for which this feat is named, is a barbed spear which must be thrown using the foot rather than the hand. If it strikes, the spear's barbs tear through the victim's flesh terribly, almost guaranteeing death.

The feat of the Gae Bolga may only be learned by a character of 12th level or higher who has achieved grand mastery and previously learned the Del Chliss technique with a spear. A character who wishes to learn this feat must also have a Dexterity of at least 17 before this feat can be learned.

When the feat of the Gae Bolga is used, the character may make no other attacks in that round or the next, and loses all Dexterity-based AC adjustments for those two rounds. This is because the feat requires absolute concentration, and leaves the character off-balance. A normal attack roll is made for the attack, and if it succeeds, the character may use his level as a multiplier for the spear's damage (weapon and magic bonus only). Thus, in the hands of a 10th-level character, damage is multiplied by 10. Gae Bolga damage may not be combined with any other damage enhancing skill such as the Del Chliss technique.

Improvised Attack (Mental 2, Wisdom/
Intuition -2, Rogue 16+) — Rogues with this

skill can use unorthodox and unexpected maneuvers to achieve special results in combat. The more unusual the maneuver, the better its chance for success.

A rogue with a skill score of 50% or less can use this skill only once a day, but for every 25 points over a skill score of 50 the rogue has attained, the skill can be used an additional time. For example, a rogue with a skill score of 100% could make Improvised Attacks three times a day. An improvised attack can have one of the following effects

Blinding If the attack succeeds, the opponent must save vs. breath weapon or suffer blocked vision (from debris thrown into the eyes, an object wrapped around the victim's head, or even a hat or helmet dropped over the eyes). The opponent suffers the full penalties for darkness (-4 to attacks, saving throws, and Armor Class and movement reduced to one-third. Because the opponent's situation is painful or awkward or both, the Blindfighting skill does not reduce the penalties. Note, many creatures cannot be blinded in an improvised attack because they have no eyes or visual organs.

The blinding effect lasts until the opponent clears his vision, which requires a roll of 9 or less on 1d20. The opponent's Ego/Willpower or Dexterity/Balance score affects the roll — the DM decides which ability applies. The opponent can attempt to clear his vision at the beginning of each round, but doing so counts as a half move action.

Disarm If the attack is successful, the opponent must save vs. petrification or lose the use of one weapon (because it is dropped or has become stuck in something). Recovering a lost weapon requires a half move action. If the weapon is stuck, the opponent must make a successful open doors roll to free it.

Immobilize If the attack succeeds, the opponent's entire body becomes entangled or trapped, and he must save vs. paralyzation or cease all meaningful movement. The opponent remains unable to move or attack until he works free, which requires a roll of 9 or less on

1d20. The creature's Strength/Muscle or Dexterity/Aim bonus or penalty is applied its saving throw — the DM decides which ability applies. The opponent can attempt to get free at the beginning of each round, but doing so counts as a half move action.

Kill If the attack succeeds, the opponent suffers a critical injury that reduces the creature's hit points to -10 instantly unless the opponent saves vs. death magic (modified by Ego/Aura Death Magic Defense Adjustment). If the save succeeds, there is no effect, but in some cases, the rogue can force the opponent to save again the following round by winning initiative and grappling the opponent.

For example, Jobare has attempted to kill an enemy warrior by slamming a shutter down on his neck. The warrior's saving throw was successful, but his head is still caught under the shutter. Jobare can attempt a grappling attack to get another chance to strangle the warrior.

Opponents with more Hit Dice or who are higher level than the rogue are immune to *kill* effects. In this instance, the thief inflicts normal damage.

Stun If the attack is successful, the opponent must save vs. breath weapon or become stunned for 2d4 rounds. The character's Constitution/Fitness hit point adjustment applies to the saving throw. A stunned character is unable to cast spells, attack, or move at more than half speed. The character suffers a -2 penalty to Armor Class, attack rolls, saving throws, and ability checks while stunned.

Trip If the attack succeeds, the opponent suffers a misstep or other misfortune and must save vs. petrification or fall down. Dexterity/Balance Defense Adjustments apply to the saving throw. Creatures that fall while moving at speeds greater than 12 might suffer minor damage (1d3 or 1d6 points of damage, at the DM's option). In some cases, a fall might be inherently more dangerous, such as when a character falls when climbing or stumbles onto a sharp object. If a fall could result in instant death, use the rules for killing attacks instead.

Getting up after a fall counts as a half move action.

The Improvised Attack skill requires some imagination and role-playing ability from the player. An Improvised Attack must be announced in a round's player declaration phase. During the resolution phase, the player must describe exactly what unusual attack the rogue is employing — a simple called shot never qualifies as an Improvised Attack. The rogue then makes a normal attack roll. Standard combat modifiers apply, as does the rogue's backstab bonus for rear attacks that qualify. In most cases, the rogue's missile bonus from Dexterity/Aim also applies, because most improvised attacks rely on precision and fast movement. Improvised attacks that involve a blow to the opponent are also subject to Strength/Muscle bonuses.

If the attack fails, the Improvised Attack has no effect. If the attack succeeds, the opponent suffers no damage but must roll a saving throw or suffer the improvised special effect. The cleverness and appropriateness of the attack affects the saving throw of the victim as follows

- +6 if the rogue player made no attempt to roleplay or describe the attack. For example, the player says, "I blind the dragon with an Improvised Attack."
- +4 if the rogue player makes only a feeble attempt to roleplay or describe the attack. "Uh, I find some dirt and throw it in the dragon's eyes."
- +2 to +6 if the attack described is physically unlikely to have the desired effect. Trying to trip a horse with a staff is not likely to be effective.

The save is automatic if the method described is completely inadequate. For example, no character can strangle a great wrym dragon with a 12-inch leather thong, nor can a character blind a storm giant with a glob of oatmeal unless he can reach the giant's face.

- +2 if the rogue has used the same trick earlier in the adventure. The bonus is +4 if the

rogue has used the trick earlier in the same encounter, +6 if the rogue has used the trick on the same creature during this adventure, and +8 if the rogue has used the trick on the same creature this encounter. However, see the note on establishing tricks, below.

- -2 if the opponent is surprised.
- -4 if the attack described is particularly appropriate. For example, causing a fall from a wall by slamming a window down on the creature's fingers, entangling an opponent in a fishing net, blinding a creature by tricking it into looking at a dusty object and then blowing the dust into its face, etc.

The optional saving throw modifiers from Table 38 on page 144 of *High Level Campaigns* can be applied to the saving throw.

