

Full = Fully Proficient and Trained,  
1/2 = Not Proficient and Untrained,  
-- = Not Progressable

#### SKILLS

NAME	MOD	WARRIOR	CLERIC	ROGUE	MAGE
Acrobatics	Dex	1/2	1/2	FULL	--
Athletics	Str	FULL	1/2	1/2	--
Concentrate	Con	1/2	FULL	1/2	FULL
Deception	Cha	1/2	--	FULL	1/2
Devices	Wis	1/2	1/2	FULL	1/2
Medical	Wis	FULL	FULL	1/2	1/2
Monsterology	Int	FULL	1/2	--	FULL
Navigation	Wis	1/2	1/2	1/2	1/2
Perception	Wis	1/2	1/2	FULL	FULL
Religion	Wis	1/2	FULL	--	1/2
Speechcraft	Cha	1/2	FULL	FULL	1/2
Spellcraft	Int	--	FULL	--	FULL
Stealth	Dex	1/2	1/2	FULL	1/2
Survival	Wis	FULL	1/2	1/2	1/2
Thievery	Dex	--	--	FULL	--

#### PROFICIENCIES

Archery	Dex	FULL	1/2	FULL	--
Axe Weapons	Str	FULL	1/2	--	--
Bladed Weapons	Str	FULL	1/2	FULL	1/2
Blunt Weapons	Str	FULL	FULL	1/2	1/2
Pierce Weapons	Str/Dex	FULL	1/2	FULL	1/2
Projectiles	Dex	FULL	1/2	FULL	1/2
Light Gear	Con	FULL	1/2	FULL	1/2
Medium Gear	Con	FULL	FULL	FULL	1/2
Heavy Gear	Con	FULL	FULL	1/2	--
Shields	Con	FULL	FULL	1/2	--

#### PROFESSIONS

Alchemy	Wis	--	FULL	1/2	FULL
Arts	Cha	--	--	FULL	1/2
Blacksmithing	Str	FULL	1/2	--	--
Carpentry	Str	1/2	--	--	--
Enchanting	Int	--	FULL	--	FULL
Engineering	Dex	1/2	--	1/2	1/2
Inscription	Int	--	FULL	1/2	FULL
Jewelcrafting	Dex	--	1/2	FULL	FULL
Leatherwork	Dex	1/2	--	FULL	1/2
Tailoring	Dex	--	1/2	1/2	FULL

### SKILLS

	ENGINEER	PALADIN	RANGER	BARD	DRUID
Acrobatics	<i>FULL</i>	<i>1/2</i>	<i>FULL</i>	<i>FULL</i>	<i>1/2</i>
Athletics	<i>1/2</i>	<i>FULL</i>	<i>FULL</i>	<i>1/2</i>	<i>FULL</i>
Concentrate	<i>FULL</i>	<i>FULL</i>	<i>1/2</i>	<i>FULL</i>	<i>FULL</i>
Deception	<i>1/2</i>	--	<i>1/2</i>	<i>1/2</i>	--
Devices	<i>FULL</i>	<i>1/2</i>	--	<i>FULL</i>	--
Medical	--	<i>FULL</i>	<i>FULL</i>	<i>1/2</i>	<i>FULL</i>
Monsterology	--	<i>1/2</i>	<i>FULL</i>	<i>1/2</i>	<i>FULL</i>
Navigation	<i>1/2</i>	<i>1/2</i>	<i>FULL</i>	<i>1/2</i>	<i>FULL</i>
Perception	<i>1/2</i>	<i>1/2</i>	<i>FULL</i>	<i>FULL</i>	<i>1/2</i>
Religion	<i>1/2</i>	<i>FULL</i>	<i>1/2</i>	--	<i>FULL</i>
Speechcraft	<i>1/2</i>	<i>FULL</i>	<i>1/2</i>	<i>FULL</i>	<i>1/2</i>
Spellcraft	--	<i>1/2</i>	<i>1/2</i>	<i>FULL</i>	<i>FULL</i>
Stealth	<i>FULL</i>	--	<i>FULL</i>	<i>FULL</i>	<i>1/2</i>
Survival	<i>1/2</i>	<i>1/2</i>	<i>FULL</i>	<i>1/2</i>	<i>FULL</i>
Thievery	<i>FULL</i>	--	<i>1/2</i>	<i>FULL</i>	--

