

THE LUNE BOOK OF SKILLS

Copyright © G R Adamson 1996

Skill Notes

TABLE DESCRIPTION

Skill	The name of the skill.
Slots required	This is the number of skill slots required to learn the ability.
Primary Ability:	This lists the primary ability required for use of this skill. If there is more than one, the character may choose one based on his character's characteristics e.g. a very empathic character might ride a horse by understanding its needs (Wis), while a dextrous character might ride using his agility (Dex).
Category	This is the general skill category that a skill falls into. There are no class requirements; any character can take any skill provided the player can reasonably justify to the DM how the character was able to learn it e.g. a mage may have learned the art of weaponsmithing as a child and apprentice, before deciding that magic was what he really wanted to do.
Prerequisites	Any other skill that are required for the learning of the skill e.g. you need Healing (basic) before learning Healing (advanced).

Gaining of skills

- ◆ Each character gets 8 skills initially, plus any bonuses for intelligence. Thereafter the character gains 1 skill per 3 levels gained, starting at third level (then 6th, 9th etc). There are no class differences.
- ◆ These 8 skill **include** all "bonus" skill granted by kits or classes, as well as languages. There are no "free" proficiencies, thus a bard, for example, does not get Music at no slot cost. The character gets only the Common Tongue and one native language (e.g. elvish) at no slot cost. Reading and writing in Common and the native tongue are at no slot cost only if the character's background includes formal schooling (this would likely preclude most barbarians).
- ◆ Weapon and non-weapon skill can be exchanged (i.e. the character can choose to use a weapon proficiency as a skill instead), but only up to a maximum of 2 ever.
- ◆ Seven of the character's initial eight skill have an initial score equal to the relevant modified ability score, with a d6 modifier: 1 = -2, 2 = -1, 3 and 4 = no change, 5 = +1, and 6 = +2. This initial score is dependant on the DM's approval, as these skill are considered to be skills the character has grown up with, like apprenticeships. All other skills, including skills acquired after 1st level, have a starting score equal to 1d6 + the skill modifier +4 + an ability modifier: 20 = +5, 19 = +4, 18 = +3, 16-17 = +2, 14-15 = +1, 8-13 = 0, 6-7 = -1, 4-5 = -2, 3 = -3. All skills can be increased in score normally by the addition of score points.
- ◆ Each skill has an initial maximum score of 18 (this applies even if the character rolled a +1 or +2 bonus to score on the table above). At 3rd level and up, the character can use 3 score points to advance from 18 to 19 on a skill, unless the character has an ability score of 19 or higher, in which case only one point is needed.
- ◆ Any new skill can be exchanged for 3 score points.
- ◆ No character can have fewer than 4 non-weapon skills.
- ◆ The character gains 2 score points, to allocate as wished, for each level gained (if multiclassed, this does not mean that the character gets two points when going from level 2/2 to level 3/3: the character will get only one).
- ◆ Five accumulated score points can be used to gain a new skill instead on improving existing ones.
- ◆ Note that skill at a skill is part of role-playing.
- ◆ Having a particular skill means that the character can perform the skill without needing a dice roll in routine circumstances; e.g. having the riding skill enables a character to, without skill roll, ride a horse, even at normal gallop, and to mount normally. To perform a feat of skill, like slowing a panicked horse, vaulting into the saddle without stirrups, leaping a particularly large chasm, or getting an extra burst of speed from the steed, will require a skill roll, possibly at a bonus or penalty, depending on the action.

Skill	Slots required	Primary ability	Category	Prerequisites
Acting	1	Cha-1	L	
This skill allows a character to skilfully portray various roles, often as entertainment. It can also be used to enhance a disguise. If a character has both acting and disguise skill, the check for either is made at a +2 bonus. Skill checks are required only if the actor must portray a particularly difficult role or is attempting to 'ad lib' without rehearsal.				
Agriculture	1	Int+1	T	
The character has a knowledge of the basics of farming. This includes planting, harvesting, storing crops, tend animals, butchering, and other typical farming chores. A PC with this skill is also able to evaluate soil quality for plant growth, to identify the best methods of growing plants (particularly fruits, vegetables and spices). He can identify edible plants in the wild with a chance equal to 1/3 of his normal NWP roll				
Alchemy (Basic)	1	Int-2	MG	
Alchemy allows a chance to identify potions, poisons & recognise potential ingredients for alchemical potions (said ingredients being useful parts of recently-slain creatures or discovered plants). Does not allow brewing of potions, etc. if taken on its own.				
Alchemy (Advanced)	1	Int-2	MG	Alchemy (Basic) and Herbalism
An individual skilled in the science of alchemy can perform a variety of feats when he has access to a well-stocked laboratory. Given time and the proper materials, the alchemist can create such things as smoke bombs, sleep gas, non-magical potions, dusts, powders, Greek fire, strong glue, various drugs and mild poisons, both natural and otherwise. Furthermore, a character with this skill can conduct experiments to determine the properties and content of unknown substances. A laboratory, including the specialised equipment and the innumerable chemicals necessary for its operation, costs at least 5000gp. For every additional 5000gp invested in the laboratory, the alchemist's chances of success in any given project should modified by +1. However, since there is always a chance of failure, any roll of a natural 20 indicates that something has gone wrong, most probably damaging the alchemist and some of his equipment. Other failures may result in worthless potions, creations with wildly different effects, or whatever else the DM can think of. This skill is almost useless outside of the laboratory, and the character's abilities should be limited accordingly when this is the case. Some characters may wish to carry small analysis kits with them while adventuring. These typically cost as much as 500 gp each. The delicate equipment is not likely to stand up to the rigours of normal adventuring, and the chances of success on any project will incur penalties ranging from -1 to -10 depending on the situation. Possession of this skill grants a +1 bonus on all brewing, herbalism, and poison skill checks. See Appendix A for more detail on this skill.				
Alertness	1	Wis+1, Per+1	AS	
This skill allows a character to instinctively notice and recognise signs of a disturbance in the immediate vicinity. This reduces a characters chance of being surprised by 1, if he makes a successful skill check.				
Alternate Magics	1	Int-1	MG	
This skill grants a familiarity with magic that does not originate with conventional spellcraft. Examples of this include the innate abilities of fairies, demons, djinn, and other known magical creatures, as well as the unusual spellcasting done by dragons and their ilk. A successful skill check indicates that the wizard has correctly identified the source and nature of the magical phenomenon.				
Ancient History	1	Int-1	S	
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 specialise today in the English Middle Ages, the Italian Renaissance, or the Roman Republic before Caesar. The knowledge acquired gives the character familiarity with the principal legends, historical events, characters, locations, titles, 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.				
Animal Handling	1	Wis-1, Cha-1	A	
Skill in this area enables a character to exercise a greater-than-normal control over pack animals and beasts of burden. A successful skill check indicates that the character has succeeded in calming an excited agitated animal. In contrast, a character without this skill has only a 20% chance of succeeding in the attempt.				
Animal Lore	1	Int-1	A	
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 behaviours 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 action of the creature. If the check fails by 4 or less, no information is gained. If the check fails by more than 5 or more, the character misinterprets the actions of the animal. A character with animal lore adds a +2 bonus when using the set snares skill (for hunting) since the character knows the general habits of the creature hunted.				
Animal Noise	1	Wis-1 Int-2,	A	
A character with this skill can imitate the noises made by various animals. A successful check means the characters noise cannot be distinguished from that of the actual animal, except by magical means. A failed check produces a sound that varies from that of the animals in some slight way. Those who are very familiar with the animal will recognise the intended mimicry at once. Other characters will recognise the imitation on a successful perception roll.				
Animal Training	1	Wis, Int-1	A	
Characters with this skill can train one type of creature (declared when the skill is taken) to obey simple commands and perform tricks. A character can spend additional skill to train other types of creatures or can improve his skill with an already chosen type. Creatures typically trained are dogs, horses, falcons, pigeons, elephants, ferrets and parrots. A character can choose even more exotic creatures and monsters with animal intelligence. 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 non-specific commands to do its job. A specific task teaches the trained creature to do one specific action. With enough time, a creature can be trained to do both general tasks and specific tricks.

Training for a general task requires three months of uninterrupted work. Training for a specific trick requires 2d6 weeks. 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. An animal can be trained in 2d4 general task or specific tricks, or any combination of the two.

An animal trainer can also try to tame wild animals (preparing them for training later on). 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 unsuccessful, the beast is suitable for training. If the check fails, the creature retains enough of its wild behaviour to make it untrainable. It can be kept, though it must be leashed or caged.

Appraising	1	Int	CT
------------	---	-----	----

This skill is highly useful for thieves, as it allows characters to estimate the value and authenticity of antiques, art objects, jewellery, cut gemstones, or other crafted items they find (although the DM can exclude those items too exotic or rare to be well known). The character must have the item in hand to examine. A successful skill check (rolled by the PC enables the character to estimate the value of the item to the nearest 100 or 1,000 gp and to identify fakes. On a failed check the character cannot estimate a price at all. On a roll of 20, the character wildly misreads the value of the item, always to the detriment of the character.

Armourer (Basic)	1	Int	T
------------------	---	-----	---

This ability allows the character to appraise the workmanship of various weapons and armour. A character is able to determine, without a skill check, the average price that normal weapon or suit of armour would fetch. He is also able to tell the condition of the weapon or armour, and if the previous owner cared for it properly. With a skill check, the character is able to tell if the weapon or armour is of quality, and what type of bonuses (although not the exact bonuses) can be determined. This requires constant scrutiny of the item, and perhaps significant use in battle, for no less time than one day. With another skill check, the apparent creators of the weapon or armour may be determined, unless this is obvious by design.

Magical weapons and armour may be identified as such under extreme conditions. After using the weapon or armour for a period of at least 1 week, in battle, the character may roll a skill check with a -50% penalty. Success indicates that the character notices some indications that perhaps magic was involved in the creation of the item. Under no circumstances can specific powers or pluses be found out in this way. Characters with this skill are knowledgeable in the proper care for any weapon they are familiar with. A skill check allows the character to care for unfamiliar weapons as well.

Armourer (Advanced)	1	Int-2	T	Armourer (Basic)
---------------------	---	-------	---	------------------

This character can make all of the type of armour listed, given the proper materials and facilities. When making armour, the skill check is rolled at the end of the normal construction time. The time required to make armour is equal to two weeks per level of AC below 10. Dwarves are more skilled at this than humans, and only take 1½ weeks per level of AC below 10. E.g., a suit of chain mail (AC5) would take a human 10 weeks to manufacture, but only 7½ weeks for a dwarf to make. If the skill check indicates failure but is within 20% of the amount needed for success, the armourer has created usable but flawed, armour. Such armour functions as 1AC worse than usual, although it looks like the armour it was intended to be. Only a character with armourer skill can detect the flaws, and this requires careful and detailed inspection. If the flawed armour 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, and the broken armour hampers the character's movement. Until the character can remove the broken armour, the character moves at ½ of his normal rate and suffers a -4 penalty to all of his attack rolls. If an armourer is creating a suit of field plate or full plate armour, the character who will use the armour must be present at least once a week during the creation of the armour, since such types of armour require very exact fitting.

Artistic Ability	1	Int, Dex, Wis	L
------------------	---	---------------	---

Player characters with artistic ability are naturally accomplished in various forms of the arts. They have an inherent understanding of colour, form, space, flow, tone, pitch, and rhythm. Characters with artistic ability must select one art form to be proficient in. Thereafter, they can attempt to create art works or musical compositions in their given field. Although it is not necessary to make a skill check, one can be made to determine the quality of the work. If a 1 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 unpleasant or just plain bad. Artistic ability also confers a +1 bonus to all relevant skill checks requiring artistic skill and to attempts to appraise objects of art in the relevant or related fields.

Astrology	1	Int	S
-----------	---	-----	---

This skill gives the character some understanding of the supposed influence of the stars. Knowing the birth date and the 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 30 days, and his knowledge is vague at best. If a successful skill check is made, the astrologer can foresee some general event. The DM decides the exact prediction. Note that the prediction does not guarantee the result—it only indicates the potential result. If the skill check is failed, no information is gained unless a 20 is rolled, in which case the prediction is wildly inaccurate. Characters with the astrology skill gain a +1 bonus to all navigation skill checks, provided the stars can be seen

Astronomy	1	Int-1	S
-----------	---	-------	---

This skill gives the character an understanding of celestial mechanics for both standard and non-standard systems. In any system, the character may be able to determine the relative placement and future courses of celestial bodies (even variable orbits of comets and asteroids) by studying the overall system pattern. The smaller celestial body, the more difficult the task becomes. Phases of heavenly bodies are also easily determined. Characters with this skill may also construct and use all of the instruments related to this field, such as astrolabes, sextants, and even simple telescopes. Time and materials are required, and an unmodified skill check with a -10 penalty is required for success. Failure indicates that the object is flawed in some way and is useless. The character can also use this skill to determine which planets have intelligent creatures, civilisations, etc. This use of the skill may require preparation by the DM, since information regarding a new crystal sphere might be discovered when the characters first enter it. Characters with this skill and the navigation skill, gain a +1 bonus to all navigation skill checks, as well as a +1 bonus to all astrology skill checks.

Begging	1	Cha	CT
---------	---	-----	----

Begging serves two functions. First, it allows characters to pose convincingly as beggars. Success in this function is automatic, and no checks must be made. Secondly, it allows a character to make a minimum daily income. To use this skill to earn money, it must be used in an area where people are present (a city, town or village etc.). The following modifiers do not take into account the wealth of a particular locale, just population density. Impoverished regions may have a greater penalty, as will regions where a long tradition of stinginess is maintained.

<u>Locale</u>	<u>Modifier</u>
uninhabited / wilderness	failure
countryside	-7
hamlet, village	-5
town	-2
city	0

A successful check enables a character to beg for enough money, goods or services to meet his basic needs (a little food, drink, and a place to sleep). Begging cannot force PC's to give away money, players are always free to decide how generous their characters are.

Blacksmithing	1	Str	T
---------------	---	-----	---

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 armour or make weapons, but can craft crowbars, grappling hooks, horseshoes, nails, hinges, plows, and most other iron objects.