Establishing a Trick If a rogue has successfully used the same Improvised Attack in three separate adventures, the character can make the trick a permanent part of his skills by making it an established trick. This is accomplished by expending an additional 50 Mental skill points on the Improvised Attack skill the next time the character advances a level.

An established trick can be used once per encounter without the usual penalty for multiple use; situational penalties still apply. Using an established trick does not count toward the character's daily allotment of Improvised Attacks unless the trick is used more than once in a single encounter, in which case the multiple use penalties also apply. Opponents who have fought the rogue previously and are prepared for an established trick gain a +6 bonus to the saving throw against it.

An Example Jobare is collecting his ill-gotten gains after a game of chance in a seedy inn. When one of the players demands his money back, Jobare asks the fellow to hold out his hand. When the man complies, Jobare grabs his own feathered hat and clamps it over the man's face. The DM and the player agree that this is a blinding attack.

The DM decides that a roll for surprise is in order, as the man is dutifully holding out his hand and not expecting attack. The man rolls a two on the surprise die, indicating surprise. Jobare rolls a normal melee attack, adjusts for his Dexterity/Aim score and the fact that the man is surprised. The attack succeeds, and the DM rules that the man must save. vs. breath weapon at -2 or be blinded. His saving throw fails, giving Jobare an opportunity to escape.

Later, Jobare has a special hat made that is lined with pleats of loose cloth that allow the hat to unfold into a small bag, and it contains a springy headband that helps hold the hat in place — whether the hat is on Jobare's head or on an opponent's face. Jobare uses his trick hat several times, and when he gains enough experience to advance a level, he decides establish it as a trick (spending 50 skill points).

Invincibility (Mental 1, Physical 1, Ego/Aura -2, Warrior 15+, Priest 21+)—A warrior who has acquired the Bravery skill (50%) or a priest who has acquired the Eminence skill (50%) can learn the Invincibility skill. A warrior with this skill can use his inner strength and a priest with this skill draws upon divine power to temporarily delay the harmful effects of special attacks, but not physical damage. If given sufficient time to rest, this skill allows warriors to recover from such attacks without additional aid.

When subjected to a harmful special effect from a spell, creature or magical item, a warrior can roll a skill check. If the check succeeds, the effect is delayed for the period of time shown on the table below. If the check fails, the warrior suffers the effect normally. If the effect allows a saving throw, the warrior rolls the save before checking this skill.

Table X.X Invincibility Effects

Warrior Level	Delay
15-19	5 Rounds
20-24	10 Rounds
25-29	15 Rounds
30	20 Rounds

Invincibility does not delay simple damage

from any source, including continuing damage, such as *Melf's acid arrow* or a *sword of wounding* or special forms of purely physical damage, such as severed limbs or broken bones. Nor does this skill protect against effects that are not directly harmful, such as magical charms, *entanglement* or *imprisonment*.

If the skill succeeds, the warrior suffers no harm from the effect until the delay ends, but he is aware of what the effect is. If the warrior receives the appropriate cure before the delay ends, there is no harm to the character. If the harmful effect's duration is shorter than the delay there also is no effect.

For example, a 17th-level fighter with 34 hit points left (from a total of 115) is battling a wizard who casts *power word, kill* on him. After making his Invincibility skill roll, he delays the effects of the spell for five rounds. Two rounds later, after killing the wizard, the party priest casts *heal* on him. When the delay effect is over, the *power word, kill* effect occurs, but his hit points are now over 60 and he is immune to the spell. If the priest had not healed him, he could have lapsed into unconsciousness in an effort to avoid the effect of the power word, as detailed below.

If the harmful effect has not expired or been cured when the delay ends, the warrior must either suffer the full force of the effect or lapse into unconsciousness while the character's body struggles to resist. The length of time the character remains unconsciousness depends on the extent of the injury, as noted on the table below.

Table X.X Invincibility Recovery Time

Injury	Recovery Time
Minor	1 Day
Severe	1 Week
Extreme	1 Month

Minor These effects impair — but do not incapacitate — the character, such as blindness, deafness, and ability score reductions. Spells such as *antipathy/sympathy* (antipathy effect), *cause blindness/deafness*, *color spray* (most of the time), *contagion*, and *holy word* are

examples of minor effects.

Severe Includes effects that incapacitate or completely transform the character, such as petrification, polymorphing, and death. Severe spell effects include *hold person*, *phantasmol killer*, *polymorph other*, *power word kill*, and *power word stun*.

Extreme Includes effects that wrench the character's very being, such as energy drains (per level drained) and magical aging (per year aged). Two notable examples include the 9th-level wizard spell *energy drain* and the 6th-level priest spell *age creature* from the *Tome of Magic*.

At the end of the recovery time, the character attempts a system shock roll. If the roll succeeds, the character awakens — fully healed — and the effects of the delayed magic are nullified. If the roll fails, the character awakens, but suffers the full force of the effect. Thus, it is possible for a character to rest for months and then wake up only to die from the effects of the delayed magic.

For instance, if our fighter from the above example had decided to sleep off the effects of the *power word kill*, he would have been unconscious for a week. The player rolls the character's system shock roll (17 Constitution) and rolls 98% — 1% over what he needed. Since the power word would have killed him at the time he lapsed into unconsciousness, the character awakens just long enough to be killed by the spell.

If a character is suffering from multiple effects, the character makes system shock rolls for each effect at the end of each recovery period. The player can choose the order in which the checks are made, but the character does not awaken until checks have been made for all the effects. For example, a character who was drained by a vampire and paralyzed by a lich remains unconscious for nine weeks — one month to revive from each of the two levels the vampire drained and another week for the paralysis.

If an appropriate cure is applied while the character is unconscious, the character recovers

immediately and automatically. For instance, the fighter sleeping off the effects of the *power word kill* spell from the previous example would recover after receiving healing sufficient to raise his hit points above 60.

Heroic Effort As a last-ditch effort to continue a battle, a fighter can use the Invincibility skill to extend his life. Instead of falling unconscious at zero hit points and dying at -10, a warrior who makes a successful Invincibility check can continue fighting until reaching -20 hit points. The character can function in this state for a number of rounds equal to his delay effect, suffering the appropriate consequences for reduced hit points at the end of the delay.

Use of this skill is not without its drawbacks, however. If the warrior is reduced to -20 hit points or less, the character is struck unconscious and dies once the delay expires. Once a character's hit points drop to -20 or less, death is inevitable at the end of the delay period unless unusual conditions exist (see below).

Curative spells can allow a warrior struck unconscious by being reduced -20 hit points or less to rejoin a battle, but death still occurs at the end of the delay period. A *raise dead* or *resurrection* spell cast during the delay period prevents death from occurring.

