

Skills

Table: Skills					
<i>Skill</i>	<i>Base</i>	<i>Rules</i>	<i>Jobsa</i>	<i>Uses</i>	<i>Stunts</i>
Acrobatics	Dex	Weight	Fnc, Drg, Gmb, Mst, Nja, Red, Sam, Sld, Thf	<i>Balance, Wriggle Free, Tight Squeeze, Reflexes</i>	<i>Free Balance, Close-Quarters Fighting, Slow Fall, Prone Toggle, Escape Grapple, Defense</i>
Climb	Str	Movement, Weight	Bst, Drg, Geo, Mst, Nja, Sld, Thf	<i>Climb</i>	<i>Catch, Accelerated Climb, Agile Climb</i>
Craft	Int	Specific	Sam, Mec, Sld	<i>Earn Gil, Make X, Appraise X, Repair X</i>	<i>Make Masterwork, Forge X, Disable X</i>
Deception	Cha	Secret	Blk, Fnc, Gmb, Nja, Rpr, Thf	<i>Decieve, Disguise</i>	<i>Rushed Disguise, Rushed Deception, Diversion, Feint</i>
Endurance	Con	---	Bst, Bis, Blu, Cru, Geo, Knt, Mst, Sam, Sld, Whf	<i>Hold Breath, Exert, Fortitude</i>	<i>Great Exertion, Ignore Hunger and Thirst, Sleep in Armor</i>
Gather Information	Cha	Secret	Cru, Fnc, Gmb, Red, Thf, Whf	<i>Learn News</i>	<i>Learn Secret, Locate</i>
Intuition	Wis	Secret	Bst, Bis, Blu, Cal, Gmb, Cru, Geo, Mst, Sam, Whf	<i>Sense Deception, Sense Influence, Willpower</i>	<i>Gut Feeling, Empathy, Fortune Telling</i>
Jump	Str	Movement, Weight	Fnc, Drg, Mst, Nja, Sld	<i>Long Jump, High Jump, Jump Down</i>	<i>Standing Jump, Wall Jump</i>
Knowledge	Int	Specific	Blk, Blu, Gry, Red, Thf	<i>Know X</i>	<i>Rare Knowledge, Puzzle Solution, Research</i>
Medicine	Wis	---	Bis, Cru, Red, Sld, Whf	<i>Long-Term Care, First Aid</i>	<i>Treat Ailment, Revivify</i>
Perception	Wis	Secret	Bst, Blu, Gmb, Geo, Mst, Sam, Sta, Thf, Whf	<i>Notice, Search</i>	<i>Sleep Perception, Perceive Specifics</i>
Persuasion	Cha	--	Bis, Cal, Cru, Rpr, Red, Sta, Thf, Whf	<i>Haggle, Diplomacy</i>	<i>Intimidate, Alien Diplomacy</i>
Pilot	Int	Specific	Fnc, Gry, Mec, Red, Sld, Thf	<i>Drive X, Avoid Collision</i>	<i>Hazardous Driving, Ram, Maneuvers</i>
Ride	Dex	Specific	Bst, Cru, Knt, Rpr, Sam, Sld	<i>Ride X, Avoid Collision</i>	<i>Hazardous Driving, Ram, Maneuvers</i>
Profession	Wis	Specific	Gmb, Knt, Mec, Red, Sta, Thf, Whf	<i>Basic Tasks</i>	<i>Make Do, Advanced Task, Mimic Skill</i>
Stealth	Dex	Secret	Blk, Fnc, Gmb, Nja, Rpr, Red, Sld, Thf	<i>Sneak, Conceal Item</i>	<i>Snipe, Pick Pocket, Sleight of Hand</i>
Survival	Wis	Specific	Bst, Blu, Cal, Geo, Sld, Thf, Whf	<i>Navigation, Basic Survival</i>	<i>Resist Weather, Track</i>
Swim	Str	Movement, Weight	Bst, Geo, Mst, Sld	<i>Swim</i>	<i>Accelerated Swim, Agile Swim</i>

How It Works: Every character's skills are determined by their Job Level. A character has a base score in all skills equal to ¼ their character level. Any jobs trained in the skill add +5 to the skill check (this changes when your job changes).

Effect on Game vs. D&D's System: Skills are very flexible in FFZ. Everyone gains a little bit of everything, and you can change specialization with a simple job change.

A Word on Size and Distance: The skills assume that you are a Medium-sized character for the purposes of movement and size, and so all distances are relevant to that Medium-sized character. Larger and smaller characters will increase or decrease the distances in these skills by their size modifier.