Blind-fighting	1	Per, Wis	AS
----------------	---	----------	----

A character with blind-fighting is skilled at fighting in conditions of poor or no light. In total darkness, the character suffers only a -2 penalty to his attack roll. Under starlight or moonlight, the character incurs only a -1 penalty. The character suffers no penalties to his AC because of darkness. A successful skill check is required to use the skill in this way. Each round, the character may roll until success is achieved, in which case the character need not roll again during that battle. Furthermore, the character retains special abilities that would normally be lost in darkness, although the effectiveness of these are reduced by one-half. This skill is effective only against opponents or threats within melee distance of the character. Blind-fighting does not grant any special protection from missile fire or anything outside the immediate range of the character's melee weapon. 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 penalties 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.

Boating	1	Wis+1, Dex	MT
---------	---	------------	----

A character with the boating skill is needed to guide a boat down a rapid stream and to reduce the danger of capsizing a canoe or kayak. It also allows a PC to make minor repairs and improvements in these boats, such as waterproofing them and patching holes. He also assures the maximum speed of the boat. This skill is distinct from Navigation and Seamanship, which applies to ships on oceans, seas, and large lakes.

Boatwright	1	Int-2	T
------------	---	-------	---

The boatwright skill allows a character to construct all kinds of watercraft up to a maximum length of 60 feet. The time required to build a boat depends on size. As a general rule, 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), deck and benches are required. Features such as sealed hold or cabin add about a week apiece to complete. Characters without the boatwright skill can aid the boatwright in construction, but two such characters equal the time savings that one additional boatwright could provide.

Body Language	1	Int, Wis-2	AS
---------------	---	------------	----

A PC with this NWP is able to interpret subtle changes in behaviour of another creature that gives away its moods and attitudes. Sitting posture, vocal tone, gesticulations, facial movements, and expressions all contribute to this. This skill is only effective on beings of the same race as the user or a closely related race, e.g., a human could not 'read' a dragon, but could 'read' a dwarf or elf. Only intelligent (int = 5+) beings can 'read' like this, and the reader must be able to see the subject's body. On a successful secret check, the reader can determine the general mood of the subject; happy, scared, depressed etc. A failed check determines another mood (DM's choice). If he concentrates, the reader can also tell if the subject is lying or not. This requires a check at an additional -4 penalty, and the PC must announce that he is doing this, it is not automatic.

Botany	1	Int-1	A
--------	---	-------	---

A PC with this NWP is readily able to identify vegetation of all kinds and is familiar with the properties, life cycles, and habitats. This knowledge is limited to the terrain and climate the PC has studied (forests, desert, mountains, plains, coastal/wetlands, etc.). One ability check is required to identify the plant in question, and a second die roll to determine whether the character can recall any specific information concerning it. Elves and other forest dwellers generally have a good grasp of botany, allowing each of them a +1 bonus to all botany ability checks they make in their own terrain and climate. Possession of this skill grants a +2 bonus on all agriculture and herbalism skill checks.

Bowyer/Fletcher	1	Dex-1	T
-----------------	---	-------	---

This character can make bows and arrows of the types listed. A weaponsmith is required to fashion the arrowheads, but the bowyer/fletcher can perform all other necessary functions. The construction time for a long or short bow is one week, while composite bows requires two weeks, and 1d6 arrows can be made in one day. 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 limited life span: An arrow breaks on the first shot; a bow breaks if the character using it rolls an unmodified 1 on his attack roll. When making a bow designed for Strength bonuses, a skill check is made. Failure in this case means the weapon is totally useless. A roll of 1 means that the range of the bow is increased by 10 yards for all range classes or is of such fine work that it is suitable for enchantment.

Brewing	1	Int	T
---------	---	-----	---

The character is trained in the art of brewing beers and other strong drink. The character can prepare brewing formulas, select quality ingredients, set up and manage a brewery, control fermentation, and age the finished product. A normal skill check is not made because

normal skill checks only judge success or failure and not quality. Instead the percentage dice is rolled to decide the quality of the brew (using the table below). A one time modifier equal to Wisdom is added. Also for each slot given to this skill, a modifier equal to Intelligence is added.

<u>Die Roll</u>	<u>Quality</u>
01-05	Terrible
06-15	Very Poor
16-35	Poor
36-65	Normal
66-85	Good
86-95	Very Good
96-00	Excellent

Thus, our hero Rath (Intelligence: 15, Wisdom: 8) has three non-weapon skill slots allocated to brewing because he hopes to be a master brewer some day and retire from the life of adventuring. He decides to whip up a batch of malt liquor beer. After completing the brewing process, it is time to sample the quality of Rath Malt Liquor Beer. He rolls a mere 13 on the percentile dice, which would normally produce a very poor quality brew. However, due to Rath's experience, Intelligence ($3 \times 15 = 45$), and Wisdom (8); he gains a modifier of 53. Therefore, the quality of Rath's beer is good (66).

Bribery	1	Cha	CT
---------	---	-----	----

This is the art of avoiding trouble and gaining favours through the use of illicit payments, either cash or goods. The size of the bribe required is proportional to the loyalty of the bribee, and the amount of danger this would place the bribee in should the act be discovered. A check is made with the following modifiers:

<u>Danger Level</u>		<u>Loyalty</u>		<u>Size of Bribe</u>	
None	+2	Unloyal	-2	1d10 sp	0
Average	-2	Average	0	1d10 gp	+2
High	-4	Loyal	-4	1d10x10 gp	+4
Very High	-6	Very Loyal.	-6	1d10x100 gp	+6

Note that the size of the bribe is multiplied by the bribees level (0 level characters count as level 1), and the bribee's Wisdom mind attack adjustment is counted as a penalty to the roll. If the roll is successful, then the bribe is accepted, with commensurate consequences.

Bureaucracy	1	Int	CT
-------------	---	-----	----

The use and abuse of bureaucratic systems. This skill encompasses a working knowledge of governmental protocol and the skills necessary to navigate bureaucratic organisations. A character with this skill knows which official to approach and the best time to approach him (a tax collector's aide may have better access to information than the tax collector himself; a city clerk may be less harried and more helpful at the beginning of the month than at the end). He knows where government records are kept and the procedures for examining them. He knows how to circumvent sluggish or uncooperative bureaucrats. He obtains permits and other government documents in half the normal time. No skill checks are needed for any of these functions. A character can also use Bureaucracy to turn the system against someone else. A successful skill check doubles the amount of time to make a government decision, causes a permit to be issued under the wrong name, or temporary misplace an important document. A paladin must be careful with this ability, to avoid breaking the law and violating his ethos. The bureaucracy skill covers the governmental organisations in a particular region, usually the character's homeland. He may spend additional slots to expand the skill to other regions. Official organisations include government councils, regulatory boards, and church hierarchies. This skill is only effective when dealing with organisations of 10 or more members.

Calligraphy	1	Dex-1	L
-------------	---	-------	---

The handwriting of an individual with this skill is controlled and beautiful to the point of being considered art. A PC could earn a tidy income copying documents, books, formal letters, etc. for the wealthy public. Skilled calligraphers are often sought by the courts of the aristocracy and religious institutions that wish to illuminate their holy writings. The reading/writing NWP must have been taken before this skill can be selected. Possession of this skill grants a +1 bonus on all artistic ability skill checks involving the painting or lettering of signs, documents, etc.

Camouflage	1	Int	O
------------	---	-----	---

An individual with this skill is an expert at outdoor camouflage. Using natural substances (grass, mud, sticks, etc.), he can attempt to blend himself and his companions into the undergrowth. This takes about a turn per person to carry out and is effective only as long as the characters are still and silent. It can be useful for hiding from attackers or as an ambush weapon, granting up to a +4 bonus to surprise others. Buildings can also be camouflaged, taking about 2 hours to hide a small cottage, although they require maintenance about every week to repair and replace the disguise. On a successful check, the PC has become effectively invisible to all those more than 30' away, so long as he remains still. Individuals passing closer than 30' are likely to spot something amiss (half perception check), unless the check was passed easily (5 or more below the number required, in which case, they get a 1/2 perception chance to spot only when within 10'). Note that camouflage only works for normal visual sightings, creatures with excellent senses of smell, or with infravision, are not affected. Camouflage is only successful in areas with moderate to heavy vegetation; the DM should use common sense.

Camouflage Modifiers:

<u>Modifier To Size</u>	<u>Success Chance</u>
Tiny/Small	+2
Medium	0
Large	-1
Huge	-4
Gargantuan	-10

Carpentry	1	Str, Int	T
-----------	---	----------	---

The carpentry skill enables the character to do woodworking jobs: building houses, cabinetry, joinery, etc. Tools and materials must be available. The character can build basic items from experience, without the need for plans. Unusual and more complicated items require plans prepared by an engineer. Truly unusual or highly complex items require a skill check.

Cartography	1	Int, Wis-1	S
-------------	---	------------	---

A PC with this NWP is skilled in making maps, making him essential to any group of adventurers exploring unknown territory. A cartographer is a keen eyed artist with a well developed sense of distance and depth, whose perception of the physical world is so exacting that with amazing accuracy he can copy onto a sheet of paper whatever he looks upon. He can also copy other maps professionally, and this makes him a valuable addition to the retinue of the aristocracy and other land holders.

In mapmaking, time is important when considering the detail and accuracy of the resulting product. Outdoors, this is best left to the DM to decide in accordance to the type of terrain and the detail the players desire. Underground in a dungeon setting, however, accuracy and detail are much more important; often the survival of an entire adventuring party will depend on a single map. Once again, the DM must decide how long it takes to map any particular area, but this should take a minimum of one round plus the time it will take the cartographer to pace out the area. Another round or two should be added for increased detail or specific notes. A cartographer need only make an ability check on three occasions; when he maps a VERY unusual area, when he attempts to copy another map, and when he attempts to read a map that he has not manufactured himself. If he fails in the first, it is assumed that he has made a blunder that has rendered the map useless; if a failure is indicated in the second, he cannot read the map because symbols have been used that he is not familiar with, or the map lacks a legend or a key. In a fantasy setting, map symbols are unlikely to be universally known.

A small travel kit consisting of a waterproof leather case (with stiff sides so that it may be used as a drawing surface), 2 bottles of ink, a half dozen quills and a like number of parchment sheets will cost the cartographer about 25gp. Additional coloured inks and drawing instruments should be available in most cities. It is not necessary for the reading/writing NWP to have been taken prior to selecting this skill. However if the mapmaker cannot read or write the languages he knows, his maps, while accurate, will have keys understood by himself only. This skill grants a +2 bonus on all navigation and orientation skill checks.

Charioteering	1	Dex+2	AS
---------------	---	-------	----

A character with skill in this skill is able to safely guide a chariot, over any 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.

City Lore (General)	1	Int+1	CT
---------------------	---	-------	----

This general knowledge skill grants the character general knowledge and memory of the city of the players choice (and surrounding towns and villages). Without rolling, characters know the names of streets and general landmarks, and a roll allows characters to reference this DM for information like the name of a certain inn or its proprietor or where to get translations done.

City Lore (Specialised)	1	Int-1	CT
-------------------------	---	-------	----

This specialised skill is not for the general populace of a city; officers of the watch and the guard are typical users of this skill (PCs can learn the skill without these affiliations after three months of dedicated study of the city). It allows characters a basic working knowledge of the city's history, its defences, and its sewer systems (to be provided by the DM on a need-to-know basis). This also gives basic knowledge and history about a cities less well know and 'seedy' facts. (This also includes surrounding towns and villages under the protection of the main city)

City Lore (Rumouring)	1	Cha-1	CT
-----------------------	---	-------	----

Primarily a rumourmonger's talent, this skill allows characters to remember rumours and tavern talk or to get it from other characters. It is best used as an information gatherer and role-playing trigger and as a DM's mnemonic when players forget clues.

City Lore (Secrets)	1	Int-2	CT
---------------------	---	-------	----

Secrets of the chosen city are entailed here. This skill represents knowledge and secrets that only the Lords, rulers or king of a city would know. This is not available to PCs or NPCs unless they become Lords/Rulers or are direct agents of said Lords/Rulers.

Cobbling	1	Dex	T
----------	---	-----	---

The character can fashion and repair shoes, boots, and sandals. Tools are necessary when making shoes, but everyday items may be used to repair a pair of shoes, with a skill check.

Comedy	1	Cha	L
--------	---	-----	---

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 DMs 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 2 on a successful skill check. A failed check lowers morale by 2. For each failed check, a cumulative -1 modifier is assigned for this comedy set. For each success check, a cumulative +1 modifier is assigned for this comedy set. DMs 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 role-playing session), the skill check is modified by +1. Failure to prepare gives a modifier of -1. Intelligence plays an important part in comedy. Knowing what the audience wants and how to deliver it is important. On a successful Intelligence check, a +1 modifier is applicable. On a roll of 20 the crowd tries to kill the comedian, or at least throws him/her out. The comedy was that bad! On a roll of 1 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 the composure. The comedian will also gain a bonus modifier of +1d4 when performing for this audience again. 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 unfavourably, if not hostile, towards the comedian. Note that alcohol effects the morale of the audience. If the audience, in general, is slightly intoxicated the morale is modified by +1. If the audience is moderately intoxicated the morale is modified by +2. If the audience is greatly intoxicated the morale is modified by +3

Commerce	1	Wis-1, Int-2	CT
----------	---	--------------	----

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.