It is possible that a character with the ability to regenerate (from a magical item or high Constitution score) can continue fighting even after being reduced to -20 hit points or less. If regeneration increases the warrior's hit points to -19 or more during the delay period, the character regains consciousness and does not die if he receives enough healing to restore him to positive hit points before the delay ends. Even if death occurs, regeneration usually restores a character much more quickly than the rest period the Invincibility skill requires. A character returned to life through regeneration need not make a system shock roll.

An *amulet of life protection* also allows a warrior to continue fighting after being reduced to -20 hit points or less if the character receives sufficient healing to restore him to -19 hit

points or more. The character still lapses back into death at the end of the delay period, but any form of magical healing can restore him to life (see page 79 of *High Level Campaigns*) and no system shock roll is required.

Each use of the Invincibility skill lowers a warrior's base Bravery score by 15 points (15%) or a priest's base Eminence score by 15 points (15%) for the rest of the day. The skill is ineffective if the character's Bravery or Eminence score has been reduced to zero or less.

Horde Summoning (Mental 4, Charisma/Leadership -2, Warrior 10+, Priest 15+)—This skill enables a warrior or priest to summon a horde of like-minded characters to carry out a specific mission.

The character may only summon a horde in his homeland. Only members from his homeland will join the horde.

To summon a horde, the character must meet the following conditions

- He must state a clear and specific mission for the horde, such as "Defend our homeland from invasion," "Gather food for our starving neighbors," or "Drive the ogres from the forest."
- He must designate a staging area in his homeland where the horde will gather.
- He must remain in his homeland for a week to spread the word of his intentions.

At the end of the week, he makes a skill check. If the check fails, the horde fails to respond. He may spend another week attempting to rally a horde, making a second skill check at the end of this period, this time at a -15% penalty. If the check fails a second time, he cannot rally a horde for a period of one month. If the check succeeds, the horde begins to assemble in the staging area at the rate of 500 men and women per week. The total number of members is equal to the summoner's experience point total divided by 2,000. (If the summoner has 1,500,000 experience points, the horde consists of 750 members; 500 arrive the first week, 250 the second week.) The number of members can't exceed the eligible population of the summoner's homeland.

Approximately 90 percent of the horde consists of 0-level fighters. The remaining 10 percent consists of 1st-level fighters. The horde also includes one aide for every 500 members, rounded up; the aides have one-half the level of the summoner (rounded up) and should be the same class as the summoner. Additionally, each aide has two assistants; the assistants have one-half the level of the aides (rounded up) and may be any class of the DM's choice. Finally, the DM may include one wizard or priest per 1,000 members (rounded up); these characters have half the level of the summoner. (Example A 14th-level warrior with 1,500,000 experience points summons a 750-member horde. The horde consists of 675 0-level fighters, 75 1st-level fighters, two 7th-level aides, four 4th-level assistants, and one 7th-level priest.)

The horde tries to fulfill its mission to the best of its ability. The summoner may not change the mission. If he attempts to do so, the horde immediately disbands and the members return home; the original mission fails. Likewise, if the horde remains inactive for more than two weeks, the members desert and the mission is a failure.

Otherwise, the summoner can hold the horde together for a period of weeks equal to his level. Controlling the horde is a full time job. During this time, the summoner is constantly required to settle disputes, assign duties, and punish the disobedient. Though his aides can handle many of these chores, the ultimate responsibility belongs to the summoner. In any given week that the summoner fails to devote his full attention to his horde, he must make a skill check. If the check fails, the horde disbands and the mission is a failure.

If the mission hasn't been completed in a number of weeks equal to the summoner's level and the horde is still intact—the summoner may appeal to the horde to stay together longer. The summoner must make a skill check; if the horde is on the verge of success or they've managed to accumulate substantial treasure, the DM may modify the check by as much as a +20% bonus. If the skill check succeeds, the horde remains intact for another week. If the check fails, the horde disbands

and the mission fails. No horde may stay together for more weeks than 150 percent of the summoner's level, rounded up. (Theoretically, a 13th-level summoner could keep a horde together for 20 weeks. Note, however, that this would require successful skill checks for seven weeks in a row.)

If the horde disbands after a successful mission, the summoner will have a better chance of rallying them again; for the next year, he receives a +10% bonus when summoning a horde. But if the mission fails, his reputation suffers; he must wait a full year before he can attempt to summon another horde.

Barbarians A barbarian horde consists entirely of barbarian fighters, in the same proportions described above. At the DM's option, the horde may include a shaman (half the level of the summoner) for every 1,000 members, rounded up. The summoner may not order a horde to undertake a mission that requires them to leave their homeland unless he also has the Leadership skill.

Inner Focus (Mental 1 or Physical 1, Ego/Aura -3, Warrior 10+, Rogue 11+)—A warrior or rogue with this skill can marshal his personal energies to provide a temporary bonus to his Strength, Dexterity, or Constitution scores.

By concentrating for one round and making a successful skill check, the character can improve one of the three eligible ability scores to the value listed on the table below. The improvement lasts one round per character level. Because the majority of the character's energy is directed to the improved ability score, the other two ability scores are reduced by two for the same duration. Reductions lower scores by two full points; an extraordinary Strength score (18/01-18/00) is reduced to 16. The warrior can end the boost — and restore the values of the other scores — at any time. If the character's ability score is already higher than the value listed on the table, this skill has no effect. Both subabilities in the increased ability score are raised to the same value when this skill is used.

Warrior Level	Rogue Level
Improved Score	
10-14	11-15
18 (18/00)*	
15-19	16-20
19	
20-24	21-25
20	
25-29	26-30
21	
30+	—
22	

*Only warriors may have an 18/00 Strength.

The character can take no other actions during the round spent concentrating on raising the selected ability score. Each attempt, successful or not, during a single day lowers the skill score by 15 points (15%). The skill cannot be used once the skill score falls to zero or less.

Bonuses are applied immediately when the skill succeeds and are lost immediately when the boost's duration ends. For example, a warrior who chooses to increase Constitution immediately gains bonus hit points but loses them again when the character's Constitution score returns to normal. Likewise, the effects from reduced ability scores are applied immediately but then restored when the improvement ends.

A character can have only one ability score improvement from this skill operating at any given time.

Life-shape Classification (Mental 1, Intelligence/Reason -2, Wisdom/Intuition -1, Psionist 12+) — This skill allows the psionist a chance of determining the class and type particular life-shaped item (see *Psionic Artifacts of Athas* for more information). With a successful check, he may determine whether the life-shape is a graph or tissue, or a producer or tool. He will also know how to use the item; however, he will not know the effects of using the item. If the life-shape is a parasite, then the psionist's skill check is penalized by -40% for purposes of determining its nature. If the psionist fails his skill check when identifying a parasite, he will believe the parasite to be

another type of life-shaped item.