### PROFICIENCIES

Archery	<i>FULL</i>	--	<i>FULL</i>	<i>FULL</i>	<i>1/2</i>
Axe Weapons	--	<i>1/2</i>	--	<i>1/2</i>	--
Bladed Weapons	<i>1/2</i>	<i>FULL</i>	<i>FULL</i>	<i>FULL</i>	<i>1/2</i>
Blunt Weapons	<i>1/2</i>	<i>FULL</i>	<i>1/2</i>	<i>FULL</i>	<i>FULL</i>
Pierce Weapons	<i>FULL</i>	<i>1/2</i>	<i>FULL</i>	<i>1/2</i>	<i>FULL</i>
Projectiles	<i>FULL</i>	--	<i>FULL</i>	<i>FULL</i>	<i>1/2</i>
Light Gear	<i>FULL</i>	<i>1/2</i>	<i>FULL</i>	<i>FULL</i>	<i>FULL</i>
Medium Gear	<i>FULL</i>	<i>FULL</i>	<i>1/2</i>	<i>1/2</i>	<i>1/2</i>
Heavy Gear	<i>1/2</i>	<i>FULL</i>	--	--	--
Shields	--	<i>FULL</i>	--	--	--

### PROFESSIONS

Alchemy	<i>1/2</i>	<i>1/2</i>	<i>1/2</i>	<i>1/2</i>	<i>FULL</i>
Arts	<i>1/2</i>	--	<i>1/2</i>	<i>FULL</i>	<i>1/2</i>
Blacksmithing	<i>1/2</i>	<i>FULL</i>	--	--	--
Carpentry	<i>1/2</i>	<i>1/2</i>	<i>FULL</i>	<i>1/2</i>	<i>FULL</i>
Enchanting	--	<i>1/2</i>	<i>1/2</i>	<i>1/2</i>	<i>FULL</i>
Engineering	<i>FULL</i>	--	--	--	--
Inscription	--	<i>1/2</i>	<i>1/2</i>	<i>1/2</i>	<i>1/2</i>
Jewelcrafting	<i>FULL</i>	<i>1/2</i>	--	<i>FULL</i>	<i>1/2</i>
Leatherwork	<i>FULL</i>	--	<i>FULL</i>	<i>1/2</i>	<i>FULL</i>
Tailoring	<i>1/2</i>	<i>1/2</i>	<i>1/2</i>	<i>FULL</i>	<i>FULL</i>

## SKILLS

Skills are general abilities everyone has and capable of developing. There is no class inhibitions of what a character is able to do, but they do have limits due to different focuses.

### ACROBATICS

**Ability:** *Dexterity*      **Armor Penalty:** *Yes*

**Description:**

With this ability, a player can leap off walls, jump and flip, somersault, dodging melee/missile attacks (but surrounding all attacks that round), run all walls, some gymnastics, etc. The Difficulty Class (DC) is determined by the GM. Evasion can be used to avoid Attacks of Opportunities.

**Actions:** *Tumbling, Acrobatic Maneuvres*

**Income:** *500s*

### ATHLETICS

**Ability:** *Strength*      **Armor Penalty:** *Yes*

**Description:**

Athletics gives you the ability to do vigorous activities: running, jumping, lifting, etc. The Difficulty Class (DC) is determined by the DM. Most athletic checks will be circumstantial, when to run faster, jump higher, climbing difficulties, lifting heavy objects close to your maximum press rating.

**Actions:** *Running, Jumping, Climbing, Lifting, Swimming.*

**Income:** *250s*

### CONCENTRATE

**Ability:** *Constitution*      **Armor Penalty:** *No*

**Description:**

This skill mainly applies to spellcasters who need to concentrate when struck by weapons or other forces. Other classes can use this too if a character is doing something that requires concentration.

**Actions:** *Concentration on spell or ability*

**Income:** *--*

### DECEPTION

**Ability:** *Charisma*      **Armor Penalty:** *No*

**Description:**

This skills enables a user to deceive or fool any perceives in a many number of ways; it allows to tell flat-out lies, the ability to act and create make-belief. The ability also enables one to encode scriptures into secret messages or puzzles from word play, or to make suggestions or innuendoes to another person.

**Actions:** *Lie, Act, Encode, Scramble, Innuendo*

**Income:** *1000s*

### DEVICES

**Ability:** *Wisdom*      **Armor Penalty:** *Yes*

**Description:**

The user can use, disable, repair, salvage, or even build devices for whatever purpose the device has. Rogues this skill to set and remove traps. Engineers may want to set up or repair their automatic crossbows. Mages may use this to activate, upgrade, or repair small automatons.

**Actions:** *Use, Repair, Salvage, Build, Research, Modify, Upgrade.*

**Income:** *1500s*

### MEDICAL

**Ability:** *Intelligence*      **Armor Penalty:** *No*

**Description:**

This skill is not advanced medical skills. Average cuts mend 1 hp per wound and stops the wound from healing. 5 wounds means 5hp healed. The healing powers increases at a rate 1hp every skill points. This skill can also be used to treat infections and toxins with a set DC.