Cooking	1	Int, Wis	L																
Although all characters have rudimentary cooking skills, the character with this skill is an accomplished cook. A skill check is required only when attempting to prepare a truly magnificent meal worthy of a master chef. A PC with this skill can upon examination also detect poison in food with a successful skill roll, and on taste, allowing a +4 bonus to the poison save.																			
Craft Instrument	1	Dex	T																
Those who take this skill must specify whether they are skilled at crafting wind, stringed, percussion, or keyboard instruments. It takes an additional skill slot to gain one of the other skills. Three additional slots allow the character to take the title "master craftsman" as he is able to craft instruments of all forms. 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 form a stringed 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 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 20 indicates that the instrument is non-functional, while a natural 1 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 check is mandatory for success.																			
Cryptography	1	Int	S																
Possession of this skill allows the character to create and break codes and ciphers. Reading/writing is required in order to learn this skill. Multiple picks of this skill are often very helpful. Codes and ciphers fall into four levels of difficulty (equivalent to the number of slots of "cryptography" taken by the person that does the encryption). Their specific requirements are as follows:																			
<table border="1"> <thead> <tr> <th><u>Difficulty</u></th> <th><u>Base Breaking Time</u></th> <th><u>Check Mod.</u></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>10 minutes</td> <td>+1</td> </tr> <tr> <td>1</td> <td>1 day</td> <td>0</td> </tr> <tr> <td>2</td> <td>1 week</td> <td>-1</td> </tr> <tr> <td>3</td> <td>1 month</td> <td>-2</td> </tr> </tbody> </table>					<u>Difficulty</u>	<u>Base Breaking Time</u>	<u>Check Mod.</u>	0	10 minutes	+1	1	1 day	0	2	1 week	-1	3	1 month	-2
<u>Difficulty</u>	<u>Base Breaking Time</u>	<u>Check Mod.</u>																	
0	10 minutes	+1																	
1	1 day	0																	
2	1 week	-1																	
3	1 month	-2																	
The person encrypting the text can use a difficulty level no higher than the level of cryptography skill s/he possesses. The person decrypting the text cannot decrypt text that is more than one level of difficulty higher than he can encrypt. The base breaking time is the unit of time that a person must spend to have any chance of "breaking" the code. Each day of codebreaking must be 8 hours of uninterrupted thought or the period must be begun anew. The check modifier is an additional bonus/penalty applied to breaking a code that is dependent on its difficulty only. The DM may choose to add more modifiers because of the length of the text or successive failures. Codes/ciphers can only be broken by a person familiar with the language that the normal text is in. If encrypted documents are to be used for general communications, both the encryptor and decryptor must know the key. The impracticality of changing keys frequently is the only thing that tends to keep codes in use for long enough that breaking them becomes worthwhile. In order to change codes, the encryptor must merely decide to. It is a very quick job to create a code (of the type usable without supercomputers), generally taking 4 hours per skill level. Codes should be referenced (code A, code B, etc.) so that the DM can remember which ones are in use.																			
Dancing	1	Dex	L																
The character knows many styles and varieties of dance, from folk dances to formal court balls.																			
Direction Sense	1	Wis+1	AS																
A character with this skill has an innate sense of direction. This direction sense applies to different types of terrain. The specific type is chosen when the skill is taken. In the wilderness, the character can try to determine the direction the party is headed. If the check fails, the character errs by 90 degrees. If the roll is 20, the direction chosen is exactly opposite the true heading. (The DM rolls the check). Furthermore, when travelling in the wilderness, a character with direction sense has the chance of becoming lost reduced by ½. Underground, a character with this skill can determine direction 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 with a successful skill check. A failed check indicates failure to identify the correct direction. A roll of 20 results in an error in direction. (The DM rolls the check). In the water, a character with this skill is able to determine the direction of travel underwater. A failed skill check means the character errs by 90 degrees. A roll of 20 indicates the direction chosen is exactly opposite the true reading. (The DM rolls this check). While on the water, the character is able to tell the direction of the party, even in unfathomable weather conditions, with a successful skill check, rolled by the DM. A character with this skill adds +1 to navigation skill rolls. Dwarves with this skill receive a +2 modifier when using this skill underground, and a -2 penalty when using this skill outdoors.																			
Disguise	1	Cha-1	AS																
The character with this skill is trained in the art of disguise. He can make himself or another individual 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 or another person as a member of another race or sex. In this case, a -7 penalty is applied to the skill check. The character may also attempt to disguise himself as a specific person, with a -10 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.																			
Drover/Shepherd	1	Int+1, Wis	T																
Care of herd animals.																			
Dweomercraft	1	Int-3	MG	Spellcraft															
This rare skill is generally only available in a world with a high degree of magical knowledge. It represents much in-depth study of Metamagic – the forces which underlie magic itself. Hence, it usually must be learned from a university or academy. On a successful skill check during spell research, the wizard can reduce the time required to complete the spell by 25%. The expenses that would have arisen during this extra time are, naturally, not accrued.																			
Endurance	1	Con	AS																

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 that 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. Dwarves, being a hardy and resilient race, automatically receive the endurance skill at no cost at the start of their career.

Engineering	1	Int-3	S	Mathematics
-------------	---	-------	---	-------------

The character is trained as a builder of both great and small things. Engineers can prepare plans for everything from simple machines to large buildings. 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 defences of a castle or similar construction. he knows how to construct and use siege weapons and machines, such as catapults, rams, and screws.

Escapology	1	Dex-3	AS	
------------	---	-------	----	--

This is the ability to escape shackles, ropes and even straight-jackets by body contortions and limb manipulation. Tight ropes impose a -1 penalty, locked metal cuffs impose a -3 penalty and straight-jackets impose a -5 penalty. For multiple bonds, these values are cumulative. Note that having the rope use skill, and making a successful check, increases the escapology skill roll for rope bonds by +2.

Etiquette	1	Cha, Int-2	L	
-----------	---	------------	---	--

This skill gives the character a basic understanding of the proper forms of behaviour and address required in many different situations, especially those involving nobility and persons of rank. For extremely unusual occurrences, a skill check must be made for the character to know the proper etiquette for the situation. However, having the character know what is correct and actually do what is correct are two different matters. The encounter must still be role-played by the character. Knowledge of etiquette does not prevent faux pas; many people who know the correct thing manage to do the exact opposite.

Falconry	1	Wis-1	A	
----------	---	-------	---	--

A PC with this skill is an expert in training and handling falcons (as well as hawks at a -1 NWP check and owls at a -2 NWP check), enabling him to teach them tricks and tasks. A PC can teach a falcon 2-8 tricks or tasks in any combination. It takes 2-12 weeks to teach a trick, and 9-12 (d4+8) weeks to teach a task (these times are halved if the teaching NWP is known with a successful teaching NWP check). At the end of the training period, the PC makes a NWP check. If the check succeeds, the falcon has learned the trick or task. If the check fails, the falcon is incapable of learning that trick or task. If not using falconry training equipment (cost 10gp, weight = 1lb.), the success roll for training is made at -2. See Appendix A for details of tasks and tricks.

Fire Building	1	Wis-1, Int-1	AS	
---------------	---	--------------	----	--

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 minutes. Flint and steel are not required. Wet wood, high winds, or other adverse conditions increase the time to 3d20, and a successful skill check must be rolled to start a fire.

Fishing	1	Wis-1, Int-3, Dex-3	O	
---------	---	---------------------	---	--

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 the difference between the die roll and the character's Wisdom score. A net will catch three times this amount. Of course, no fish can be caught where no fish are found. On the other hand, some areas teem with fish, such as a river or pond during spawning season. The DM may modify the results according to the situation.

Field Of Study	1	Int-2	S	
----------------	---	-------	---	--

This covers everything else in a sage's field of study not already covered under existing skill. The more detailed a category, the more detailed and expensive the information obtained. Typical major fields of study are: art, folklore, cryptography, languages (doubles number of languages spoken by wizard), folklore, genealogy, geography, geology, mathematics, mathematics, philosophy, and sociology. A failed skill roll means no information (failed by 4 or less) or misinformation (more than 4).

Find Water	1	Int	O	
------------	---	-----	---	--

This NWP takes one hour to use, during which time the character can only move at half the normal rate. It can only be used once per day, and if successful it allows the character to find enough water to sustain himself for one day.

Foraging	1	Int-2	O	
----------	---	-------	---	--

By using this NWP, a PC 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, a medicinal Herb, or a component required for a spell. The PC must spend 2-8 hours searching, and the material must theoretically be available in the area being searched. The DM doesn't confirm if the material sought is actually available until after the PC has searched for the designated period. If the DM decides the material isn't in the area, no NWP check is necessary; he merely reveals that the search was in vain. If the DM decided the material is indeed available, a successful NWP check means the PC has found what he's been looking for. As a rule of thumb, the PC locates no more than a handful of the desired material, though the DM may make exceptions (e.g., a field full of a particular Herb or plant, etc.). If the check fails, the material isn't found. The PC may however search a different area, requiring another NWP check and another 2-8 hours.

Forgery	1	Dex-1	CT	
---------	---	-------	----	--

This skill enables the character to create duplicates of documents and handwriting and to detect such forgeries created by others. To forge a document where the handwriting is not specific to a person, the character needs only to have seen a similar document before. To forge a name, an autograph of that person is needed, and in addition, a skill check with a -1 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, with a -3 penalty to the check. The DM rolls the skill check in secret. 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. If the check is failed, the forgery is detectable to anyone familiar with

this type of document or handwriting—if he examines the document closely. If the die roll is 20, the forgery is immediately detectable to anyone who normally handles such documents without close examination. The forger will not realise this until too late. Furthermore, those with forgery skill may examine a document to learn if it is a forgery. On a successful skill roll, the authenticity of any document can be ascertained. If the die roll is failed, the answer is unknown. If a 20 is rolled, the character reaches the incorrect conclusion.

Fortune Telling	1	Cha	T
-----------------	---	-----	---

With this skill, characters know a variety of methods for divining the future - and they are all fake. Characters with this skill employ odd-looking devices, sonorous oratory, or other methods to convince others that they are authentic soothsayers. Common methods include cards, palm reading, counting bumps, casting runes, examining animal entrails, and more. Fortune tellers put on a good show, then tell any prediction they want. This is done to gain money from the gullible, to impress other NPCs, or even to substitute for a true diviner when none are available. A successful skill check indicates that the target believes the fortune. If it fails, the sham is discovered or the fortune is simply not believed. Note that other PC's are not forced to believe, regardless of the roll. (Note, on a roll of 1, for the NWP check, the actual fortune foretold actually comes true).

Fungi Recognition	1	Int+3	O
-------------------	---	-------	---

When on extended periods underground, it is useful to be able to tell the difference between edible and poisonous fungi (or which 50% of underground fungus is poisonous). It is impossible to harvest edible fungi without this NWP. If the PC has plenty of light and an opportunity to study the fungus in question closely and uninterrupted for 10 minutes, no NWP check is required. If he is unable to see the fungus properly, often the case when using infravision, or has to make a hasty decision about edibility, a NWP check must be made.

Gaming	1	Cha, Int	L
--------	---	----------	---

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 or make a skill check, with success indicating victory. If two proficient characters play each other, the one with the highest successful die roll wins. A character with gaming skill can also attempt to cheat, thus gaining a +1 bonus to his success chance. If the skill check for the game is 17 or above, however, the character has been caught cheating.

Gem Cutting	1	Dex-2	T
-------------	---	-------	---

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 non-proficient 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, the gem cutter increases the value of a given stone to the range appropriate for its type. If a 1 is rolled, the work is exceptionally brilliant and the value of the gem falls into the range for the next most valuable gem. Dwarves with this skill may cut 2d8 gems per day instead of the usual 1d10. They may also increase the value of a gem by rolling a 1 or a 2 on the d20 skill check instead of just rolling a 1.

Genie Lore	1	Int	S
------------	---	-----	---

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 ever time they commit a potential faux pas (in the Dm's opinion). Characters who have genie lore also know the hierarchy and organisation of geniekind. At a glance, they can tell whether a creature is a mared, djinn, 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. i.e.: the genie seems definitely to be a common person, and a common person seems definitely to be a genie. A character can perform only one such check per 'suspect'. If the character has no reason to be suspicious, the check is made with half the usual skill score, rounded down. Genie lore also enables a character to detect the work of genies. i.e.: the physical manifestation of genie spells, as well as items created by a genies spell-like abilities. The chance of success is limited. The check is made using half the skill score, rounded down. If successful an individual may discern, for example, whether a wall has been constructed by a djinn, or whether a princess is enamoured 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.

Geography	1	Int	S
-----------	---	-----	---

A character with the geography skill must choose a specific area of the world no larger than a large country to be familiar with. Additional slots may be spent to learn about other areas. The character has knowledge of all naturally occurring geographical features, including prominent mountains, rivers, deserts, forests, etc. This knowledge extends to the local level, enabling the character to recall details about small streams and deep caverns. No skill check is required to recall prominent knowledge. However, if details of small or obscure regions is to be recalled, a skill check is required. Recent natural formations would also require a skill check, unless the character has personally visited them. A character travelling within the area he is knowledgeable in has his chances of becoming lost reduced by half. Skill checks with penalties also enable the character to recall information in the immediate area surrounding his specific area of knowledge. This skill allows the character to treat any spot within it as casually seen for the purposes of teleportation or other instantaneous methods of travel.

Geology	1	Int-1	O
---------	---	-------	---

A PC with this skill is able to identify different types of rocks and minerals, including metals and gems. Though he cannot accurately appraise the value of such items, he can differentiate between ornamental, semiprecious, and precious stones, and 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 with the creation of the various rocks and minerals. There are few dwarves who are not familiar with the basics of geology, and it is also a favourite with gnomes, especially deep gnomes. This skill adds a +2 bonus to all mining skill checks.

Glazier	1	Dex	T
---------	---	-----	---

This skill allows the character to create small and delicate items of glass. While a modest living may be made from the construction of baubles, trinkets, and other glass sculptures, other uses are apparent. Beakers, flasks, and tubes may be constructed for use in an alchemist's lab or as

storage containers. All that is required is a very hot flame, the glass to start with, and several instruments for the shaping of the glass. A skill check is required only when creating extremely delicate constructions or using rare glass. A completed small flask may be created in two hours time. Larger or more complicated items take proportionately longer to create, from several hours to over one days time.