Acrobatics (Dex)

Weight

You can perform many feats of acrobatic skill, balance, and agility.

Balance: You can balance on a thin or unsteady surface, moving across it. See the table below for some examples. An especially long platform (more than about 15 feet for a Medium creature) may require multiple Acrobatics checks to move across. For a slippery or unstable surface, add +5 to the DC. Difficult Terrain includes surfaces that themselves are slippery or

unstable. You are considered flat-footed while balancing. If you are hit by an attack while balancing, you must make an immediate balance check. A failed check means that you fall prone, and must make a DC 15 Acrobatics check to catch yourself on the ledge.

Free Balance (Stunt): You can balance on a surface more easily - you are not considered flat-footed while balancing.

Table: Balancing	
Surface	DC
Your Space	N/A
Your Space to ½ Your Space	10
½ Your Space to ¼ Your Space	15
Less than ¼ Your Space	20
Difficult Terrain	15

Wriggle Free: You can escape restraints with a successful Acrobatics check. It takes 1 minute to make the check.

Table: Wriggle Free	
Restraint	DC
Ropes	Opponent's Dex check + 10
Net	15
Handcuffs	25

Tight Squeeze: You can force your way through a space that is smaller than you with a DC 20 Acrobatics check, moving slowly. If the tight space is especially long (more than about 5 feet long for a Medium character), it may require more than one Acrobatics check to make it through. While moving through a tight space, your DEF score is 0 and you cannot use Maneuvers.

Close-Quarters Fighting (Stunt): You retain your DEF score while moving through a tight space, and can use Maneuvers normally.

Reflexes: Occasionally, another effect will force you to roll an Acrobatics check to attempt and avoid it. Usually, this is used for area-filling effects, such as balls of fire, cones of debris, etc., and represents the character's ability to roll with it, find quick cover, and generally protect their vitals. Normally, this results in taking half damage from the effect.

Slow Fall (Stunt): You can reduce the damage of falling by 2d6 with a DC 15 Acrobatics check. If you reduce the damage to 0, you land on your feet. You can also reduce the damage you take from a falling object by ½ with a DC 15 Acrobatics check (this doesn't apply to jump attacks, such as a dragoon's jump).

Prone Toggle (Stunt): You can drop prone as a free action, or stand up from prone as a swift action, by making a DC 15 Acrobatics check

Escape Grapple (Stunt): You can make an Acrobatics check in place of a grapple check in order to escape a grapple. This attempt is opposed by the other grappler's grapple check.

Defense (Stunt): If you are trained in Acrobatics, you automatically gain a +2 bonus to your DEF score when fighting defensively.

Climb (Str)

Movement, Weight

Use this skill to navigate vertical obstacles, such as the side of a cliff, a building's edifice, or the walls of a cave.

Special: You can take 10 on Climb checks.

Climb: You can navigate up, down, or across a slope, wall, or other steep incline (or even a ceiling). A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper. You can move at half speed (15 ft. for a Medium character) as a full-turn action. You can move ¼ speed (8 ft. for a Medium character) as a partial action.

A failed climb check indicates that you make no progress, and a check that fails by 5 or more means that you fall from whatever height you have already attained.

The DC of the check depends upon the circumstances of the climb:

Table: Climbing Surfaces

<i>Surface</i>	<i>DC</i>
A slope too steep to walk up; a knotted rope with a wall to brace against	0
Rope with a wall to brace against or a knotted rope, but not both	5
Surface with ledges to hold on to and stand on, such as a very rough wall	10
Surface with adequate hand and footholds, such as a very rough natural rock surface or a tree; an unknotted rope	15
Uneven surface with some narrow handholds and footholds	20
Rough surfaces, such as natural rock wall or brick wall	25
Overhang or ceiling with handholds but no footholds	25
Perfectly smooth, flat, vertical surfaces cannot be climbed	--
A location where one can brace against two opposite walls	-10*
Climbing a corner where one can brace against perpendicular walls	-5*
Surface is slippery	+5*

While climbing, you are automatically hit by any attack that can reach you, and you cannot perform maneuvers. If you take damage, you must make an additional Climb check against the original DC, and failure means that you fall (no matter how much you fail by).

Making Handholds and Footholds: If you have pitons, you can pound them into a wall, taking 5 minutes for each 5 feet traveled (for a Medium-sized character). Any surface with pitons has a Climb DC of 15.