Loan (Physical 1, Ego/Aura -2, Priest 15+) — Priests with this skill can transfer physical vitality between themselves and other living creatures.

With a successful skill roll, the priest transfers a small amount of his own hit points to a living creature (or vice versa). If the priest tries to borrow hit points from an unwilling donor, an attack roll is required before the character can make the skill check. The number of hit points that are transferred depends on the priest's level

Table X.X Loan Hit Point Transfer by Level

Priest Level	Amount of Loan
15-19	1d8+2 Hit Points
20-24	2d6+4 Hit Points
25-29	3d6+6 Hit Points
30+	4d6+8 Hit Points

Transferred hit points are immediately subtracted from the donor's hit point total and added to the recipient's total. The hit points are lost to the donor, just as though the donor was subjected to a damaging attack. Donated hit points can be restored through rest or magical healing just as any other form of damage. If the donor has insufficient hit points to supply the transfer, only those available are transferred and the donor dies. Transferred hit points remain with the recipient for 24 hours or until lost in an attack.

Each attempt to use this skill lowers the Loan skill score by 15 points (15%) for one week. The skill is useless once the skill score falls to zero or less.

Mental Capacity Determination (Mental 1, Ego/Willpower -3, Psionist 15+) — With a successful skill check, a psionist using Mental Capacity Determination may determine the mental and psychic power possessed by a subject. Psionists do this by trying to perceive that mental and psychic aura which surrounds an individual or creature.

A successful check allows the psionist to

determine within one point (plus or minus) the Intelligence, Wisdom and Ego of the target. A separate skill check is required to determine each base ability score. Further checks may be made to determine subability scores. If a creature is protected by a magic item that shields against divination, a spell such as *non-detection* which protects against probes or by psionic powers which shield the mind, then he is immune to the psionist's surface probes.

A probe takes one round to complete and cannot be detected by the target (however, a target may become curious if he sees the psionist staring at him).

Mental Focus (Mental 1, Ego/Aura -2, Wizard 12+)—Wizards with this skill can marshal their personal energies to provide a temporary bonus to their Intelligence, Wisdom, or Dexterity scores.

By concentrating for one round and making a successful skill check, the wizard can improve one of the three eligible ability scores to the value listed on the table below. The improvement lasts one round per character level. Because the majority of the character's energy is directed to the improved ability score, the other two ability scores are reduced by two for the same duration. The wizard can end the boost — and restore the values of the other scores — at any time. Both subabilities in the increased ability score are raised to the same value.

The wizard can take no other actions during the round the character is concentrating on raising the selected ability score. Each attempt, successful or not, during a single day lowers the skill score by 15 points (15%); the skill cannot be used once the skill score falls to zero or less.

Bonuses from an increased score are applied immediately when the skill succeeds and are lost immediately when the boost's duration ends. For example, a wizard who chooses to increase Dexterity immediately gains an improved Armor Class bonus, but loses it again when the character's Dexterity score returns to normal. Likewise, the effects from reduced ability scores are applied immediately when the

improvement begins and end immediately when the boost expires.

A character can have only one ability score improvement from this skill operating at any given time.

Table X.X Mental Focus Improvements By Level

Wizard Level	Improved Score
12-16	18
17-20	19
21-25	20
26-29	21
30+	22

Nondetection (Mental 2, Wisdom/Intuition -2, Rogue 16+) — Rogues with this skill can shield themselves from many types of magical divination, such as the 3rd-level wizard spell of the same name.

When subjected to a spell such as *ESP*, *clairaudience* or *detect invisibility*, or to a magical item such as a *crystal ball*, a successful skill check defeats the spell or device. Even if the roll fails, the rogue is still entitled to any applicable saving throws.

This skill is also effective against the Sense Danger skill, the priest's Detect Deception skill, and the ability of intelligent or powerful creatures to detect invisible opponents. When subjected to one of these powers, the rogue can attempt an opposed skill check to remain undetected. (In the case of a creature using an innate ability which does not have a skill score, the skill score is equal to the creature's Wisdom/Intuition times five plus 1% per Hit Die or level).

This skill is not effective against the spells *know alignment*, *true seeing*, *commune* or *contact other plane*, nor is this skill effective against the detection abilities of legendary monsters, wurm and great wurm dragons, and deities.

Passive Maintenance (Mental 1, Ego -2, Psionist 12+) — This skill allows the psionist to passively maintain a power at the cost of only 1 PSP per round regardless of the stated maintenance cost in the power's

description. A power maintained in this manner can be called upon again without the expending the usual mental energy to initiate it.

While a power is being passively maintained, its effects are nonexistent (for example, if a psionist is passively maintaining Conceal Thoughts, he would be susceptible to psionic and magic mind probes). When the psionist needs the power to kick in again, he makes a power score check with a +1 bonus to power score to reinitiate it. If successful the psionist does not pay the initial cost, instead he pays the maintenance cost, and the power continues. If the psionist rolls a failure, then the power is stopped (passive maintenance is lost as well). In addition, if a 20 or a power score is rolled the usual effects occur.

The Passive Maintenance skill check is made when the psionist begins his attempt to maintain the power in a passive mode. The psionist may attempt to passively maintain one power per round and a separate skill check must be made for each attempt at Passive Maintenance. A failed skill check indicates the power has been dropped.

Selective Maintenance (Mental 1, Ego, Psionist 10+) — The psionist normally can cease to maintain all powers, or just one at a time. By using this skill, he is not restricted to any rules in terms of maintaining powers. He may cease to maintain any number of powers in a single round. A skill check is required to achieve this effect, however, if the check fails the psionist may still choose to maintain or drop powers normally.

Sense Danger (Mental 1, Physical 1, Observation -1, Rogue 16+, Warrior 15+) — This skill allows warriors or rogues to discover threats that are not obvious to less perceptive characters.

The Sense Danger skill is actually four different subskills, as outlined below. The number of subskills the character knows depends on the character's level and class as detailed on the table below

Table X.X Sense Danger Subskills

Rogue	Warrior	Subskills
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Level	Level	known
16-20	15-19	1
21-25	20-24	2
26-29	25-29	3
30+	30+	4

A character with a skill score of 90% or greater is may is able to learn subskills as if he were five levels higher than his current level. Any improvement to the skill number improves all the subskills the character knows.