Goldsmithing	1	Dex	T	
--------------	---	-----	---	--

A character with this skill is skilled in the art of fashioning objects from gold and it's alloys. This requires delicate attention to detail. A shop must be set up to do any intricate type of work. Objects such as gold cufflinks, pendants, spectacle rings, and candlesticks require the use of this skill. Times required depend strongly on the type of item being created. Gold alloys are used to construct durable items such as rings and pendants. Any type of gold inlay into weapons, armour, or other items requires a character with the goldsmithing skill. A skill check is required when dealing with pure gold, since it is easily bent and ruined. A skill check is also required when constructing truly magnificent gold works or highly intricate items

Harness Subconscious	1	Wis-1, Cha-2, Int-2	P	Meditation
----------------------	---	---------------------	---	------------

This meditative skill lets a Psionicist or psionic character 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 psionicist's PSP total must be at its maximum. He then must spend two days ciphering 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%, rounded up. The increase in PSPs last 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 0 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, 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 (Basic)	1	Wis-1, Int-1	M	
-----------------	---	--------------	---	--

This skill encompasses first-aid and basic medical diagnostics. If the character tends another within one round of wounding (and makes a successful skill check), his ministrations restore 1d3 hit points that were lost in the previous round. Only one healing attempt can be made on a character per day. He can successfully splint broken limbs or perform mouth-to-mouth resuscitation. With a successful NWP check, a PC 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 PC would know that the victim was clawed by a large animal, but not necessarily the species). The PC can recommend treatments and offer prognoses with victims of diseases.
- ◆ If the patient has been poisoned, the PC knows if there is an antidote.
- ◆ When examining a corpse the PC 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 NWP 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 PC with this skill may diagnose himself or any other character, or animals, except for supernatural creatures (such as undead, etc.) or creatures from another plane of existence (like an aerial servant). He may attempt to diagnose an individual or creature only once. If a character also has the Advanced Healing skill, he may modify all checks by +1.

Healing (Advanced)	1	Wis-2, Int-2	M	Healing (Basic)
--------------------	---	--------------	---	-----------------

A character proficient in healing knows how to use natural medicines and basic principles of doctoring. If a wounded character remains under the care of someone with healing skill, that character can recover lost hit points at the rate of 1 per day even when travelling or engaging in non-strenuous activity. If the wounded character gets complete rest, he can recover 2 hit points per day while under such care. Only characters with both healing and herbalism skill can help others recover at the rate of 3 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 and the care continues for the next five rounds, the victim gains a +2 bonus to his saving throw (delay save to the last round of healing). 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. Only characters with both healing and herbalism skill can attempt the same treatment for poisons the victim has swallowed or touched. If the character also has the poison skill, a +2 bonus is added to this attempt.

A character with healing skill can also attempt to diagnose and treat diseases. The PC knows the name of the disease, its cause, and 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 patients prognosis with reasonable accuracy ('The patient will recover by the end of the month', or 'the patient will become permanently blind if not treated by the end of the year'). Those who also have herbalism knowledge gain an additional +2 bonus to this check. A proficient character can also attempt to deal with magical diseases, whether caused by spells or creature. 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.

Heraldry	1	Int	L	
----------	---	-----	---	--

The knowledge of heraldry enables the character to identify the different crests 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. Heraldry can vary from the highly formalised rules and regulations of late medieval Europe to the knowledge of different shield patterns and shapes used by African tribesman.

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. 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 favour from the college of heralds or is summoned before a court of chivalry, the heraldic law skill becomes vital. Characters who do not have it may hire NPC lawyers to argue for them.

Characters with this skill can reconstruct a coat of arms from its written description or encode an image in blazon form. Since there may be thousands of shields in use in a campaign world, distinguishing between them requires great skill. 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, penalise checks by an additional modifier of -3. A successful differencing check lets a character identify a given achievement and its bearer. Once a check has succeeded on an insignia, the herald can always recognise that particular insignia.

This skill is used to physically draw the coat of arms. This requires a set of paints and brushes, as well as the shield or other materials to be emblazoned. If the colour "or" (gold) is to be used, a jeweller must be employed to apply gold leaf.

Heraldic Colouring:

Tinctures: azure, blue, gules, red, purple, purple, sable, sanguine, mulberry, tenne, chestnut, vert, green

Metals: argent, silver, ore, gold

Furs: ermine, white, vair, light blue

Herbalism (Basic)	1	Int	M	
-------------------	---	-----	---	--

Those with basic herbalism knowledge can identify plants and fungus.

Herbalism (Advanced)	1	Int-2	M	Herbalism (Basic)
----------------------	---	-------	---	-------------------

Those with advanced herbalism knowledge prepare non-magical 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 skill gains a bonuses when using his healing talent. In addition, a +1 bonus is gained when using the botany skill as well, if both are possessed.

To be able to cure poison and diseases, the PC must collect various herbs while travelling and make them into small salves (this is due to the fact that most poisons are fast acting, and the PC wouldn't be able to make up a salve and find the components in say 1 to 4 rounds). The weight of all these herbs and salves is 5 pounds. To cure the poison or disease, the PC must make a number of NWP rolls. These are:

- 1 - a NWP roll to see if he possesses the knowledge to deal with that particular toxin or disease.
- 2 - a NWP roll made against half his normal skill roll to determine if he neutralises that particular agent.
- 3 - if the poison/disease is from a monster, and there is any chance of curing the malady, the skill roll is at 1/4 the normal NWP roll. If the poison or disease is magical in nature, then no mundane cure will work.

On any given day in the wilderness, the PC may also be able to find some particularly helpful herbs in use against injury gained by an individual. These herbs can only be used within 7 days of them being found to be of any use. The chance to find these herbs is equal to 1/4 their normal NWP check if the character is 'just looking out for them while travelling', and half normal NWP check if actively searching (half normal movement rate for that day). The number of herbs that will be found, is equal to the number of successful NWP checks rolled consecutively, so if the first roll for the day fails, then none will be found that day (although the PC still searches, and movement will be 1/2 normal for the rest of the day if actively searching). See Appendix A for a list of herbs and their uses.

History, Family	1	Int	L	
-----------------	---	-----	---	--

This skill allows a character to understand the genealogy and great deeds of a certain noble family. A separate skill slot must be used for each family studied, although this skill applies even to very distant relatives of the same house. History can be used as a minor, non-magical 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 +1 for every 100 years old or 100 miles distant the subject of research is.

Hunting	1	Wis-1, Int-2	O	
---------	---	--------------	---	--

When in wilderness settings, the character can attempt to stalk and bring down game. A skill check must be made with a -1 penalty to the ability score for every non-proficient hunter in the party. If the die roll is successful, the hunter (and those with him) have come within 101 to 200 yards 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 games. Type of animal stalked depends on the nature of the terrain and the whim of the DM.

Hypnosis	1	Cha-2	P	
----------	---	-------	---	--

With this skill, a psionocist can hypnotise another character, placing the subject into a relaxed state in which he is very susceptible to suggestions. However, hypnosis is not possible unless the subject is willing and knows he is being hypnotised. Psionocists with this NWP can hypnotise humans and demihumans at ease. Non-humans can be hypnotised too, but the DM should assign a penalty, e.g., a half orc should have a -2 penalty, while a lizard man would have a -8 penalty to the NWP check. The act of hypnotising someone takes about 5 minutes. The subject is then very relaxed and willing to do almost anything that isn't very dangerous or against his alignment. Note however, that a hypnotised subject can be very easily fooled; the subject can be convinced that he is doing one thing, when in fact, he is actually doing another. Lawful or good psionocists who trick their subjects is this fashion should beware. Psionocists who use hypnotism to make people do chaotic or evil things may find themselves with alignment problems of their own.

Hypnosis can have the following (or similar effects):-

- ◆ a PC can be induced to remember things he has forgotten by reliving a frightening or distant event
- ◆ a PC can be made calm and unafraid in the face of a specific situation that he has been prepared for
- ◆ a PC can be cured of a bad habit or addiction (but not magical afflictions or curses)
- ◆ a PC can be prepared to impersonate someone by thoroughly adopting the individual's personality

Hypnotism cannot be used to increase a PC's attributes, give him powers or abilities that he does not naturally possess, let him do things that are beyond his capabilities, or give him information that he couldn't possibly know.

Information Gathering	1	Int	CT	
-----------------------	---	-----	----	--

Through the use of this ability, a character can gain information about a specific person, place, or thing. In appropriate circumstances, a character will be aware of major rumours circulating around a town or area. With a successful check, information can be gleaned. The following modifiers are used:

- ◆ Character's reaction adjustment (based on Charisma)
- ◆ Thieves' guild members receive a +2 bonus (due to resources of guild at their disposal)
- ◆ When outside friendly territory a -3 penalty results (e.g., an elf in a dwarven community etc.)
- ◆ Money or treasure is required or a -3 penalty is imposed (money is used for bribes etc., this will usually cost between 1 and 30gp [1d30], this must be spent before the NWP roll is made; the investment is lost whether or not the desired information is obtained).

Intimidation	1	Cha, Str	CT
--------------	---	----------	----

This skill allows characters to bend others to their will through fear tactics. NPCs who are intimidated are quite likely to do as they are told. They are also very likely to harbour much resentment against the character that intimidates them. NPCs will keep their resentment hidden until the first opportunity to avenge their pride arises. Intimidation can be attempted with either Strength or Charisma. Strength indicates a threat of immediate bodily injury. Charisma uses more subtle threats which need not be physical in nature. PCs are never required to submit to intimidation, and choose how they are going to react to the attempt.

When intimidating a creature of a different level than the PC, a modifier based on the level difference is made to the roll. For example, Rath, a 6th level fighter, is going to intimidate Norbett, a 0 level beggar. Rath would receive a (6-0) +6 point modifier. If Rath were to try the same trick on a storm giant (HD 20 = level 20), Rath would have a (6-20) -14 point penalty (i.e., Rath's chances are slim). When attempting to intimidate more than one, the number of characters is used as a negative modifier. If a dwarf is attempting to intimidate 5 goblins, he would receive a -5 penalty.

Juggling	1	Dex-1	L
----------	---	-------	---

The character can juggle, a talent useful for entertainment, diversions, and certain rare emergencies. When juggling, normally, no skill check is required. A check is made when trying spectacular tricks. However, juggling also enables the character to attempt desperate moves. On a successful attack roll vs. AC 0 (not a skill check), the character can catch small items thrown to harm him. Thus the character could catch a dagger or a dart before it hits. If this attack roll fails, however, the character automatically suffers damage. The character is able to catch one missile per round (if at least one hand is free, plus two additional missiles if he forgoes all attacks that round and has both hands free, whether he has initiative or not. If additional slots are spent on this skill, the character may catch an additional missile for every slot spent. Alternately, the character may take a +1 bonus on the attack rolls to catch the missiles for each slot spent. No character can catch more than 5 missiles per round, regardless of their skill.

Jumping	1	Str, Dex	AS
---------	---	----------	----

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) $4'+2d4'+1'/lv$. No character can broad jump more than six times his height, however. With the same start, he can leap vertically (high jump) $2'+1d4'+1/2'/lv$. No character can high jump more than 1 & 1/2 times his own height. From a standing start, a character with this skill can broad jump $3'+1d4'+1/2'/lv$ and high jump only $2'+1d3'$.

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 1 1/2 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 1/2 the height of his pole. In all cases, the pole is dropped at the end of the vault.

Languages, Ancient	1	Int-1	S
--------------------	---	-------	---

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 either read and write or speak the language.

Languages, Modern	1	Int	S
-------------------	---	-----	---

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.

Law	1	Int	S
-----	---	-----	---

The character is knowledgeable in aspects of the legal codes in a specific region or city. This skill allows the user to deduce whether a crime has been committed given some evidence, to represent himself or someone else in a court of law, and to realise the legal implications of an action. The law does not always favour the innocent, therefore good lawyers are always in demand in large cities.

Leatherworking	1	Int, Dex	T
----------------	---	----------	---

This skill enables a character to tan and treat leather and to make clothing and other leather objects. The character can make leather armour, as well as backpacks, saddlebags, saddles, and all sorts of harnesses.

Legerdemain	1	Dex-1	L
-------------	---	-------	---

The character is accomplished at all manner of "magician" tricks, including sleight of hand, palming, etc. A character with this skill is able to perform a wide range of "magic" tricks from the nutshell game to any number of card tricks. A skill check is made when the trick is performed. Success means the character pulled the trick off with full audience belief. Failure, however, indicates that the target or audience noticed something which made the trick unbelievable. If the skill is used to palm an item or place an item somewhere, a failed check indicates that the character was noticed. This skill differs from the pick pockets skill in that the former can not be used to remove a hidden item from another creature, such as held in a pouch. However, obvious items such as lapel pins could be removed. This skill will give thieves using the Pick Pockets skill a 30% bonus, but only when performing some sleight of hand, not actually picking pockets.

Local History	1	Cha, Int	S
---------------	---	----------	---

The character is a storehouse of facts about the history of a region the size of a large county or a small province. 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 roll for the character. The character can tell these stories to entertain others, granting him a +2 bonus to his Charisma for the encounter. But telling stories to hostile

beings is probably not going to be any good.

Locksmithing	1	Dex	T
--------------	---	-----	---

With this skill, a character can make and repair all kinds of mechanical locks. Thieves with this skill gain a +10% bonus to their lockpicking skill, because they are intimately familiar with the internal structure and workings of locks.

Magical Engineering	1	Int-3	MG
---------------------	---	-------	----

A character that has this skill can determine the nature of a magical item more easily. He does this by examining the item and looking for clues in its composition, form, and decoration. A successful skill check indicates that the character has correctly identified the item. Some particularly unusual magic items would apply significant penalties to this roll (e.g. while a Sword + 1 and Ring of Invisibility would have no modifiers, a Sword of Sharpness and Staff of the Magi might be harder to identify correctly.

Whether or not the ability check succeeds, the character using this skill will think that he has correctly identified the item. However, if the roll fails, the DM should tell the character that it is something that it in fact is not.

The person using this skill may also be able to detect magical constructs for what they are (i.e., that's an iron golem, etc.), but not their special abilities (i.e., this is an iron golem and you need '+X' weapons to hit it and blah blah blah.....). To use this ability, a person must make their Magical Engineering roll at half normal chances. This skill also reduces the amount of time needed to construct a magical item by a percentage equal to the intelligence of the wizard/cleric.