Catch (Stunt): If you are trained in the Climb skill, you can grab yourself on a wall while falling past it, though it is difficult - you must make a Climb check (DC equal to the original surface's DC + 20, or +10 for a slope).

Accelerated Climb (Stunt): If you are trained in the Climb skill, you can push yourself to climb faster. You can move full speed (30 ft.) as a full-turn action, or half speed (15 ft.) as a partial action. When doing so, you take a -5 penalty to Climb checks.

Agile Climb (Stunt): If you are trained in the Climb skill, you can more easily maneuver on a wall. You may perform maneuvers and make use of your DEF score normally if your Climb check beats the surface's DC by 5 or more.

Craft (Int)

Specialized

Craft encompasses a number of unrelated skills. Craft represents a knowledge of working finished items out of a certain type of material, as well as familiarity with items made of the material.

Craft Specializations: The following list of specializations for the Craft skill. One who is trained in Craft chooses one specialization to gain their bonus to.

Alchemy: You can craft items out of chemicals, oozes, and similar substances. This includes items like acid, antitoxin, or alchemists' fire.

Bonecrafting: You can craft items out of bone, chitin, and scale. Normally, this includes lighter armors and more primitive weapons.

Clothweaving: You can craft items out of textiles such as hemp, silk, or even more exotic fabrics. Mostly, these are clothing items.

Leatherworking: You can craft items out of skin, leather, and hide. Normally, this includes lighter armors and articles of clothing.

Mekanika Engineering: You can craft automata and clockwork, including traps and mechanical creatures.

Metalsmithing: You can craft items out of metals such as iron, steel, myhril, or adamantine, commonly including weapons and armor.

Scribing: You can craft works of paper and ink, such as scrolls, books, manuals, runes, and documents.

Stonemasonry: You can craft items out of rock and gems, including buildings and caverns, as well as jewelry.

Woodworking: You can craft items out of wood and plant matter, such as wands, staves, bows, and arrows

Special: You can take 10 on Craft checks, and you can take 20 as long as you can retry your Craft check.

Crafting many high-quality items requires the same materials that a synthesis shop would require.

Earn Gil: You can make items and sell them from commonly available materials, earning $\frac{1}{2}$ your check result - 10 in gil for one day. This assumes you spend a full day's labor doing nothing but crafting, and so can only be performed during extended periods of down time. If your check result is less than 10, you actually may lose some gil.

Make Item: You can create an item. When you make this check, it represents several weeks of work, and the item appears following the next rest period. However, you don't need to decide what you're crafting until the day before it appears. You are assumed to be working on it during your "off time."

Note that some types of crafting, or any major undertaking, requires a town with the proper crafting facilities, such as a lab or a work site. Crafting a small jade statue can be declared almost anywhere, but crafting a giant statue of a local king needs to be declared in a place that can handle it.

Making any item requires basic materials that cost $\frac{1}{2}$ the finished item's price. You must merely have this amount of gil on-hand at the time of making the check to have the item appear after the rest period. If you fail the check by 5 or more, you ruin these items, and must buy them again.

The DC's for various items are included in the item's description in the Equipment chapter. Common items not noted in that chapter can be crafted for negligible cost by making a DC 10 Craft check.

Appraise Item: You can estimate an item's worth within 50% to 150% of its actual worth with a DC 10 Craft check (representing your knowledge of the quality of the workmanship in the item). Exotic items may require higher DC's. You may use this application of the Craft skill to detect a forgery as well, if you beat the forger's check result.

Forge Item (Stunt): You can estimate an item's worth within 50% to 150% of its actual worth. If you make this check, you also identify if the item is a forgery or not.

Repair Item: You can make basic repairs to an item by making a Craft check with a DC equal to the original crafting DC. You must spend gil equal to $\frac{1}{4}$ the item's price to repair it.

Forge Item (Stunt): When you want to make a fake item, or detect a fake item, you use this aspect of the Craft skill. Your Craft check result in the forgery becomes the DC for those who are checking for the forgery. You don't need to match the DC of the original item, and you don't need to pay the cost for crafting, but the forged item does not function if it is used in any stressful manner, it merely superficially resembles the item.

Make Masterwork Item (Stunt): If you are trained in Crafting, you can make an item of very high quality, or even one that is enchanted or synthesized. The DC's for these items are included in the items' descriptions.

Disable Item (Stunt): With the proper training, you can identify and exploit the weak points of an item. You may make a Craft check in place of an ATK check when attacking an item made of the substance you are trained in crafting.