Each subskill gives the character the ability to detect danger in a different form

Ambushes The character can determine if hidden enemies are lurking in any area he can see well (see Table 62 in the *Player's Handbook*). The character can scan an area roughly 200 yards square in a single round. An area can be scanned only once each turn, and a successful check reveals approximately how many creatures are hiding in the area and their approximate size.

Attack Readiness There are two versions of this subability, one for warriors and one for rogues. The subability used is determined by the character's class — the warrior subability cannot be learned by rogues and the rogue subability cannot be learned by warriors.

The warrior subability allows the character on a successful skill check to determine if a creature is prepared to attack. The skill does not tell the warrior anything about the other being's actual intentions, just its readiness for combat. For example, a creature that is prepared for combat might attack soon or it might simply be ready to respond to a hostile action. In one round, the warrior can determine the battle-readiness of every being in a 30-foot cube.

The rogue subability allows the character to size up a living creature in plain sight and deduce its level of hostility toward the rogue and his party. A successful roll gives the rogue a general level of hostility low (a suspicious merchant), medium (a thief from an opposing guild), or high (caught by the local wizard with his *staff of the magi* in your backpack). Unlike the warrior version of the subability, the rogue

version does not reveal how well the creature is prepared for attack, just how much it would like to attack. This skill does not indicate how likely a creature is to attack, since a creature does not always act on its hostility.

Both the warrior and rogue subabilities allow the character to study a single creature to determine if it has any concealed weapons. A successful check reveals any hidden weapons (tucked into clothing, hidden nearby, etc.). If faced with an unknown creature, a successful skill check allows the character to determine what its attack modes are (claws, teeth, etc.).

When the character detects a concealed weapon with this skill, he notes its general size, location, and type — a sap tucked into the back of a character's breeches or a dagger hidden in a sleeve, for example. The character learns nothing else about the weapon. Note, the character must be aware of the creature before checking for concealed weapons. He cannot detect weapons hidden by illusions or other magical means.

Hidden Enemies The character has a sixth sense about hidden enemies in the immediate vicinity. Once a round, the character can make a skill check. If successful, he learns the location of all invisible, ethereal, astral, out of phase or hidden creatures within a 30-foot radius. The character does not know how the creature's are hidden — an ethereal creature is indistinguishable from an invisible one — but the character notes their locations and can track their movements so long as they remain within the radius. The character suffers a +1 initiative penalty on a round when he uses this ability.

This subskill does not reveal disguised creatures in plain sight or the intentions of creatures. For example, a golem posing as a statue is not revealed, nor can the character determine if an NPC is secretly hostile.

Size Up Opponent With a successful skill check, the character can study a single creature each round and determine how dangerous the creature would be in physical combat. It does not give the character any indication of a creature's magical abilities, innate spell-like

powers, breath weapons, and the like. If a creature's hit points and THACO qualify it for more than one category, the DM is free to choose which one the warrior detects.

Table X.X Creature Danger Level

Low The creature's hit point total is 20% or less than the character's, and its THACO is at least 15 points higher.

Moderate The creature has 21-50% of the character's hit points or its THACO is at least 10 points higher.

Significant The creature has 51-70% of the character's hit points, and its THACO is at least 5 points higher.

Dangerous The creature has 71-100% of the character's hit points, and its THACO is less than 5 points higher, but not lower.

Deadly The creature has more hit points and a lower THACO than the character.

With any subskill, the DM should roll the check secretly. If the roll fails on a roll of 95 or less, the character detects nothing. If the roll fails on a roll of 96-00, the character gets a false indication — sensing an invisible figure where there is none, improperly sizing up an opponent, etc. A false indication has no effect on a back attack.

A character who also has the Alertness skill or the Enemy Reading skill gains a +5% bonus to his Sense Danger skill score. Having both these skills does not increase the bonus.

Shadow Flight (Mental 1, Physical 1, Ego/Aura -2, Dexterity/Balance -4, Rogue 21+) — This ability is available to a rogue character who possesses the Hide in Shadows thief skill and can only be used by a character who is already successfully hiding in shadows. The high level skill Shadow Travel (50%) is also a prerequisite for this skill. A successful Shadow Flight skill check allows the character to fly silently from shadow to shadow.

Once in the shadows, the character's movement rate and maneuverability class depend on the strength of the shadows

Table X.X Shadow Flight Movement Rates

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Amount of Shadow **Rate/**
Maneuverability

None	Normal*
Weak	Fl 15/D
Strong	Fl 18/C
Very Strong	Fl 24/B**

*Flight is not possible

**Once per hour, the rogue can instantly move up to 360 yards, as a *dimension door* spell, as long as the destination is at least as shadowy as the rogue's current position.

While flying or traveling instantaneously, the rogue can be no more than lightly encumbered. The rogue can carry other creatures if their weight does not exceed the rogue's light encumbrance limit.

No Shadows The rogue is surrounded by multiple light sources, within a magical *light* or *darkness* spell, or in the open on a bright, clear day.

Weak Shadows Outdoors at dawn or twilight, in a forest on a bright day, average indoor light, or outdoors on a moonless or overcast night are examples of these conditions.

Strong Shadows. The rogue is outdoors at night or in dim indoor light.

Very Shadowy Most areas of near-darkness apply for this condition, including in woods at twilight; in a windowless room with a single, flickering light source such as a torch, candle, or fire; outdoors at night along the edges of the circle of light thrown by an artificial light source (*Player's Handbook*, Table 63).

Shadow Travel (Physical 1, Dexterity/Balance -2, Rogue 16+) — This skill allows a rogue to move rapidly from one shadowy area to another, moving at seemingly blinding speed.

The use this skill, the rogue must first successfully Hide in Shadows, which is required to use this skill. After entering the area of shadow, the rogue can move into other shadows at increased speeds. The actual movement depends on the amount of shadow available, according to the table below.

Table X.X Shadow Travel Movement Rates

Amount of Shadow*		Movement Rate
None	Normal	
Weak	15	
Strong	18	
Very Strong	24	

*For shadow strength classifications see the Shadow Flight skill above.

The rogue is visible when moving between shadows, but he remains hidden while within the shadows and able to move at an accelerated rate until the character attacks or the shadows get weaker. If the rogue leaves the shadows to attack, the character can enter them again and resume accelerated movement on any round when the rogue does not attack and there are shadows available. Shadow movement is not silent, but the rogue can attempt a Move Silently roll while moving through shadows and still move at the accelerated rate. Accelerated movement is subject to normal modifiers for terrain and encumbrance.

Signature Item (Mental 2, Ego/Aura, Warrior 10+, Wizard 12+, Priest 10+, Psionicist 10+, Rogue 11+)—A character with this skill chooses an item from his collection of equipment as a personal trademark that is specially protected from twists of fate.