Mathematics	1	Int	S
-------------	---	-----	---

The ability to handle Euclidean geometry and very basic algebra. If it is possible to take this skill multiple times in a given campaign, later picks will grant basic logic, solid geometry, and basic trigonometry.

Meditation	1	Int-1, Wis	P
------------	---	------------	---

If used correctly, the user falls into a relaxed state, where he can review thoughts and past actions in a semi-detached form (q.v. Reverie - Elven handbook) Also, for the Psionist it enables him to regain PSP's at the sleeping rate (12 PSP's / hour). The meditator is in a state of relaxation and is still aware of his surroundings, but not totally (changed from Psionic NWP). In this state the meditator notices things outside of himself, but cannot be an effective guard in this mode as he only notices the obvious, not the small signs (-3 or more to a perception check?).

The meditation nonweapon skill allows a bonus to all intelligence checks for a person if they follow an hour of meditation. For example, if a wizard wanted to use his Magical Engineering skill on a ring, he would get a +2 bonus to his intelligence check if he spent an hour beforehand meditating on the problem.

The method of meditating varies considerably from person to person. For some, it involves measured breathing while in lotus position - for others, it means puffing silently on a pipe while watching the clouds. It is up to the player and DM to come up with an appropriate meditation method.

For a mage, use of this technique halves the amount of rest needed before remembrance of spells. This is due to the total relaxation and the reviewing of thoughts encompassed in the skill. For a priest, you may make it a requirement for prayer, thus spells.

Meditative Focus	1	Wis+1	P
------------------	---	-------	---

Through this skill, a Psionicist 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.

The 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 PSP's 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 of the character's psionic power scores in that discipline are increased by two points for the next 24 hours-or until the character's PSP's have been reduced to zero, whichever comes first. All of his power scores in other disciplines are reduced by one for the same period.

Merchant	1	Int-1	T
----------	---	-------	---

Allows merchant to buy in bulk at a 1-20% price discount & sell bulk goods at a +1-12% profit.

Mime	1	Cha+1	L
------	---	-------	---

This is the ability to entertain others using only gestures and actions, and without the use of voice. Mimes can be serious or humorous, the latter being the easiest and most common. The skill blends well with others, such as tumbling or possibly ventriloquism.

Mind Over Matter	1	Wis-2	AS
------------------	---	-------	----

Characters with this skill are able to cause their minds to reduce pain induced upon their bodies. For instance, a character using this skill would be able to walk across a path of hot coals, lie upon a bed of nails, or have stone blocks broken across his chest. Preparation to use this skill is equal to 1 turn. After this, the character may undertake actions which would normally cause great pain or damage for up to two rounds per point of Wisdom that he possesses. During this time any pain caused by situations similar to the above mentioned ones is negated, and any damage is reduced to 2 points per die, or 20% of the total damage, whichever is less. This does not count against melee damage or damage caused by spells or the like. However, the character could stick his hand into a roaring campfire and retrieve a necklace with only very minor burns. When time has expired, the character will feel a slight numbing in any areas which were injured. This disappears within minutes, however.

Mining	1	Wis-3, Int-3	T
--------	---	--------------	---

A character with mining skill is needed to site and supervise the operations of any mine. First, the character can attempt to determine what type of ores or gems can be found in a given area. To do this, he must spend at least a week searching a four-square-mile area. The DM may rule that more area must be searched to find anything of value and may thus increase the amount of time required. At the end of the search, the character can say what is likely to be found in this area. After this, the character can site the mine. On a successful skill check (made by the DM), the character has found a good site to begin searching for any minerals that may be in the area. 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. 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 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.

Mortician	1	Int+1	T	
Corpse handling & treatment (for presentation value) plus corpse disposal techniques.				
Mountaineering	1	n/a	O	
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 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 this skill gains a 10% bonus per skill spent to his chance to climb any surface. Note that mountaineering is not the same as the thief's climbing ability, since the latter does not require aids of any sort.				
Musical Instrument	1	Dex-1	L	
The character can play a specific musical instrument. An additional instrument can be added for every extra slot devoted to this skill. The character plays quite well, and no skill check is normally required. The DM may expect the character to make a skill check in what he feels are extraordinary circumstances.				
Navigation	1	Int-2	MT	
The character has learned the arts of navigating by the stars, studying currents, reefs, and hidden danger. This is not particularly useful on land. At sea, a successful skill check by the navigator reduces the chance of getting lost by 20%.				
Navigation, Underground	1	Int	O	
A character with this skill can determine underground direction and the shortest route to the surface. By careful analysis of air and currents, a character can even determine whether there are any pockets of poisonous gas in the air. A successful NWP check is required to use this ability.				
Nightsight	1	Wis-2, Per-1	AS	
Druids/Rangers get an extra +4 to modifier to this skill (working at night in the forest), as do thieves (working in dark places). Takes a round to adjust eyesight, then see double/triple distance with a small source of light (starlight). Cannot see colours, but even small movements easily detected. Works on things hiding in shadows, only if there is very little light around in the first place. Lowers chance of being surprised in dark places by +1. Does NOT affect/enhance blind fighting at all.				
No Noticeable Effect	1	Int-2	MG	Spellcraft
This skill allows the wizard to totally remove all secondary visual traits from his spells if he makes a successful skill roll before casting them. This works on the premise that many spells have visual components that are 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 individual DM thinks is appropriate. Whether or not a particular spell has a visible component that is secondary to its function is up to the DM.				
Observation A	1	Int	AS	
This skill represents a character's trained powers of observation. The character must state what the character is trying to observe (secret door, being followed, detecting poison gas, trying to find pits or snares, etc., which is also modified by perception, then if this roll fails, he then gets a normal perception roll to detect what he is looking for like everybody else.). It also allows the character to detect things out of the ordinary (like if he is about to be ambushed, as long as there is a chance for him to detect this [i.e., he could not detect a thief who has successfully hidden in shadows etc.]). Characters with this skill also have their chances of finding secret doors increased by 1.				
Observation B	1	n/a	AS	
This may be taken as an alternative to Observation A. It adds a permanent +3 to the character's Perception score, and thereafter has no other use.				
Orienteering	1	Wis, Int	O	
A PC with this NWP is capable of reading and following any normal map he comes across. He can even follow, in general terms, maps labelled in unfamiliar languages as long as he makes a successful NWP check. Furthermore, if the sky is clear, the PC can determine direction, night or day, by using the stars and daytime shadows as guides. The latter method requires one turn to make the proper measurements and calculations. A PC with this skill and an appropriate map gains a +1 bonus to any survival skill roll. He also gains a +1 bonus to any navigation skill roll he makes if he has the right map for the area.				
Planar Geography	1	Int-1	S	
This skill gives the possessor basic knowledge of the geographies of other planes of existence. This includes basic knowledge only – the kinds of things that are mentioned in the Manual Of The Planes, for instance – but not specifics about politics, national borders, and demographics.				
Planar Geometry	1	Int	S	
This skill prevents the possessor from becoming disoriented in the unusual environments of other planes. Thus, the wizard will not be confused by directionless planes such as the astral, elemental air, and elemental water. He will also be able to fully comprehend the multidimensional aspects of interplanar travel and extradimensional spaces (e.g. bags of holding and Mordenkainen's Magnificent Mansions).				
Planet Lore	1	Int	S	

The character has learned the legends, lore, and history of some planet or thread of time in some distant sphere. The knowledge must be world specific. The DM can restrict the selection to certain planets, or can allow the player to choose. Thus, a player could know details about the Unhuman Wars, or the history of the planet Glyph, or whatever else is available in the specific campaign. The knowledge acquired gives the character familiarity with the principal legends, historical events, characters, locations, battles, breakthroughs, unsolved mysteries, crafts, and oddities of the time or place. The character must roll a skill check to identify places or things he encounters from that age or location.

Poetry	1	Cha	L	
--------	---	-----	---	--

Skill in poetry includes the skills of reciting poetry and judging its quality. It also indicates that the character has a repertoire of poems memorised for recital at any time. No skill check is required for a normal recital. If the character can read and write, original poems can be written. A successful skill check indicates that the poem is of above average quality.

Poisons	1	Int	M	Alchemy (Basic)
---------	---	-----	---	-----------------

This skill gives the character knowledge of manufactured poisons of all types. With this ability, the character is able to manufacture poisons of all kinds, given the time and materials needed. The types of poisons decide any penalties to the chance of success, from -1 to -12 for rare immediate death poisons. In addition, the character can also make the antidote for any poison he has manufactured himself with an additional normal skill check.

The character may also identify poisons he did not create. This requires a skill check and close examination of the poison or object thought to be poisoned. At times, the character must sample the poison (putting himself at risk) to determine its effects. However, any saving throws are made with a +4 bonus when a successful skill check is made. Once a poison has been identified, and its effects known, an antidote may be created. This always requires the character to sample the poison. A skill check at half the normal chance for success is made, assuming the poison is available. If successful, the character is able to concoct the appropriate antidote, assuming the materials are nearby. If a creature has already been poisoned, or the poison is not available for sampling, then the character has only a 1 in 20 chance of concocting an antidote. The rolls for antidote concoction are made secretly by the DM. If the roll fails, the character knows he is unable to concoct an antidote. However, if the roll is 20, an antidote is made, but is ineffective, wasting the character and perhaps the victim's time.

This skill also allows a PC to remove the poisonous glands from an animal, arachnid or monster that uses poison. He must make a successful NWP check at -2 to succeed (Note that this roll is vs. dexterity, not intelligence). If he fails his roll by more than 2, or rolls a 20, the PC has managed to poison himself with all the consequences. Wearing special gloves (cost = 10gp), the PC must fail the NWP roll by 6 or more to get poisoned

Pottery	1	Dex-2	T	
---------	---	-------	---	--

A character with this skill can create any type of clay vessel or container commonly used in the campaign world. 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-sized items or one large-sized item per day. The pieces of pottery must then be fired in the kiln for an additional day.

The raw materials involved cost 1 cp to make a small item, 5 cp to make a medium item, and 1 sp to make a large item.

Reading/Writing	1	Int+1	S	
-----------------	---	-------	---	--

The character can read and write a modern language he can speak, provided there is someone available to teach the character. This skill does not enable the character to learn ancient languages.

Reading Lips	1	Int+1	AS	
--------------	---	-------	----	--

The character can understand the speech of those he can see but not hear. When this skill is chosen, the PC must specify what language he can lip read (it must be a language the PC can speak). The character must be within 30' of the speaker and be able to see him speak. If the NWP check fails, nothing is learned; if successful, 70% of the conversation is understood. The percentage understood is never better than this.

Rejuvenation	1	Wis-1	P	
--------------	---	-------	---	--

This skill allows a character to recover PSPs while he meditates, as quickly as if he were sleeping. 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. He still can't expend PSPs, however. To use this skill, the character must make a successful check. If this check fails, the character is unable to achieve the mental control necessary for the rejuvenation to work. However, normal PSP recovery for resting is still applicable for the duration.

Religion	1	Wis, Int-2	S	
----------	---	------------	---	--

Characters with religion skill know the common beliefs and cults of their homeland and the major faiths of neighbouring regions. Ordinary information of any religion is automatically known by the character. Special information, such as how the clergy is organised, requires a skill check. Additional skill spent on religion enable the character to either expand his general knowledge into more distant regions 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.

Riding, Airborne	1	Wis, Dex	A	Riding (Land-based)
------------------	---	----------	---	---------------------

The character is trained in handling a flying mount. The particular creature must be chosen when the skill is chosen. Additional skill slots can be used 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. 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.
- ◆ Leap from the back of the mount and drop 10 feet to the ground or onto the back of another mount (land-based or flying). 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 or misses his target. A character who is dropping to the ground can attempt an immediate melee attack, if his skill check is made with a -4 penalty to the ability roll. Failure has the consequences given above.
- ◆ Spur his mount to greater speeds on a successful check, adding 1d4 to the movement rate of the mount. This speed can be maintained for four consecutive rounds. If the check fails, an attempt can be made again the next round. If two checks fail, no

attempt can be made for a full turn. After the rounds of increased speeds, its movement drops to two-thirds its normal rate and its manoeuvrability Class becomes one class worse. These conditions last until the mount lands and is allowed to rest for at least one hour.

- ◆ The rider can 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. 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.

Riding, Land-Based	1	Wis, Dex	A	
--------------------	---	----------	---	--

Those skilled in land riding are proficient in the art of riding and handling horses or other types of ground mounts. When the skill slot is filled, the character must declare which type of mount he is proficient in. 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 armour. This does not require a skill check, unless 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 tall or the gap is less than 12 feet wide. If the character wants to roll a 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 means that it balks, and the character must make another skill check to see whether he retains his seat or falls to the ground.
- ◆ The character can spur his steed on to great speeds, adding 6 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 can 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 while mounted. This form 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 an additional 1d6 points of damage.
- ◆ The character can drop down and hang alongside the steed, using it as a shield against attack. The character cannot make an attack or wear armour while performing this feat. The character's Armour Class is lowered by 6 while this manoeuvre is performed. Any attacks that would have struck the character's normal AC 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 -4 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, Sea-Based	1	Wis, Dex	A	Riding (Land-based)
-------------------	---	----------	---	---------------------

The character is trained in handling a swimming mount. The particular creature must be chosen when the skill is taken. Additional skill slots can be used to learn how to handle other types of mounts. A character must have this skill (or ride with someone who does) to handle an aquatic mount. In addition, a proficient character can do the following:

- ◆ Leap onto the saddle of the creature (when it is on the surface) and spur it into motion in the same combat round. This requires no skill check.
- ◆ Urge the mount to leap over obstacles in the water, so long as the obstacles are less than 3' high and 5' wide. There must be water on the opposite side of the obstacle, or the mount takes 1d6 points of damage from the impact. If the character wants to roll a skill check, the mount can be urged to leap obstacles up to 5' high and 10' wide. Success means that the mount has made the jump. Failure indicates that the mount has balked, and the character must make another skill check to see if he remains his seat or falls from the saddle into the water.
- ◆ The character can spur his steed on to great speeds, adding 2d6 to the movement rate of the animal for up to two turns. This requires a skill check each five rounds to see if the mount can be pushed this hard. If the initial check fails, no further attempts can be made, but the mount can move normally. If the second or subsequent check fails, the mount slows to half speed and will be unable to bear the rider for a full turn. In any event, after two turns, its movement drops to two-thirds its normal rate until the mount is allowed to rest for at least one hour.
- ◆ The character can guide his mount with his knees and feet, enabling him to use weapons that require two hands while mounted. This feat does require a skill check to use initially and also if the character takes damage while so riding. In this case, a check is required and failure means that the character falls from the mount and is stopped by the water currents. A second check is allowed to see if the character manages to catch himself. If this fails, the rider falls into the water. Of course a rider can strap himself into the saddle, although this could be a disadvantage if his mount is slain and plummets deeper into the water. This ability is useful both above and below the water.
- ◆ The character can attempt to control the mount if it panics.
- ◆ Under ordinary circumstances, aquatic creatures who take damage from an attack from above the water will dive below the surface unless they make a morale roll. Should the mount fail the roll, it will attempt to dive below the water, where it will remain for 1d10 rounds. The character may try to force the mount to the surface with a skill check. However, the character is considered to be exerting himself for purposes of avoiding drowning. A successful check will bring the mount back to the surface. Characters who fail to make their skill check may repeat it every round until successful, or until further action becomes impossible.