**Actions:** *Treat (Wounds, Infections, Bleeding, Toxins)*

**Income:** *750s*

## MONSTEROLOGY

**Ability:** *Intelligence*      **Armor Penalty:** *No*

**Description:**

Monsterology is a study of monsters. People with this skill can identify creatures, know their weaknesses, its history, behaviors, know its methods of attack, and known treasure the creature favors.

**Actions:** *Identify creatures, weaknesses, history, behaviors, methods of attack, and known treasure.*

**Income:** *2000s*

## NAVIGATION

**Ability:** *Wisdom*      **Armor Penalty:** *Yes*

**Description:**

*Navigations allows one to move in tough terrain, pilot wagons, ships, and horses. They know direction very well and know the weather. They even know mountains and can use the stars to guide their way.*

**Actions:** *Navigating, Piloting, Astrology, Sense Weather, Sense Direction, Mountaineering*

**Income:** *1000s*

## PERCEPTION

**Ability:** *Wisdom*      **Armor Penalty:** *No*

**Description:**

This allows a character to search and spy the surroundings, searching for secret entrances, hidden traps, investigate for clues, etc. Most difficulty classes will be specified by the GM.

**Actions:** *Search, Spot, Hear Noise, Sense Danger, Investigation*

**Income:** *1500s*

## RELIGION

**Ability:** *Wisdom*      **Armor Penalty:** *No*

**Description:**

Religion as a skill allows a character to conduct ceremonies, blessings, identify religious related items, or tap into religious history of something. The DC is GM specified in most cases.

**Actions:** *Perform ceremonies, conduct blessings, identify religious items, foretale history of religion, religious icons, or symbols.*

**Income:** *1000s*

## SPEECHCRAFT

**Ability:** *Charisma*      **Armor Penalty:** *No*

**Description:**

Characters with this ability will be able to speak fluently and manipulate or influence others. From diplomacy, flattery, oratory, intimidation, or even bribery, the speaker will be able to change the outcome of the conversation. This also includes haggling, bartering, or auctioning items and good at better prices.

**Actions:** *Diplomacy, Oratory, Flattery, Intimidation, Bribery, Taunt, Appraise, Haggle, Barter*

**Income:** *1000s*

## SPELLCRAFT

**Ability:** *Intelligence*      **Armor Penalty:** *No*

**Description:**

Characters don't need to be wizards to know what magic's about. Those who grab this ability will be able to identify magical powers and artifacts.

**Actions:** *Detect Spells, Identify Items, Knowledge of Magic.*

**Income:** *--*

## STEALTH

**Ability:** *Dexterity*      **Armor Penalty:** *Yes*

**Description:**

Stealth gives you the ability to hide yourself, objects, or tasks. Most thieves requires this skill as its essential for their tasks but all classes are stealth capable. The DC is set by the GM or the opponent's ability.

**Actions:** *Concealment, Stealth Movement, Conceal Action.*

**Income:** *--*

## **SURVIVAL**

**Ability:** *Wisdom*

**Armor Penalty:** *No*

**Description:**

This skill allows survival knowledge of the forest and mountains, which includes fire-building, scavenging for food and water, cooking, fishing, hunting, and even making basic shelters.

**Actions:** *Fire-building, Scavenge (Food, Water), Plant Lore, Cooking, Fishing, Hunting, Tracking*

**Income:** *500s*

## **THIEVERY**

**Ability:** *Dexterity*

**Armor Penalty:** *Yes*

**Description:**

The security skill involves locking or unlocking locks as well as picking pockets. Many tools can help with either of these processes such as knives, mini-mirrors, etc.

**Actions:** *Lock, Unlock, Theft, Pick Pockets*

**Income:** *2500s*

## PROFESSIONS

Professions are more secondary, yet more specialized set of skills which all requires training. Many skills are craft skills whilst others are performance skills. Each of these professions are capable of earning a character some gold in between adventures while some can enhance current items.

### ALCHEMY

**Ability:** *Wisdom*

**Armor Penalty:** *Yes*

**Description:**

Alchemists can fashion raw ingredients into salves, potions, toxins, and even alcohol, which can then be sold for a premium. They can extract ingredients from monsters and cultivate and harvest rare plants, and know how to neutralize or utilize many poisons.

**Craft:** *Salves, Potions, Toxins, Anti-toxins, Alcohol*

**Actions:** *Harvesting, Extracting, Brewing, Cultivating, Neutralizing*

**Income:** *3000s*

### ARTS

**Ability:** *Charisma*

**Armor Penalty:** *Yes*

**Description:**

Artists are the spectacle of society. They can write music, paint beautiful portraits, sculpt amazing statues, and even retell an old tale through play. They can specialize of memorizing melodies, pictures, shapes, and stories. Yet, all artists have an understanding of poetry and riddles, where the common dungeon dweller does not.