The character designates a Signature Item by giving it a name and noting something distinctive about it. If the item has no distinguishing features, the character must hire an artisan with the appropriate skill — such as a weaponsmith for a sword — to add one. The alteration could be as simple as engraving the item's name somewhere upon its surface or as elaborate as the character desires (and can afford). No skill check is required to designate an item, and as soon as the item is designated, described, and named, the character forms an empathic link with it. It is possible to have more than one Signature Item, but the character must pay the full cost of this skill for each item. If the character improves the skill score, the improvement applies to all the character's

signature equipment.

A Signature Item must be something the character has owned for an extended period of time and uses regularly. For example, a warrior cannot designate a friendly wizard's favorite spell book as a Signature Item. The DM is free to decide how long the character must own the item, but one level's worth of advancement is the usual period. Likewise, the DM must decide what constitutes regular use, but at least once during the majority of the character's adventures is the usual requirement. Only nonconsumable items can be Signature Items, but rechargeable items qualify.

If a Signature Item is ever required to roll an item saving throw, it automatically succeeds so long as the owner is carrying the item and the survives the event. For example, if Tana is subjected to a *fireball* and fails her saving throw vs. spell but survives the damage, all her equipment must save vs. magical fire or be destroyed. Tana's signature sword, *Windsinger*, does not have to roll the item saving throw, it succeeds automatically.

Deliberate actions that lead to item saving throws can destroy a Signature Item. For example, if Tana uses *Windsinger* as a brace to keep a trap from closing, the sword can break. Likewise, if an attacker deliberately targets a *disintegrate* spell at *Windsinger*, the sword can also be destroyed. Deliberate actions can destroy a Signature Item even if the owner is not aware of the danger. For example, if Tana slashes at what she thinks is a giant spider, but the creature is really a rust monster, *Windsinger* could be destroyed.

If the character does not survive the event that caused the item saving throw, the item must make the roll normally. If the item survives the incident and the character is restored to life, the link is automatically reestablished. If the item is destroyed in the same event that killed the warrior, the link is broken.

If a Signature Item is ever lost or stolen, the link with the item allows the warrior to attempt a skill check once a day to receive a vision of

the item's location. If successful, the character receives a visual image of the item's current surroundings and has a vague idea of the location's distance and direction. If the item lies on another plane, the warrior receives a vision of the plane, but can discern no other information unless he actually travels to the plane. If the item is magically hidden, the warrior learns this fact, along with the item's general location. For example, he would know that his Signature Item is hidden in King Snurre's great hall.

If a Signature Item is destroyed or irrecoverable, the character can use the link to obtain a replacement. This does not apply if both the Signature Item and the character were destroyed by the same event. If the Signature Item was nonmagical, the character need only acquire a similar item and give it the same name as the original. The character forms a link with the new item, which gradually begins to resemble the original until it becomes indistinguishable from the original after about one month.

If the item was magical, the character must obtain an item of quality (see the *Dungeon Master's Guide*, Chapter 6) and roll a skill check. If the check succeeds, the link is strong enough to recreate the item. The character loses five times the item's experience point value and the nonmagical item is miraculously infused with an enchantment that exactly matches the original item after about one month. If the character is unwilling to pay the experience cost, the link is broken instead. If a magical item similar to the original item is used instead of an item of quality, its experience value is subtracted from warrior's experience loss. Artifacts cannot be restored in this manner, though the character gains the other benefits of the link.

Voluntarily giving away or not making a reasonable effort to recover a Signature Item that has been lost or stolen always breaks the link. The DM is the final judge of what constitutes a reasonable effort at recovery.

It requires a minimum skill score of 50

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(before bonuses for a high Ego/Aura are applied) to create a Signature Item, but a character can allocate more points if he wishes. At the DM's option, pairs of magical items might also qualify as a single Signature Item, such as the *Twin Blades of Ra*.

Warriors can have one Signature Item from each of the following categories armor, weapon, shield, and miscellaneous magical item.

Wizards can have one Signature Item from each of the following categories ring, rod, staff, wand, miscellaneous magic and weapon.

Priests can have one Signature Item from each of the following categories armor, weapon, shield, rod, staff, and miscellaneous magic.

Psionicists can have one Signature Item from the weapon, ring and miscellaneous magic categories and up to two psionic items may be made Signature items.

Rogues can have one Signature Item from the weapon and ring categories and two Signature Items may be from the miscellaneous magic category.

Signature Mount (Mental 1, Ego/Aura, Warrior 10+)—A warrior with this skill forms a special bond with a mount. When they are together, the mount gains considerable protection from attacks that might otherwise kill it.

A Signature Mount cannot have more than 10 Hit Dice and must have at least four hit points per Hit Die. For example, a heavy war horse has 5+5 Hit Dice; it cannot become a Signature Mount unless it has at least 25 hit points. The mount must be tamed and recognize the warrior as its master. If the creature has an Intelligence score of five or more, it need not be trained if it willingly serves the warrior. The warrior must name the mount and provide it with something that makes it recognizable. This can be as simple as purchasing a saddle with the mount's name engraved in it or as elaborate as the character can afford.

When the link is established, the mount

immediately gains one hit point per level of the character plus an additional hit point each time the warrior gains a level. When the warrior is riding the mount, the mount suffers no damage from area attacks (such as breath weapons and *fireballs*) if the rider successfully saves against the attack. If the rider fails the saving throw but survives the attack, the mount saves for half or no damage, using the rider's saving throw number. The mount also gains the rider's saving throw against effects targeted directly at it (such as *disintegrate* and the cold ray form of *Otiluke's freezing sphere*) as long as the rider is with the mount. Attacks such as power word spells must be potent enough to overcome the rider to have any effect, although they affect only the mount if that is where they are targeted. If the mount is alone, or the rider does not survive the attack, the mount must use its own saving throw number, and it suffers the normal effects from the attack.

If a Signature Mount is ever killed, the warrior can acquire a new one of the same type and hit points. Each day, the character can attempt a skill check to receive a vision of the new mount. If the check succeeds, the character sees the mount in its current surroundings and knows the approximate direction and distance to the location. If the mount is on another plane, the warrior receives a vision of the plane but can discern no other information unless the character actually travels to the plane. If the mount is magically hidden, the warrior learns this fact, along with the mount's general location. It is up to the character to seek out the replacement mount, but the mount willingly serves the warrior if the character obtains it.