Rope/Net Making	1	Dex	T	
-----------------	---	-----	---	--

Allows crafting of ropes & nets.

Rope Use	1	Dex	AS	
----------	---	-----	----	--

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 -6 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 companions.

Running	1	Con-6	AS
---------	---	-------	----

The character 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 the day he spent running, he suffers a -1 penalty to his attack rolls.

Scribing	1	Dex	S
----------	---	-----	---

A character with this skill is skilled at making exact copies of any written material. The character could earn a modest living copying rare tomes, letters, or even arcane runes for the wealthy. To be successful, the character must have an original in front of him during the entire process. A skill check is made, and if successful, the copy is a perfect copy of the first, without loss of any words or meaning. The new copy is obviously in a different hand than the original (this is not a substitute for forgery). The character need not understand the language of the original, as long as the letters are easily readable.

Characters must take the reading/writing skill prior to this one, although the specific language is not important. A typical scribing kit, complete with carrying case, magnifying lens, 2 bottles of ink, a dozen pages of parchment, and a like number of quills costs around 50 sp. Special inks and quills are available in large cities. A character with the forgery skill adds a +5% bonus if the scribing skill is also known.

Seamanship	1	Dex+1	MT
------------	---	-------	----

The character is familiar with boats and ships. He is qualified to work as a crewman, although he cannot actually navigate. Crews of trained seamen are necessary to manage any ship, and they improve the movement rates of inland boats by 50%. This skill also allows a sails master (officer) to control the use of sails with such skill that the ship gains a one step bonus to its Manoeuvrability Class for one turn. 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 Manoeuvrability Class is reduced by one step, to a minimum of MC F. The person controlling the sail can not do any other task otherwise the benefit is immediately lost.

Seamstress/Tailor	1	Dex-1	T
-------------------	---	-------	---

The character can sew and design clothing. He can also do all kinds of embroidery and ornamental work. Although no skill check is required, the character must have at least needle and thread to work.

Set Snares	1	Dex+1	O
------------	---	-------	---

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 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. A skill check must be rolled, this time with a -4 penalty to the ability score. 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.

Thief characters (and only thieves) with this skill can also attempt to rig mantraps. These can involve such things as crossbows, deadfalls, spiked springboards, etc. The procedure is the same as that for setting a large snare. The DM must determine the amount of damage caused by a man-trap.

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. Setting a man-trap requires one or more people (depending on its nature) and 1d8 hours of work. To prepare any trap, the character must have appropriate materials on hand. Characters with animal lore skill gain a +2 bonus to their chance of success 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 tempting to trap monsters or intelligent beings.

Shipwright	1	Int	T
------------	---	-----	---

The character is knowledgeable regarding techniques for ship construction and repair. He can design and build ships of all types over 50' in length, 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. Vessels of any size require large crews of shipwrights and other labourers to build or repair.

The time required to build a ship depends on size. As a general guide, a ship requires one week of construction time per foot of length. For every character with the shipwright skill reduce this time by 20% (to a maximum of 60%). A maximum of one shipwright per five feet of length can work on the same vessel.

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

Sign Language	1	Int+2	AS
---------------	---	-------	----

This skill permits silent communication with anyone who sees and understands the signals. The maximum range is line of sight in a lit area (to a maximum of 60 feet). Sign may be an extensive language capable of handling long conversations, or simply a means of communicating a few easy to understand phrases such as 'attack', 'orcs behind the rock', or 'you three move left'. A skill check is made when speaking or interpreting sign. The +2 bonus should only be used when giving short, easily recognised commands. More detailed signals require a -1 modifier.

Signalling	1	Int+2	O
------------	---	-------	---

This skill allows a character to communicate to another person over a long distance. Only messages of less than 10 words per minute or so can be sent this way. The type of signal method used must be chosen along with this skill, i.e., smoke signal, drum signals, mirrors, trumpets, naval flags, etc. A person must make a successful NWP check to send the signal as intended, and the receiver must also make a successful NWP check to decipher the signal sent accurately. A failed NWP check does not automatically indicate failure, as the signal may be interpreted incorrectly, sometimes with dire consequences. A character with this skill may also decipher signals that they are not proficient

in, with a 1/3 normal chance of success, e.g., a drum signaller sees a mirror flashing in the distance and thinks it some type of signal, his normal chance for signalling with drums is 17 on 1d20, so his chance to identify the mirror signal would be 1-6 on 1d20 (1/3 * 17). Note that this skill is used by heralds and employed extensively in times of war and especially on the battlefield where generals need to communicate with their subordinates etc.

Signalling, Underground	1	Int+2	O
-------------------------	---	-------	---

This allows a character to send a message underground using noise. To send a signal, tap on a section of wall with a hammer, rock, or bit of metal. The sound will echo through the rock to a distance of 1d4 miles. The sound transmitted will resemble Morse code and unlike Signalling (above), extensive messages can be sent. The chances for success are the same as for Signalling (above).

Silversmithing	1	Dex	T
----------------	---	-----	---

This skill provides the character with knowledge on the construction of silver items. These include chalices, pewter figurines, and other adornments. In addition, any type of silver etching in weapons or armour requires a silversmith. A skill check is only required when creating truly magnificent pieces or highly intricate detailing.

Singing	1	Cha	L
---------	---	-----	---

The character is an accomplished singer and can use this ability to entertain others and perhaps earn a small living (note that certain bards can do this automatically). No skill check is required to sing. The character can also create choral works on a successful skill check.

Skiing	1	Con+2, Dex-3	O
--------	---	--------------	---

A character proficient in skiing is able to move over snowy ground much faster than a non-prof. character. It is rather difficult to learn unless you're grown up with it, suggested training time is 8-10 months.

Depending on the conditions, movement is at least 1.5 times that of walking, often more. During cold weather (-8 Centigrade or below) movement may be something like 15 (for characters with base 12), walking under these conditions is suggested to 6. Wet snow will lower this rate as far down as 6 (walking here will be about 2). This is cross-country skiing.

Depending on how advanced the ski is, the DM may allow telemark/slalom skiing (the equipment for this wasn't developed until the 19th century), the ability check for telemarking is Dexterity -2.

Movement down a hill or slope may be very high (but you better be VERY good...), a character proficient will have no problems outrunning most animals/monsters that doesn't fly assuming the slope is relatively free of trees.

Skinning	1	Int, Dex-1	O
----------	---	------------	---

This skill gives the character knowledge of the proper ways to skin and prepare an animal for food or for sale. Furs may be obtained with this skill, as long as the proper type of knife is available. A successful skill check indicates the fur is acceptable to be sold or the animal is fit to be eaten. Failure indicates a damaged fur or improper cleaning of an animal. One small animal may be skinned in one hour. Medium sized animals may be skinned in two hours, while large animals require four hours of time for proper skinning.

Slow Respiration	1	Con, Wis	AS
------------------	---	----------	----

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 resting position, either resting, or lying down. After concentrating for one turn, pulse and breathing drop well below normal (on a successful NWP check, if this fails, the character cannot slow his breathing), so that breathing requires only 10% of the rate when resting. The character emerges from his trance at will, fully aware of anything that has occurred nearby.

Smelting	1	Int-1	T
----------	---	-------	---

The smelting skill is closely tied to the mining skill, since between them they provide all of the metal used in the campaign world. A character with this skill can operate a smelter, which is essentially an extremely hot forge. Using this forge and the occasional application of certain liquids, including water and acids, the smelter separates the metal from the rocky ore with which it is usually mined. The amount of ore that can be processed is more a function of the size of the smelter than the character's working rate. A small smelter can process ore as fast as four miners can produce it. A medium smelter can process the ore excavated by up to 20 miners. A large smelter can process the ore excavated by up to 100 miners. Because of the materials needed to operate it, a smelting operation costs money to maintain. This expense is in addition to the cost of the smelting equipment itself. A small smelting operation costs five sp per day to operate; the cost of a medium smelting operation is 12 sp per day, and a large smelting operation costs 25 sp a day to run. The smelter only costs money when it is in operation. Thus, it is common practice to collect a stockpile of ore before beginning to smelt it, so that the smelter can run at maximum efficiency until all the stockpiled ore has been processed.

Somatic Concealment	1	Dex-1	MG
---------------------	---	-------	----

A successful check at the start of casting means that anyone watching does not recognise the spellcaster's gestures as magical in nature.

Sound Analysis	1	Wis	O
----------------	---	-----	---

This skill allows a character to gauge the size of underground areas by generating noise and analysing the echoes that return. Using this skill, he can calculate distance 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 a loud 'hey' works well. The PC must make a NWP check, if successful, he accurately determines the size of the area in question to within 25% of its height, width, and length. If the check fails, the character has no idea to the size of the area, and no further checks are allowed, although others with this skill can succeed if they try. A skill check of 5 or less means that the character not only determined the size of the area, but other details as well; the number of branching side passages, whether it is a straight or wandering corridor, and whether or not water exists. The disadvantage of this ability is that, while it is useful for learning about a completely unknown area, it announces the characters to all creatures in hearing range. They will certainly be prepared and may even go looking for the intruders.

Specific Spell	1	Int-2	MG
----------------	---	-------	----

This very special nonweapon skill represents that a wizard might, through much study and dedication, be able to specialise in a spell in the same way that a fighter can specialise in a weapon. Wizards can only specialise in a given spell once, and they can never begin at first level

specialised. When the wizard first decides to specialise in a particular spell, he must decide what component of the spell he wishes to emphasise. This can never be changed.

Offensive Spell Only:

1. Reduce target's saving throw by -1.
2. +1 point of damage per die.

Any Spell:

1. Increase duration by +50%
2. Increase range by +50%
3. Increase area of effect by +50%

Note that some spells can have any of these applied (e.g. Melf's Minute Meteors), while others cannot. For instance, any spell with an "instantaneous" or "permanent" duration cannot be increased by +50%. Likewise, a spell with a range that is either "0" or "touch" cannot have its range improved by +50%. Finally, a spell with an area of effect of "caster only" cannot be increased.

Speed Casting	1	Wis-2	MG
---------------	---	-------	----

This skill, taken once, allows the wizard or priest to reduce the initiative modifier of any spell by one if she makes her skill roll. If the wizard has chosen this skill more than once, she must make a skill roll for each level of speed casting she possesses. This skill cannot be taken more than three times, and no spell may have its initiative modifier reduced below one.

Examples of use: The wizard in these examples has three levels in speed casting and a Wisdom of 13 (thus, he has a +1 modifier because he has three levels of speed casting).

Example one: The wizard wants to cast Chaos (initiative modifier of 5). He rolls a 10, 5, and 13. Since he made all of his skill checks, the initiative modifier on Chaos is reduced to 2.

Example two: Again, the wizard wants to cast Chaos. This time, he rolls a 12, 2, and 20. The Chaos spell has its initiative modifier reduced to 3.

Example three: This time, the wizard rolls a 5, 19, and 4.

Since the second roll failed, it does not matter what the third roll was (in this case, it would have passed). The Chaos spell has its initiative modifier reduced only to 4.

Spells that have an explicit casting time instead of an initiative modifier are in no way speeded up by this spell.

Design note: Wisdom is the relevant ability here because it was felt that mental toughness and concentration are required to rush out the spell without distraction, rather than memory or analytical ability (INT).

Spell Mimicry	1	Int-2	MG
---------------	---	-------	----

This skill gives the character knowledge into the manner in spells are cast. While this does not give the character any spellcasting power, it does make him knowledgeable into the ways of spellcasting, the gestures, arcane words, and materials. This differs from the spellcraft skill in that no specific spells can be identified. The character simply goes through the motions of "casting" a spell, during which time he mutters incomprehensible words, waves his arms, and uses inexpensive components. This is difficult to master and useful for those characters who have powers that they wish to appear as spellcasting or for those characters masquerading as spellcasters. Colourful displays or non-magical effects such as flash paper are useful in the ruse.

A true spellcaster, upon careful observation has a chance to detect the falsehood. This percentage chance is equal to the spellcaster's combined Intelligence (or Wisdom for priests) and Perception scores minus the character's Intelligence score. Since no specific spells are ever imitated, being a specialist wizard grants no additional bonuses.

Spellcraft	1	Int-2	MG
------------	---	-------	----

Although this skill does not grant the character any spellcasting power, it does give him familiarity with all 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 +3 bonus to the check when attempting to identify magic of their own school. Note that since the spellcaster must be observed until the very instant of casting, the spellcraft skill does not grant an advantage against combat spells. The skill is quite useful, however, for identifying spells that would otherwise have no visible effect. Those talented in this skill also have a chance (equal to 1/4 of their normal skill check) of recognising magical or magically endowed constructs for what they are.