**Perform:** *Art, Music, Theatre*

**Actions:** *Drafting, Acting, Performing, Improvising, Poetry, Riddles.*

**Income:** *1000s*

### BLACKSMITHING

**Ability:** *Strength*

**Armor Penalty:** *Yes*

**Description:**

Blacksmiths are the forgers of metal. They can bend and shape materials into anything they desire. Weapons and armor can be made. Shields can be braced. They can also make, locks, traps, tools, and other parts for engineers to use. They can make hammer heads and nails for carpenters.

**Craft:** *Weapons, Armor, Shields, Locks, Traps, Utilities*

**Actions:** *Forging, Repairing, Upgrading, Salvaging*

**Income:** *2500s*

### CARPENTRY

**Ability:** *Strength*

**Armor Penalty:** *Yes*

**Description:**

Carpentry allows one to harvest wood from trees and manufacture them into wooden products such as bows, shields, chairs, tables, shelves, etc. They can also salvage or repair broken items.

**Craft:** *Shields, Bows, Crossbows, Staves, Spears*

**Actions:** *Harvest, Manufacture, Salvage, Repair*

**Income:** *2000s*

### ENCHANTING

**Ability:** *Intelligence*

**Armor Penalty:** *Yes*

**Description:**

Enchanters imbue the essences of souls into magical shards or crystal which are then transplanted into items. They could also use parts of their own essence to fill the crystal if they wish or from a volunteer. Enchanters can also disenchant items for parts, captured souls from already dead beings, and channel them into crystals.

**Craft:** *Magical Items, Weapons, Armor*

**Actions:** *Enchanting, Disenchanting, Soul capturing, Imbuing, Channeling*

**Income:** *2500s*

### ENGINEERING

**Ability:** *Wisdom*

**Armor Penalty:** *Yes*

**Description:**

Engineers are trinket makers of society. They can make automated traps, crossbows, clocks, springs, rotating gears and cogs, puzzles, and other devices too confusing for the modern civillian. They are also response for conceiving artillery equipment such as catapults and ballistae. They can also salvage, upgrade, and/or repair equipment.

**Craft:** *Contraptions, Artillery, Equipment, Architecture*

**Actions:** *Designing, Constructing, Repairing, Upgrading, Salvaging*

**Income:** *1500s*

## INSCRIPTION

**Ability:** *Dexterity*

**Armor Penalty:** *Yes*

### Description:

Inscribers are scholars specialized in writing. They can create documents, word puzzles, maps, and plans. The more shady inscribers can make forgeries, whilst the more magically-inclined can inscribe spells into scrolls. Secret messages can also be encoded and decoded using this skill.

**Craft:** *Documents, Word Puzzles, Forgeries, Maps, Plans, Scrolls*

**Actions:** *Writing, Encoding, Decoding, Forgery, Scrollwriting*

**Income:** *2500s*

## JEWELCRAFTING

**Ability:** *Dexterity*

**Armor Penalty:** *Yes*

### Description:

Jewelcrafters play with stones and gems and make them into jewellery. They know how to smelt and bend gold, silver, bronze, and copper and shape them into rings, necklaces, circulets, and the like. They can also embedded jewels into them to enrichen their value. They can extra raw gems from ore or stone and cut them to shape them into beauties.

**Craft:** *Rings, Necklaces, Circlets, Bracelets, Bracers, Buckles.*

**Actions:** *Gem Cutting, Gold Smelting*

**Income:** *3500s*

## LEATHERWORKING

**Ability:** *Dexterity*

**Armor Penalty:** *Yes*

### Description:

Leatherworking is the process of handling animal hides and other leathers and forging armor, clothes, and utilities made out of leather, such as belts. Leather working allows the user to skin, weave, or tan leather, but also patch broken sections, reinforcing current leather, or stripping it down for additional parts.

**Craft:** *Weapons, Armor, Shields, Equipment*

**Actions:** *Skinning, Weaving, Tanning, Repairing, Upgrading, Salvaging*

**Income:** *1500s*

## TAILORING

**Ability:** *Intelligence*

**Armor Penalty:** *Yes*

### Description:

Tailoring allows you to weave threads into cloths. This could be articles of clothing, drapes, blankets, rope, bandages, or even nets. Expensive cloths require extra care and can be bought or sold at a premium. If one is ambitious enough, they could also make thick denim or even kevlar with the right recipes. Tailors can extract componets for threading, weaving together into cloths, sewing clothes, or even repairing, reinforcing, or salvaging parts from scrap.

**Craft:** *Clothing, Equipment*

**Actions:** *Extracting, Sewing, Repairing, Upgrading, Salvaging*

**Income:** *1000s*