A warrior can have one Signature Mount for each different type of terrain. For example, the character might have a young adult mercury dragon (airborne), heavy war horse (land), and a giant sea horse (water). Subterranean and desert mounts might also be allowed, at the DM's option. A character must allocate enough mental skill points to achieve a skill score of 50 (before the modifier for a high Ego/Aura score is added) for each Signature Mount. The skill

score can be increased beyond 50 at the player's option.

Smite (Mental 2, Wisdom/Understanding -2, Priest 15+)— A priest who possesses the Eminence skill (50%) can use Smite to direct a wave of destruction at beings who have wronged the priest or offended the priest's deity.

When the priest uses this power, a cone of divine force issues from the priest's body in any direction the character wishes. The cone is 5' in diameter at the priest's body and 30' in diameter at the far end. Its maximum length depends on the priest's level as shown below

Table X.X Smite Cone Length

Priest Level	Cone Length
18-20	30'
21-23	50'
24-26	70'
27-29	90'
30+	110'

The priest has no control over the precise effect of the smiting, which the DM chooses from the list below. No matter what the effect, only the priest's enemies are harmed. Allies, innocent bystanders, and worshipers in good standing with the priest's deity are not affected.

Awestruck This is the default effect when the deity does not feel the targets are offensive or threatening. It also is granted when the deity feels that a simple demonstration of its power is sufficient to handle the situation.

A two-dimensional depiction of the deity or the deity's symbol appears in front of the priest, causing the priest's enemies to stare at it in awe if they are within the cone. Creatures with more than 10 Hit Dice or levels are allowed a saving throw vs. spell. Even if the save succeeds, creatures are *awestruck* for one round, regardless of personal immunities granted by spells or high ability scores.

Creatures remain *awestruck* only as long as the priest remains motionless and concentrates on the effect, but no longer than one round per level of the priest, plus 1d8 rounds. Enemies

who enter the cone after the image appears are fully subject to the awe effect, even if they avert their eyes.

Any motion or the slightest break in the priest's concentration ends the effect, as does any offensive action by the priest's allies. Distracting the *awestruck* opponents also ends the effect. Loud noises, magical displays, attacks, or attempts to steal the *awestruck* creatures' equipment, damage their property or otherwise cause them harm are sufficient to break the effect.

Blinded Deities grant this effect when they find the target creatures offensive, but not particularly dangerous. Only creatures with 12 or more levels or Hit Dice are allowed a saving throw vs. breath weapon to avoid the effect. Blinded creatures move at two-thirds the normal rate and suffer a -4/-20% penalty to attack rolls, saving throws, initiative rolls, skill checks and ability checks. *Blinded* spell casters cannot cast spells that require they see their target.

Blindness lasts until the victim receives a *heal* or a *cure blindness or deafness* spell.

Burned This effect is granted when the targets are violent and pose an immediate physical threat to the priest, a sacred site or to creatures friendly toward the priest.

The cone fills with a mass of heatless flames that burn the priest's enemies for 6d8 points of damage, save vs. breath weapon for half damage. Creatures killed by the flames are reduced to piles of ash and no regeneration is possible. Though the heatless flames do not harm the area, they can affect the target's equipment. If a target creature fails the breath weapon saving throw or is killed by the flames, any equipment the creature carries must save vs. disintegration or be reduced to dust.

Deafened This effect occurs when the targets have not greatly offended the deity or when the priest is not in significant peril. Only creatures with 12 or more levels or Hit Dice are allowed a saving throw vs. breath weapon to avoid the effect.

Deafened creatures move at three-quarters, the normal rate and suffer a -2/-10% penalty to attack rolls, initiative rolls, skill checks and ability checks. There is a 50% chance that any spell a deafened spell caster attempts, fails outright. Deafness lasts until the victim receives a *heal* or a *cure blindness or deafness* spell.

Death Deities grant this effect only when deeply offended or when the priest is in extreme danger. Enemies within the cone are immediately reduced to dust if they have 4 Hit Dice/levels or less. Other enemies suffer a doubled burning effect (12d8 points of damage, save vs. breath weapon for half damage).

Immobilized Deities commonly grant this effect when the targets are genuinely dangerous or offensive. Creatures of 6+1 Hit Dice/levels or less are automatically paralyzed, their flesh turning into a rigid, crystalline substance that is easily shattered. Other creatures are allowed a save vs. petrification to negate the effect. The immobility lasts 1d4+2 turns. *Free action* is useless against this effect.

Immobilized creatures can be killed by striking their crystalline bodies with any hard object. For each strike, the creature must make a saving throw as rock crystal vs. crushing blow. Only bonuses granted from magical rings, cloaks, and armor count toward the saving throw. Failure results in death.

Plagued The deity grants this effect when the targets are offensive, but do not pose any danger to the deity's interests. The priest's enemies are affected as if struck by a *cause disease* spell. The disease inflicted is debilitating (see the reversed form of the 3rd-level priest spell *cure disease*) and causes the victim to radiate a foul stench. The disease is neither contagious nor fatal. It can be cured by a *cure disease* or *breath of life* spell from a caster of higher level than the priest who called down the plague (or by the priest who caused the plague).

Slowed This effect is granted when deity is offended, but the enemies pose no immediate threat to a sacred site, the priest or creatures friendly toward the priest or the deity.

The effect is the same as the 3rd-level wizard spell *slow*, except that creatures with less than 8+1 Hit Dice or levels get no saving throw. The *slow* effect lasts for 1d4+2 turns.

Each use of Smite skill reduces the priest's Eminence skill score by 15 points (15%) for a week. As long the priest has a positive Eminence score, the priest need not make a skill check to Smite enemies. If the priest's Eminence skill score is zero or less, however, the priest must roll a Smite skill check, penalized by -2% for every point below zero of his current Eminence score, to successfully Smite enemies. If the roll fails, the deity is displeased. At best, no Smite effect occurs; at worst, the deity directs a Smite effect upon the priest or even withholds the power in the future.

An example Marissa has an Eminence skill score of 40% and a Smite skill score of 45%. She can freely Smite enemies three times a week as long as her Eminence skill score is not reduced by using other skills. During an adventure, she uses her Smite skill twice and the Divine Voice skill once. This reduces her Eminence skill to -5%. If she wishes to use her Smite skill again, she must roll a 35 or less on the percentile dice to succeed (her Smite skill score is reduced by -10% because of her current Eminence score of -5%).

Undaunted, Marissa attempts to Smite a group of passing kobolds she has come upon. Her d00 roll is a 05, so the Smite works. Marissa's deity isn't too worried about the kobolds, who were minding their own business when Marissa came along, and grants Marissa an awe effect. The kobolds are briefly entranced, but a fighter from Marissa's party wades into the kobolds, making an All-round Attack. The attack breaks the awe effect.