Spelunking	1	Int-2	O
------------	---	-------	---

A PC with this NWP has a thorough understanding of caves and underground passages, including their geology, formation, and hazards. The PC generally knows what natural hazards are possible and what general equipment a spelunking party should outfit itself with. A successful NWP check can reveal the following information:-

1. Determine, by studying cracks in the walls an pebbles on the floor, sniffing the air, etc., 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 formation has been shored up, bricked up or otherwise tampered with.
2. Estimate the time required to excavate a passage blocked with rubble.
3. While exploring extensive underground caverns, a successful check reduces the chance of getting hopelessly lost when confronted by multiple passages, sinkholes, etc., to a maximum of 30%, assuming good lighting (see DMG table 81-82).

Statecraft	1	Int	S
------------	---	-----	---

This NWP includes the knowledge and understanding of politics within the state and the states dealings with other states. It also encompasses the diplomatic skills needed to analyse, guide and influence people and events to achieve government and personal ends. A PC with this NWP 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	1	Int	S
-------------	---	-----	---

This NWP 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 nobles 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 PC who has this NWP 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 in families 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 recognises 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.

Stonemasonry	1	Str-2	T	
--------------	---	-------	---	--

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 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 the work of unskilled labourers to quarry stone; one stonemason is needed for every five labourers. Dwarves are among the most accomplished stonemasons in the world; they receive a +2 bonus when using this skill.

Story Telling	1	Cha	L	
---------------	---	-----	---	--

This is the ability to tell good, entertaining stories to individuals or groups of people. A good storyteller has a large repertoire and knows how to select the best story for the current audience. The level of success determines how well a tale has been told, and thus determines the crowd's reaction. Bards receive a +2 bonus to this roll.

Street Sense	1	Cha	CT	
--------------	---	-----	----	--

A rogue with this skill is adept at making a good impression on underworld contacts in the less savoury neighbourhoods of towns and cities, allowing him to better use the information gathering NWP. Those who the rogue contacts are not necessarily moved to trust the rogue using this skill, but they may decide the rogue is worth talking to because he is entertaining or a person of importance. A street sense skill check can be attempted once whenever the rogue is talking to a contact. Success indicates that the contact becomes favourably inclined toward the rogue and will reveal additional information to him, possibly unrelated to the rogues enquiries, at the DM's discretion. Success also indicates that the contact will act positively towards the rogue in future situations, unless circumstances dictate otherwise. Possession of this skill also gives a +2 bonus to any information gathering NWP check.

Subtle Casting	1	Dex-2	MG	Spellcraft
----------------	---	-------	----	------------

A wizard with this skill can cast spells so sneakily that no observer can detect any somatic spell components unless they make a successful Spellcraft skill check. If the wizard combines this with a Vocalise spell, the only outward sign that he is casting a spell might be the visible effects of the spell itself.

Survival	1	Int	O	
----------	---	-----	---	--

This skill must be applied to a specific environment. The character has basic survival knowledge for that terrain type. Additional skill slots can be used to add more types of terrain.

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 appetising, 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!

Swimming	1	Str, Con	O	
----------	---	----------	---	--

A character with swimming skill knows how to swim and can move according to the rules given in the Swimming section. Those without this skill cannot swim. They can hold their breath and float, but they cannot move themselves about in the water.

Teaching	1	Wis	S	
----------	---	-----	---	--

Lessens weeks of training necessary for others to learn skills you teach. Time is reduced by Wisdom score in weeks.

Thief Skills	1	n/a	AS	
--------------	---	-----	----	--

Any character may take any two thieving skills from the following list for one slot: Pick Pockets, Open Locks, Find/Remove Traps, Move Silently, Hide in Shadows, Climb Walls. He starts with the standard starting scores (PHB p39), and with the standard modifiers for race, dex and armour worn. He then has 20% which he may split up between the two scores as he sees fit, and he gains an additional 10% to split up for each level gained thereafter. All the normal thief restrictions on the skills apply (tools needed, permissible armour, etc).

Thief Improvement	1	n/a	AS	
-------------------	---	-----	----	--

This skill can be taken either by thieves or by characters who have taken the Thief Skills skill. In either case, it gives an additional number of percentage point to split up between thief skill scores: 20% for thieves, and 10% for Thief Skills users.

Tightrope Walking	1	Dex	AS	
-------------------	---	-----	----	--

The character can attempt to walk narrow ropes or beams with greater than normal chances of success. He can negotiate any narrow surface not angled up or down greater than 45 degrees. Each round the character can walk 60 feet. One skill check is made every 60 feet, with failure indicating a fall. The check is made with a -10 penalty to the ability score if the surface is one inch or less in width (a rope), a -5 penalty if two inches to six inches wide, and unmodified if seven inches to 12 inches wide. Wider than one foot requires no check for proficient characters under normal circumstances. Every additional skill spent on tightrope walking reduces these penalties by 1. Use of a balancing rod reduces the penalties by 2. Winds or vibrations in the line increases the penalties by 2 to 6.

The character can attempt to fight while on a tightrope, but he suffers a -5 penalty to his attack roll and must roll a successful skill

check at the beginning of each round to avoid falling off. Since the character cannot manoeuvre, he gains no adjustment to his AC for Dexterity. If he is struck while on the rope, he must roll an immediate skill check to retain his balance.

Torture	1	Int	T
---------	---	-----	---

Ability to extract information from the unwilling. Note that this may leave some form of permanent damage to the recipient. 2 NWP checks must be made. The first to determine if any information can be gained, and the second to see if any permanent damage has befallen the recipient (a failed nwp check means permanent damage).

Tracking	1	Wis, Int (-6)	O
----------	---	---------------	---

Characters with tracking skill are able to follow the trail of creatures and characters across most types of terrain. Characters who are not rangers roll a skill check with a -6 penalty to their roll. See Appendix A for details of Tracking.

Trail Hiding	1	Dex, Int	O
--------------	---	----------	---

This skill allows the adventures to disguise their trail well enough so that tracking them becomes impossible (or at least much more difficult). Of course terrain and level of tracker should be considered.

Trail Marking	1	Wis	O
---------------	---	-----	---

By notching trees, scattering pebbles, piling stones, and clipping weeds, the PC can mark a trail through any wilderness area. Provided he moves at 2/3 his normal movement rate, he can mark a continuous trail for as long as he likes; however the longer the trail, the less likely he will be able to follow it back. A successful NWP check enable a backtracking PC to follow his own trail for a distance equal to his level in miles. If he fails a check, he loses the trail. For example, assume a 3rd level PC marked a 12 mile trail, he would have to make a successful NWP check every 3 miles back along the trail or lose the trail. (If the PC has tracking, then he may then track his own prints back along the original trail). This NWP also allows a person to follow someone else's trail. A marked trail lasts unless it is obscured by precipitation, a forest fire, or the passage of time (an undisturbed forest trail should last for weeks, while an arctic trail may last less than a day during periods of heavy precipitation; the DM decides). A ranger or similar character may still attempt to follow an obscured trail using the tracking rules.

Trail Signs	1	Int-1	O
-------------	---	-------	---

A PC with this NWP can read symbolic messages indicated by an arrangement of stones or other physical objects. The PC 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 PC encounters such a message, he understands the meaning if he makes a successful NWP check (e.g., 'a dragon dwells in these woods' or 'eat the green berries for restored health!'). The message is meaningless to PC's without the trailsigns NWP. A PC who attempts to read another trail sign other than the one he is proficient in, can try to interpret the sign at half normal chances or success. This NWP can also be used to identify the cultural group or tribe that has left a specific trail sign.

Trailing	1	Dex	CT
----------	---	-----	----

Trailing resembles tracking, except trailing is following a person who can be seen and followed, and is typically used in urban centres and the like. It is the talent of tailing someone - of keeping a certain distance or even catching up to them, though they may be attempting to blend into a crowd, or at least get lost in the confusion of a street full of people. A NWP check is first made to see if the thief is able to trail without being noticed. If the person being trailed has the alertness or observation skill, then the thief has a -5 penalty. If the thief is spotted, then the person being trailed may attempt to evade, and the thief must make another NWP check to stay on their trail. Modifiers for NWP check are; -3 to +3 for familiarity with the neighbourhood (-3 for new in city, to +3 for thief's home neighbourhood), -2 or -1 on an attempt to remain unnoticed, +1 or +2 if he has been seen and is chasing after the subject. The opposite could be used for large crowds or trailing at night. A -3 applies if the person being trailed himself has the trailing skill (and, presumably knows the tricks of the trade and how to offset these).

Tumbling	1	Dex	AS
----------	---	-----	----

The character is practised in all manner of acrobatics—dives, rolls, somersaults, handstands, flips, etc. Tumbling can only be performed while burdened with light encumbrance or less. Aside from entertaining, the character with tumbling skill can improve his AC by 4 against attacks directed solely at him in any round combat, provided he has the initiative and foregoes all attacks that round. When in unarmed combat he can improve his attack roll by 2. On a successful skill check, he suffers only one-half the normal damage from falls of 60 feet or less and none from a fall of 10 feet or less. Falls from greater heights result in normal damage.

Veterinary Healing	1	Wis, Int	A
--------------------	---	----------	---

The PC can attempt to heal all types of normal animals, following the same procedures described in the description of the healing skill (returns 1-3 HP if treated in 1 round after wounding, once per creature per day; continued care can restore 1 HP/day during non-strenuous travelling for up to 6 creatures; gives a +2 save Vs poison if treated for 5 rounds within a round after poisoning; 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 NWP is not cumulative with the healing NWP — the first used will take precedence. The veterinary skill can be used on humans, demihumans, and humanoids at half the normal chance for success.

Ventriloquism	1	Int-2	AS
---------------	---	-------	----

The character has learned the secrets of "throwing his voice." Although not actually making sounds come from somewhere else, 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, there is a -1 penalty to his chance of success. If a believable source is made to appear to speak, a +2 bonus is added to his success chance. The observer's intelligence modifies this as follows:

Intelligence	Modifier
less than 3	+6
3-5	+4
6-8	+2
9-14	0

15-16	-1
17-18	-2
19+	-4

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. 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. Using ventriloquism to get someone to look behind him does not work, since the voice is not actually behind him. All but those with the gullibility of children realise what is truly happening. They may be amused or they may not be.

Voice Mimicry	1	Cha	AS
---------------	---	-----	----

Voice mimicry is the art of convincingly imitating the voices or other people. It is a very demanding skill, requiring intense training and practice. A character with voice mimicry can imitate any accent he has heard. Success is automatic unless confronted by those who speak the mimicked accent (which then requires a check with a +2 modifier). It is more difficult to imitate a specific persons voice. Characters can only attempt to imitate voices they have heard. A skill check is made only to determine if the imitation is detected. Success is certain if the listener is a stranger to the mimicked character. There is a -1 penalty for trying to fool an acquaintance, -2 for fooling a friend, -5 for a close friend, and -7 for extremely close friends or relatives.

Weaponsmithing	1	Int-3	T	Blacksmithing and Armourer (Basic)
----------------	---	-------	---	------------------------------------

This highly specialised 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. A fully equipped smithy is necessary to use this skill.

A dwarven weaponsmith is not only more skilled than a human one (intelligence -1 instead of -3), but is capable of producing weapons at a faster rate (given on the table below under Dwarf Time to manufacture an item). This skill is also available to a dwarf at the cost of 2 skill slots instead of the usual 3.

The time and cost to make various types of weapons are listed below.

<u>Weapon</u>	<u>Time</u>	<u>Cost</u>	<u>Dwarf Time</u>
Arrowhead	10/day	1 cp	15/day
Battle Axe	10 days	10 sp	7 days
Hand Axe	5 days	5 sp	3 days
Dagger	5 days	2 sp	3 days
Heavy Crossbow	20 days	10 sp	15 days
Light Crossbow	15 days	5 sp	12 days
Fork, Trident	20 days	10 sp	15 days
Spear, Lance	4 days	4 sp	3 days
Short Sword	20 days	5 sp	15 days
Long Sword	30 days	10 sp	23 days
2-Handed Sword	45 days	2 gp	34 days

For every extra skill slot taken above the first, the time to make each weapon decreases by 20% to a minimum time of 40% of that stated above.

Weaponsmithing, Crude	1	Wis-3, Int-3	O
-----------------------	---	--------------	---

This NWP allows the making of simple weapons out of natural materials. This skill is most often found in those from a primitive, tribal, or savage background. The crude weapons are limited to natural materials; stone, wood, bone, sinew, reed, and the like. Crude weapons take a certain amount of time to make. The DM may add additional primitive weapons to the basic list (see below).

The chance for success is based on the PC's Wisdom with a -3 penalty. Any PC with the hunting NWP has a +3 bonus. The fashioner must be proficient with the use of the weapon. If successful, the weapon can be used normally. If failed, the weapon is so badly flawed as to be useless. On a roll of 20 (or 5 above the number required to make the item), the weapon seems sound, but will break upon first use. On a roll of 1, the weapon has no chance of breaking except against a harder material. Optional - crude weapons check for breaking upon inflicting damage; roll 1d6, on a 1-2 the weapon breaks, stone weapons break on a roll of 1

<u>Weapon</u>	<u>Time</u>	<u>Weapon</u>	<u>Time</u>
arrows	7/day	dart	3/day
axe, battle	4 days	javelin	1 day
axe, hand	1 day	knife	2 days
axe, throwing	6 days	quarterstaff	1 day
bow, long *	15 days	spear	2 days
bow, short	12 days	staff sling	3 days
dagger	2 days	warhammer	5 days

* - seasoning the wood takes 1 year

Weather Sense	1	Wis-1	O
---------------	---	-------	---

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 in 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 +1 bonus to his chance of success. This modifier is cumulative, although sleep or other activity that occupies the attention of the character for a long period of time negates any accumulated bonus. Sometimes impending weather conditions are so obvious that no skill check is required. In these cases, the player should be able to deduce what is about to happen to his character anyway.

Weaving	1	Int-1	T
---------	---	-------	---

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.

