

ATTRIBUTES

Attributes represent general inborn abilities across six spheres:

- Acumen: Social and interpersonal skills.
- Deftness: Dexterity and movement skills.
- Fortitude: Melee, strength and endurance skills.
- Intellect: Learnedness and mental reasoning skills.
- Roving: Travel and worldly skills.
- Subterfuge: Deception and thievery skills.

Attributes are scaled 1-3

All Attributes Start at Rank 1

Add 5 pips to Attributes, split any way

The 'pips' are the circles on the Character Sheet next to each Attribute (or Skill). Fill these in by colouring them in. You cannot lose pips, so using pen is fine.

SKILLS

Skills are organised thematically. Each **Skill** has a defined set of actions associated with it, although exact **Skill** uses remain at the Gamesmaster's discretion. Additionally, there is some intentional overlap among **Skills**, with the goal of providing some distinctness of character style.

SKILL GROUPS

Skills are arranged into Groupings. These are **Acumen** (social), **Deftness** (general dexterity and movement tasks), **Fortitude** (strength and stamina), **Intellect** (reasoning and memory), **Prowess** (fighting) and **Subterfuge** (sneaking and thievery).

Allocate 20 pips to Skills, split any way
No starting Character Skill can exceed 3 pips
(unless otherwise stated elsewhere)

SKILL RANKS

To arrive at a **Skill Rank** sum up the **Attribute pips** and **Skill pips**. For example, if you have *Deftness* 2 and *Archery* 1, then your *Archery Rank* is 2+1 = 3. If you have *Fortitude* 2 and *Brawling* 0, then your *Brawling Rank* is 2+0 = 2.

Attribute pips + Skill pips = Skill Rank
Fill in all Skill Ranks in the boxes provided

NPCs AND CREATURES

The **Skill Groups** are used for non-player characters and monsters in place of filling out a whole set of **Skills**. This is to reduce bookkeeping for the Gamesmaster. That is, a non-player character might have **Acumen** 2, **Deftness** 4, **Fortitude** 5, **Intellect** 4, **Prowess** 5 and **Subterfuge** 1 rather than having all the component **Skills** ranked with scores.

Broadly, any relevant **Skill** that needs to be tested is tested against the **Skill Group** for non-player characters and monsters. A recreant knight attacking with a sword, would use **Fortitude**. Sometimes 'breakout skills' are listed for a Non-Player Character, but this is on a character-by-character basis as per the requirements of the story. For example, a peasant outlaw might have **Deftness** 3, but **Archery** 7 as breakout skills. Mostly this NPC would test movement skills at 3, but when using a bow, their skill sits at the higher rank.

ACUMEN SKILLS

Social acumen and interpersonal skills.

Judgement: Reading a room, assessing whether someone is lying, using emotional insight to perceive someone's motivations.

Persuasion: Persuading a person of a something though charisma, argument, bribery, or appealing to common sense. This is a non-aggressive skill, and even if it fails the attempt will not leave any negative impressions. *Persuasion* takes longer than *Trickery*, but doesn't carry the same negative implications if the attempt fails.

Quietude: Calming down someone who is agitated or angered. This can be used in a fight to convince an attacker to stop and talk rather than keep fighting, or can be used to help calm a Character or creature that is panicking or overwhelmed.

Trickery: Lying, deception, using distraction to mislead another person. Trickery can work quicker than *Persuasion*, but will result in a more negative reaction if the attempt fails or the tricked Character realises they were tricked later.

Witticism: Barbed wit, humorous asides, funny observations. Can be used to make the target unsettled or self-conscious, but also to appeal to another's sense of humour. However, note that (mostly) comedy needs a victim. A target might well be deeply offended by your wit, even if everyone else sees the funny side.

DEFTNESS SKILLS

Moving, dexterity and manoeuvring skills.

Archery: Using bows or slings.

Acrobatics: Jumping, leaping, climbing, tumbling, contortion and balance on precarious footings.

Gracefulness: Beauty, poise, precise bodily control and elegance of movement. Used for dancing, but also as a way to impress, awe or draw attention.

Ride: Riding or managing a mount.

Quickness: Raw speed, sprinting, and acuity of eye-hand coordination.

FORTITUDE SKILLS

Strength and stamina skills.

Affray: Fighting with melee weapons. *Affray* is used as an attacking skill when attempting to injure an opponent with a weapon. Thrown weapons (daggers, hand-axes, spears) also fall under *Affray*.

Brawling: Unarmed fighting and using impromptu weapons. Brawling can also be used to subdue an opponent, rather than injure them.

Mettle: Health, endurance and capacity to do physical work or labour over a long time. Used for resisting environmental extremes (cold, heat, shock, etc), physical pain, sleep deprivation and discomfort, but also poisons, drugs and alcohol. Used for drinking contests and staying awake through the night. Also used for swimming from one place to another without drowning.

Might: Raw physical power, breaking doors or chests, carrying heavy objects, labouring, maintaining a grip, anchoring yourself to a point. Feats of strength in general.

Threaten: Physically intimidating someone or something. Threaten can be used to cause an opponent to hesitate or flee. The skill is physical, so can be used on things of animal intelligence as well as people.

INTELLECT SKILLS

Mental, memory and reasoning skills.

Artistry: All creative skills including painting, sculpture or embroidery, but also songs and telling a good tale.

Investigation: Gathering or searching for information or knowledge. Investigation is social, book-based or deductive.

Lore: General knowledge, including matters concerning both the natural and preternatural worlds. **Lore** is the Skill used for **Lore-crafting**, **Herbals**, and **Sigildry** if you have these Talents. Your lore might be book learning or hearth-wisdom. Negotiate literacy with your Gamesmaster. A Character should be literate if their background justifies this.

Reasoning: Problem solving and logical thinking.

Volition: Willpower and force of will. Used for spell-casting. Both **Grammar** and **Spellweaving** use this Skill. *Volition* adds to your *Stress Soak*.

ROVING SKILLS

Travel and wayfaring skills.

Alertness: General awareness and alertness to danger or changes in the environment. A Player can ask for an *Alertness* check if they are suspicious of danger but their Character hasn't noticed it yet. An *Alternates*

check can otherwise be called for by the Gamesmaster where relevant.

Beast Ken: Knowledge about animals, creatures and monsters and their proclivities and weaknesses. Used for animal handling and husbandry, if relevant to the Character's background.

Mercenary: Hagglng, negotiating prices, knowledge about markets and where to find merchants who deal one a particular good or another.

Ranging: All outdoor survival skills, including foraging, building shelters, fires and hunting, as well as tracking.

Wayfaring: Navigation and cartography, but also a general knowledge about the lay of the land, towns, cities and nations.

SUBTERFUGE SKILLS

Sneaking, thieving and skullduggery skills.

Disguise: Dressing up yourself or someone (or even something) else in a disguise. This skill includes playacting and pretending to fit the disguise, if needed.

Search: Searching a physical space for anything hidden or concealed. *Search* is physical and active, for example, tossing a room, or running your hands down a wall looking for gaps or hinges. A *Search* check is typically initiated by the Player.

Stealth: Hiding, sneaking, cautious and quiet movements, or moving by stealth and concealment in any environment. Also includes disappearing into a crowd or hiding in plain sight in a busy environment.

Streetwise: Urban savvy skills, knowing about black markets, thieves dens and the haunts of thugs and smugglers.

Thievery: All skills specific to thievery and burglary, including picking locks, pilfering, picking pockets, sleight of hands, street chicanery, disarming traps etc.