Feeling threatened by the swarm of kobolds, Marissa foolishly tries to Smite them again. Her Eminence score is now a -20%, which penalizes her Smite skill score by -40%, leaving her with a score of 5%. Melissa rolls an 18% and fails. The deity is getting a little tired of all Marissa's attempts to call for special aid and bestows a *deafness* effect on her and bars

her from using her Smite power for a period of a month. Fortunately, her saving throw succeeds. Marissa's Eminence score is now a -35, leaving her no chance (even if her deity had not barred her from using the skill) to Smite the kobolds again even if she was silly enough to try.

Spell Sculpting (Mental 2, Intelligence/Knowledge, Wizard 12+)—A wizard with this skill knows one spell so well the character can alter its statistics when casting it.

To use this skill, the wizard must prepare an item to help focus and reshape the spell's magical energy. A focus item can be a small object such as a jewel, wand, or amulet. A focus item must be worth at least 500 gp per spell level.

When sculpting, the wizard must meet all the usual requirements to cast the spell; the wizard employs the focus item as an additional material component, which is normally not consumed. A successful skill roll allows the wizard to change the spell in a minor way, as listed below. If the roll fails, the spell is cast normally. If failure roll is a 96-00, the focus item is destroyed.

When a wizard successfully sculpts a spell, the character can choose one effect from the list below.

Increased Damage The spell can inflict an extra two dice of damage of the type normally rolled to determine the damage the spell inflicts. For example, Neja, a 20th-level wizard, could sculpt a *burning hands* spell to inflict 3d3+20 points of damage. If Neja sculpted a *fireball* spell to increase damage, the spells would inflict 12d6 points of damage.

Spells that have individual damage dice, such as *magic missile*, are not increased individually. For example, Neja could cast a *magic missile* that inflicted a total of 7d4+7 points of damage. The additional damage could be added to a single missile or an additional die of damage could be added to two separate missiles.

Spells that do not use dice rolls to determine damage cannot be sculpted in this manner.

Extended Duration The spell's total duration is doubled. This applies only to the actual time a spell lasts but not to any special durations a spell may have.

For instance, *invisibility* would last a total of 48 hours or until the recipient made an attack. Neja's *stoneskin* would have a duration of 48 hours or until it had blocked 1d4+10 attacks. Spells with instantaneous durations cannot be sculpted in this manner.

Extended Range The spell's range is doubled. If the spell has a range of touch or 0, its range cannot be extended.

Shortened Casting Time. The spell's casting time is cut in half, to a minimum of 1. If local conditions lengthen the spell's casting time (see page 47 of *High Level Campaigns*), apply the multiplier first, then cut the result in half.

It is not possible to sculpt a spell more than once. It is possible, however, to employ a metamagic spell, such as *extension* or *squaring the circle*, to a spell that has been sculpted provided that the sculpting effect does not duplicate the metamagic spell effect. For example, a wizard cannot extend a spell's duration and use an *extension* spell at the same time. A wizard could sculpt a spell to extend its range and use an *extension* spell to increase its duration.

The highest level spell a wizard can sculpt is limited by the character's level, as listed on the table below.

Table X.X Spell Sculpting Spell Level Limits

Wizard's Level	Maximum Spell Level
12-14	1st
15-17	2nd
18-20	3rd
21-23	4th
24-26	5th
27-29	6th
30+	7th

A wizard can learn to sculpt more than one spell but must pay the full cost for this skill for each spell. A wizard can learn to sculpt a

Signature Spell as a Mental 1 skill.

Spell Talisman (Wisdom/Understanding -2, Priest 12+) — This skill allows a priest to cast one or more spells at the beginning of each day, making them available for instant use.

When a priest with this skill is finished praying for spells, the character can attempt to cast the spell and direct its magical energy into a special container or talisman. A talisman is a small object such as a jewel, crystal bead, or holy symbol blessed by the priest. A talisman must be worth at least 100 gp per spell level it is to hold.

A successful skill roll is required to place a spell into a talisman. If the roll fails, the spell is wasted. The priest must have all necessary material components on hand and must meet all the usual requirements to cast a spell. If casting the spell has an effect on the priest, such as unnatural aging, the priest suffers the effect even if the spell was not placed in the talisman.

The total levels of spells a priest can have stored in talismans cannot exceed the priest's level. The highest level spell a priest can place in a talisman depends on the priest's level, as shown below

Table X.X Talisman Capacity

Priest Level	Maximum Spell Level
12-14	1st
15-17	2nd
18-20	3rd
21-23	4th
24-26	5th
27-29	6th
30+	7th

For example, Wulf, a 21st-level priest, can have up to 21 levels of spells stored, but no stored spell can be higher than 4th level. Wulf might choose to store two spells of fourth level, two third, and seven first-level spells.

To release a spell from a talisman, the priest must be holding or carrying the item and have the opportunity to concentrate briefly and utter a few words. Using the talisman is a fast action in combat and the release cannot be disrupted

(though a gagged or silenced priest could not release the spell). Once the spell is released, it functions as if cast normally in all respects, destroying the talisman in the process.

A spell can be stored in a talisman for a maximum of 24 hours. If not used in the allotted time or if separated from the priest for more than one hour, the talisman crumbles into dust and the spell is lost. No being other than the priest who stored the spell can release the stored energy.

A portion of the spell (known as a *mote*) stored in a talisman lingers in the priest's aura. If the priest prays for spells again before the 24 hours have expired, the character cannot regain the spell points of the spell stored in the talisman. The priest cannot reverse the process of storing a spell in a talisman. If a talisman is destroyed, the spell is lost. A spell mote fades from the priest's aura when it is released or lost.

Spells stored in talismans can be cast on worlds where the local magical factor would not allow the spell to be cast (see Chapter 2 of *High Level Campaigns*). A spell cannot be stored in talisman, however, unless the local conditions allow the spell to be cast. The stored spell may be released as a fast combat action regardless of the local magical factor.

Warrior's Scream (Physical 2, Constitution/Fitness)—This skill is only available to warriors and crusaders of 10th level or higher. The warrior's scream is a terrifying battle cry that strikes fear into the hearts of one's enemies. A character may utter the warrior's scream only on the first round of combat with a particular opponent, and he gives up his first attack of that round in order to do so.

This feat requires a skill check. If successful, it has the effect of the 3rd-level priest spell *prayer*, but only on the character who uttered the scream and his current opponent. Opponents must roll a successful saving throw vs. spell to avoid the effects of the scream; this saving throw may be rolled at the start of each melee round until it is successful.

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