Deception (Cha)

Secret

Deception allows a character to manipulate others through convincing wordplay. Favorable and unfavorable circumstances weigh heavily on outcome of deception, with two major factors at play: that the deception itself is hard to believe, or that the action the deception requires goes against the target's self-interest, nature, personality, or orders. Any Deception check that fails by 10 or less convinces the target, but the target still refuses to go along with the proposal for personal reasons. Failure by 11 or more indicates that the deception totally fails, though that doesn't reveal who you are, or what the truth really is.

A target will go along with your deception until the target receives contradicting information, and so different deceptions can have extremely variable durations.

It is difficult to deceive creatures who are not intelligent or who are remarkably different than you. You take a -5 penalty on Deception checks against creatures who are not of your creature type, or who have an Intelligence score lower than 3.

Special: You can take 10 on Deception checks, except for feinting. You cannot take 20.

Disguise: A deceptive appearance is a disguise, where you create another persona and attempt to get people to believe you are that persona. You make a Deception check opposed by the target's Intuition check. If you succeed, the target doesn't notice anything odd about your behavior, and if you fail, the target can tell that you're not precisely who you say you are (though they don't know who you actually are). Creating a disguise takes 1 minute (10 turns) for simple deceptions, 10 minutes for moderate deceptions, 1 hour for difficult deceptions, 1 day for incredible deceptions, and 10 days for outrageous deceptions. In all cases, the Deception check you make upon completion of the disguise gets compared to the Intuition check of any character who encounters it.

Rushed Disguise (Stunt): If you are trained in deception, you can make a disguise faster than normal by taking a -10 penalty to your Deception check. Doing so treats the disguise as if it was one category easier, to a minimum of simple.

Deceive: When creating deceptive information, you are deceiving, attempting to lead the target to a false or inaccurate conclusion. When you do this, you make a Deception check opposed by the target's Intuition check. If you succeed, the target accepts your deception as reasonable, and if you fail, the target can tell that what you say isn't entirely accurate (though they won't know what truly is accurate, either). You need not say anything to deceive - you can do so through omission, or through body language, facial expressions, and so forth. Deceiving takes at least a standard action for simple deceptions, a full-turn action for moderate deceptions, and 1 minute (10 turns) or more for difficult, incredible, or outrageous deceptions.

Table: Deceptions				
<i>Deception</i>	<i>Check Modifier</i>	<i>Time (Disguise)</i>	<i>Time (Deceive)</i>	<i>Description</i>
Simple	+5	1 minute	Standard Action	A deception that works in the target's favor, matches the target's expectations, or requires nothing you don't have on hand. Examples include convincing a shop to buy stolen items; disguising yourself as someone nonspecific of the same size, tribe, and gender; and acting like you belong where you're standing.
Moderate	+0	10 minutes	Full-Turn Action	A deception that is believable and doesn't affect the target one way or the other, and you have most of the props you need. Examples include convincing a suspicious guard you're not a thief; disguising yourself as a member of another tribe or gender; and hiding the fact that you are closely observing your surroundings.
Difficult	-5	1 hour	1 minute	A deception that is a little hard to believe, that puts the target at some risk, or that requires passing scrutiny. Examples include convincing some thugs you're able to beat them all single-handedly, impersonating an officer well enough to give the troops orders, or convincing someone you are not a threat while fully armed.
Incredible	-10	1 day	1 minute	A deception that is hard to believe, puts the target at sizable risk, or requires passing intense scrutiny. Incredible deceptions involve convincing someone to buy a famous blade stolen from the Emperor, impersonating someone well enough to fool an old friend, or convincing someone that glittery stones are really gemstones.
Outrageous	-20	10 days	1 minute	A deception that is almost too unlikely to consider, or requires material you just don't have. Examples include convincing someone you're from a secret government agency, or claiming to be the King and giving orders to your entire army.

Rushed Deception (Stunt): If you are trained in Deception, you can deceive faster than normal by taking a -10 penalty on your Deception check. Doing so treats the deception as if it was one category easier, to a minimum of simple.

Diversion (Stunt): You can specifically try to create a diversion in which you can use the Stealth skill if you are trained in Deception. When you do this, you make a Deception check opposed by the target's Intuition check. If you succeed, you gain the momentary diversion needed to use the Stealth skill while the target is aware of you. Typically, this consists of the

old “Look out behind you!” trick or something similar that diverts the target’s attention off of you.