Whistling / Humming	1	Dex+2	AS
---------------------	---	-------	----

Characters with this skill are exceptional whistlers and hummers. They can produce tunes as captivating as most songs. If a successful check is made, the character knows any particular tune in question. If he also has the animal lore skill, he can mimic any bird call he has ever heard. Adventurers use this skill to communicate to each other. This type of communication is only possible among the characters who have this skill. If two or more characters have this skill, and make successful checks, they can communicate a single concept between them (i.e., attack, down, run, wait, etc.).

APPENDIX A

Alchemy (Advanced)

This skill allows the character to make the following items (description, NWP penalty applied to the check when making this substance, cost to make the substance, number of days to make the item, and other information):-

- acid - weak, +2 nwp, 10gp, 1 day, 1-4 dam/Rnd, lasts 1-4 rnds, makes 2-5 flasks
- acid - medium, 0 nwp, 25gp, 2 days, 1-6 dam/Rnd, lasts 2-5 rnds, makes 2-8 flasks
- acid - strong, -2 nwp, 50gp, 3 days, 1-8 dam/Rnd, lasts 1-3 rnds, makes 1-12 flasks
- acetone, +2 nwp, 50gp, ½ day, removes almost all sticky substances (poisons, glues, web, etc.)
- alloy, -8 nwp, 3000gp, 25 days, can make combination of any 2 metals
- glue - weak, +5 nwp, 3gp, ½ day, same as wood glue
- glue - OK, 0 nwp, 6gp, 1 day, this is the same as super glue
- glue - awesome, -3 nwp, 15gp, 2 days, unbreakable
- heal salve - weak, +3 nwp, 10gp, 1 day, heals extra 2 HP when applied & rest for 8 hours (overnight)
- heal salve - medium, 0 nwp, 25gp, 2 days, heals extra 4 HP when applied & rest for 8 hours (overnight)
- heal salve - strong, -4 nwp, 100gp, 4 days, heals extra 6 HP when applied & rest for 8 hours (overnight)
- matches, +2 nwp, 25gp, 1 day, same as normal waterproof matches you buy in a store, makes 3-36
- poison antidote, , same NWP penalty to make as poison type, cost = ½ poison type, days = as per poison
- poison - inject - A, +2 nwp, 50gp, 1 day
- poison - inject - B, 0 nwp, 100gp, 2 days
- poison - inject - C, -1 nwp, 200gp, 3 days
- poison - inject - D, -3 nwp, 400gp, 4 days
- poison - inject - E, -10 nwp, 1600gp, 10 days
- poison - inject - F, -6 nwp, 800gp, 6 days
- poison - inject - O, -4 nwp, 500gp, 5 days
- poison - inject - P, -4 nwp, 500gp, 5 days
- poison - ingest - G, +1 nwp, 100gp, 2 days
- poison - ingest - H, 0 nwp, 200gp, 3 days
- poison - ingest - I, -3 nwp, 400gp, 5 days
- poison - ingest - J, -8 nwp, 1200gp, 8 days
- poison - contact - K, 0 nwp, 200gp, 3 days
- poison - contact - L, -3 nwp, 400gp, 3 days
- poison - contact - M, -6 nwp, 800gp, 3 days
- poison - contact - N, -10 nwp, 2000gp, 3 days

POISONS RELATIVE STRENGTH

If a poison is successfully made, roll on this table to determine modifiers to the saving throw roll. The modifiers are rolled on 1d30

<i>die roll (1d30)</i>	<i>result</i>
1	+4 save
2 - 3	+3 save
4 - 6	+2 save
7 - 10	+1 save
11 - 20	no modifier
21 - 24	-1 save
25 - 27	-2 save
28 - 29	-3 save
30	-4 save

Note for all poisons: cost is per dose. Up to a maximum of 12 doses can be made at a time (cost = no. of doses * price for 1 dose). A roll must be made for each batch of poison on the Poisons Relative Strength table to determine the relative strength of each poison batch.

- potion, -6 nwp, cost = 5 * XP value, 7 days, must have list of ingredients, makes 1 potion
- smoke bomb, 0 nwp, 20gp, 2 days, 20'*20' cloud, obscures vision to 3', make up to 5 (at 5*cost)
- stink bomb, -4 nwp, 100gp, 5 days, 25'*25' cloud, same as stinking cloud

Note - if any item is made and the NWP check is failed by 5 or more (or a 20 is rolled), then the item produced is harmful in some way to the user or maybe the maker.

Falconry

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 1st.
- Ferocity: the falcon receives a +1 bonus to all attack and damage rolls, and a +2 morale bonus.
- Guard: the falcon shrieks at the approach of strangers. If approached closer than 20-30', the falcon will attack unless ordered not to. The bird can recognise designated friends.
- Homing: the falcon recognises one place as its roost and returns there upon command.
- Loyalty: the falcon is exceptionally loyal to an individual selected by its trainer. It has a +4 saving throw bonus against charm, control, empathy, or friendship attempts by others. Further, it comes when its master summons it, guards its master from attack and may perform unusual acts of loyalty as decided by the DM.
- Species Enemy: the falcon is trained to recognise an entire species as a natural enemy. Its basic reaction is to 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 can track a designated creature and return. It can retrace its path to lead the falconer to the creature.

Sample Tricks:-

- Attack: the falcon will attack on command a creature designated by the falconer until called off. The falcons base morale is at least 11. The falcon receives a save Vs rods against a rangers animal empathy ability.

Capture Prey: a hunt 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 save 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 1-4 rounds and has a 10% chance of losing sight in the eye permanently.
 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.
 Nemesis: the falcon is trained to attack a specific individual. The falcon need never check morale when attacking this individual.
 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 this command.

Known Herbs (for use with Herbalism and others)

Adder's Tongue -

Location: Moist meadows, shady clearings (late spring).

Uses: Leaf Tea: heals 1d3 hp/day (drink 3/day). Ointment: immediately heals 1d2 hp (usable 1/day)

Birthwort -

Location: Hedges, fences, sunny thickets (mid-summer).

Uses: Juice: +2 on poison saves if applied with 1 round. Poultice: +1 hp/day for 2 days

Comfrey -

Location: ditches, watersheds, moist fields (mid, late summer).

Uses: Root: heals 1d4 hp when applied to a wound. Tea: same as Adder's Tongue

Garlic -

Location: damp meadows, sparse forests (spring-fall).

Uses: Juice: antiseptic, heals 2 hp/day for 3 days, insect repellent, 50% chance

Herb True-Love -

Location: woods (mid, late spring).

Uses: Leaves: antiseptic, heals 1hp/wound. Berries: +2 on poison saves if eaten with 2 rounds, +3 for dwarves and halflings

Juniper Berry -

Location: sparse evergreen forests (any).

Uses: Berries: stimulant, heals 1d4hp if brought below 0. Antidote, +1 on poison saves if eaten within 2 rounds, acts as a powerful aphrodisiac in elves and half elves (save Vs poison or fall in lust with the first person of the opposite sex they see)

Sphagnum Moss -

Location: swamps, bogs (any).

Uses: Dressing: heals 25% faster

Woundwort -

Location: ditches, fields, marshes (mid-summer).

Uses: Dressing/Poultice: regain 20% of damage if applied within 2 rounds.

OTHER HERBS

Type	Properties	Game Effect	Cost/Dose
Abaas	Healing	1-2 hp	1 gp
Adder's tongue	Healing	1-4 hp	10 gp
Agrimony	Cures blood diseases	15% chance	3 sp
Alkanet	Poison antidote	+1 save in 1 Rnd	5 sp
All-Heal	increases healing draughts	+25% effective	10 gp
Amaranth	Stops haemorrhaging	clots bleeding	5 sp
Anemone	Cures eye disorder	20% cure eye dis.	3 sp
Angelica	Cures lung disorders		3 sp
Asarabaca	Cures violent tendencies	mild opiate	5 sp
Asparagus	Cures paralysis	+1 save 1 round	1 sp
Awn	Anti-inflammatory (joints)	no joint pains	3 cp
Balm	Antidote for depression		1 sp

Baranie	Reduces Nausea	cure seasickness	1 sp
Barberry	Cures BURNS	heal double rate	2 sp
Basil	Draws poison	-25% poison. damage	2 sp
Belladonna	Cure Lycanthropy(poison)	20%cure (1%death/dose)	5gp
Bindwood	Eases pain		1 sp
Bishop's	weed Cures apathy	increased energy	5 sp
Bitter sweet	Removes minor curses	25% remove curse	25 gp
Borate	Removes fear	20% 1 round	5 gp
Bryony	Healing	1-2 hp	5 sp
Calamint	Cures mental disorders	10% cure insan.	10 gp
Caranan	Healing/pain reliever	1-4 hp	3 gp
Carefree Mustard	Heals Concussions	-25% conc. effect	10 gp
Carneyar	Coagulator	Stops bleeding Imediate	15 gp
Coriander	Cures disease	+5%/ day of use	4 sp
Daffodil	Healing	1 hp	3 sp
Doilan buds	Nurishment	5 buds = 1 meal	6 gp
Elendil's Basket	Purify H2O, slow poison	Purify 1pt, + 6 hour survive poison	8 gp
Eyebright	Cures blindness	10% cure blind.	2 sp
Fiis flower	Healing	1-6 hp	13 gp
Flax-Weed	Cures skin irritations	prevents itching	1 sp
Fumitory	Cures melancholia	focus mind	5 sp
Germander	Relieves pain		5 sp
Gladwyn	Cures paralysis	gives extra save	4 gp
Grarig	Potent Healing Herb	2-20 hp	60 gp
Groundsel(mtn)	Relieves pain		1 gp
Garlic	Antiseptic, insect repelnt	(+ attract monsters)	6 cp
Harlindar	Assures safe childbirth		5 sp
Hellebore	Cures love sickness	new save vs charm	2 sp
Himrose	Relieves inflammation		6 sp
Hyssop	Anti-parasitic	parasites away	5 gp
Klandum	Removes Paralysis	Get extra save	20 gp
Klynky	Depillitory	Removes hair	5 sp
Lavender	Restores speech	sooths sore voice	1 gp
Maiana	Decongestant		2 cp
Maragath	Anaesthetic (local),	Numb 1 area for 1-4 hrs	3 sp
Moonwort	Heals	X2 healing (1d6 days)	1 gp
Nelthadon	induces Vomiting	save vs ingesteds	1 sp
Peony	Cures insanity	15% cure(5%/day addict)	12 gp
Periwinkle	Promotes happiness		3 sp
Plantain	Relieves skin irritations,	eases itching	1 sp
Rampion	Relieves fever		2 sp
Red Willow	Breaks Fever	Break Fever 1 day	5 sp
Rose	Cures eye disorders	1% cure Blindness	1 sp
Rosemary	Promotes healing	1-3 hp	3 sp
Rumareth	Coagulant/sedative	stop bleeding	7 sp
Sage	Restores memory	+2 int check	2 sp
Self-Heal	Promotes healing	1-6 hp	15 gp
Sindoluin	Anti-coagulant	Bleed +1hp/min	10 gp
Shepherd's Purse	Heals burns	heal 1-4 hp burns	3 sp
St. John's Moss	Heals burns	heal 1-3hp	12 sp
Tamarisk	Poison antidote	extra sv (w/in 5 rnds)	10 gp
Tharm	Protection vs Sun	prevent blister	2 sp
Thistle	Poison antidote	+2 save (2 rnds)	4 gp
Thyme	Anti-parasitic	+1 save vs infestation	3 sp
Trefoil	Antidote insect bites	reduce swelling/itch.	6 sp
Whortle	Relieves fever		3 sp
Wormwood	Anti-parasitic	gives 2 saves Vs parast	7 sp
Yarrow	Mild sedative	sv poison @ +3 or sleep	2 gp

Tracking

Characters with tracking skill are able to follow the trail of creatures and characters across most types of terrain. Characters who are not rangers roll a skill check with a -6 penalty to their roll; rangers have no penalty to the chances. In addition, other modifiers are also applied to the attempt, according to the table below.

Terrain Modifications

Soft or muddy ground	+4	
Thick brush, vines, or reeds	+3	
Occasional signs of passage, dust	+2	
Normal ground, wood floor	0	
Rocky ground or shallow water	-10	
Every two creatures in the group		+1
Every 12 hours since trail was made	-1	
Every hour of rain, snow, or sleet	-5	
Poor lighting (moon or starlight)	-6	
Tracked party attempts to hide trail	-5	

The modifiers in the above table are cumulative—total the modifiers for all conditions that apply and combine that with the tracker's base chance for success to get the modified chance to track.

For the tracking to succeed, the creature tracked must leave some type of trail. Thus it is virtually impossible to track flying or noncorporeal creatures. The DM may allow rare instances, but he should also assign substantial penalties to the attempt.

To track a creature, the character must first find the trail. Indoors, the tracker must have seen the creature in the last 3 minutes and must begin tracking from the place last seen. Outdoors, the tracker must either have seen the creature, have eyewitness reports of its recent movement, or must have obvious evidence that the creature is in the area. If these conditions are met, a skill check is rolled. Success means a trail has been found. Failure means no trail is found. Another attempt cannot be made until the above conditions are met again under different circumstances.

Once the trail is found, additional skill checks are rolled for the following situations:

- ◆ The chance to track decreases.
- ◆ A second track crosses the first.
- ◆ The party resumes tracking after a halt.

Once the tracker fails a skill check, another check can be rolled after spending at least one hour searching the area for new signs. If this check is failed, no further attempts can be made. If several trackers are following a trail, a +1 bonus is added to the chance of the most adept tracker. Once he loses the trail, it is lost to all.

If the modifiers lower the chance to track below 0, the trail is totally lost to that character and further tracking is impossible. Other characters may be able to continue tracking, but that character cannot.

A tracking character can also attempt to identify the type of creatures being followed and the approximate number by rolling a skill check. All the normal tracking modifiers apply. One identifying check can be rolled each time a check is rolled to follow the trail. A successful check identifies the creatures (if the character has knowledge of such creatures) and gives a round estimate of their numbers.

When following a trail, the character must slow down, the speed depending on the character's modified chance to track as found from the above table.

Chance to Track	Movement Rate
1-6	1/4 normal
7-14	1/2 normal
15 or greater	3/4 normal

These rates are determined each time the chance to track changes.