Feint (Stunt): If you are trained in Deception, you can try and throw a target off their balance with a Deception check. When you do this, you make a Deception check opposed by the target’s AGI check. If you succeed, you automatically hit the target with the next attack you make against him.

Retry?: “Fool me once, shame on you, fool me twice, shame on me.” Most of the time, a target is far too suspicious to believe another deception after you have already tried one. You may attempt again, but each failed Deception check imposes a cumulative -20 penalty on your next Deception check against the same individual. The exception to this is feinting in combat, which relies on deceiving someone’s protective instinct, rather than their true thoughts - you can retry feinting freely.

Endurance (Con)

Endurance allows a character to push themselves beyond normal, physical limits.

Exert: You make an Endurance check when you want to push past exhaustion and walk a few more miles or swim a little further. Each hour of walking after 8 hours requires a DC 10 Endurance check (DC +2 for every hour after the first). If you fail, you become fatigued and cannot march any more until you rest for 8 hours.

After running for a number of rounds equal to your Constitution score, each additional round of running requires you to make a DC 10 Endurance check to keep going (DC +1 for every round after the first). If you fail, you become fatigued and cannot run anymore until you stop running for a number of rounds equal to the rounds you spent running.

Every hour spent swimming requires a DC 15 Endurance check (DC +2 for every hour after the first). If you fail, you become fatigued and cannot swim anymore until you stop swimming (or tread water) for a number of hours equal to the hours you spent swimming.

Treading water for one hour reduces the DC of the Endurance check for swimming by 5. Failing this check means that you become fatigued and cannot swim until you have spent a number of hours not swimming equal to the hours you spent swimming. You cannot make Swim checks until you do this, which means that you sink below the surface and are at the mercy of tides to take you where they will.

Note that if you are already fatigued, any condition that causes fatigue instead causes exhaustion. If you are already exhausted, any condition that causes fatigue instead renders you unconscious.

Great Exertion (Stunt): If you are trained in Endurance, you can continue to force march, run, swim, or tread water, even when such an action causes you to be fatigued. However, if you become exhausted (such as by failing two checks), you cannot continue these actions.

Hold Breath: A character can hold their breath for a number of rounds equal to their Constitution bonus. After this time, you must succeed on a DC 10 Endurance check (DC +2 for every round after the first) to continue holding your breath. If you fail, you must breathe, or you fall unconscious. If you fall unconscious underwater, you die on the next round if you still cannot breathe.

Fortitude: Occasionally, another effect will force you to roll an Endurance check to attempt and avoid it. Usually, this is for body-altering effects such as having a limb severed, being injected with poison, being exposed to a disease, or being transformed, and represents the character’s ability to keep their own body integrity. Normally, this results in negating the effect.

Ignore Hunger and Thirst (Stunt): If you are trained in Endurance, you can go without food and water for a number of days equal to your Constitution bonus (minimum 1 day), though this may be halved or even quartered in particularly demanding environments such as deserts. After this period, each day without food and water requires a DC 10 Endurance check (DC +2 for every day after the first). Failure means that you become fatigued until you can eat and

drink. If you can drink, but not eat a meal, the DC is lowered by 2. If you cannot drink, but can eat, the DC is not lowered.

Note that if you are already fatigued, any condition that causes fatigue instead causes exhaustion. If you are already exhausted, any condition that causes fatigue instead renders you unconscious. If you go unconscious from hunger and thirst and still do not get food and water, you will die within 1 day.

Note also that larger and smaller creatures require different amounts of food and water - the bigger you are, the more food you need, and the more vulnerable you are to starvation and dehydration.

Those not trained in Endurance automatically become fatigued when they go 1 day without food and water.

Sleep in Armor (Stunt): If you are trained in Endurance, you can sleep in a suit of armor, avoiding having to don it in the morning, and remaining prepared if you are ambushed at night. You must make an Endurance check (DC 5 for clothing and hats, DC 10 for vests and masks, DC 15 for mail and hoods, DC 20 for plate and helms, +5 DC for shields). If you fail, you become fatigued until you sleep successfully for 8 hours.

Gather Information (Cha)

Secret

This skill allows a user to make contacts, learn new stories and gossip, and acquire secrets.

Special: You can take 10 on a Gather Information check, but you can't take 20. A successful Persuasion check can get you a discount of the gil required for bribes.

Some information is beyond the reach of any Gather Information skill, and is limited by what the people actually know. If no one truly knows who the villain in the mask really is in the small Podunk village you are visiting, no check can reveal this secret.

Learn News: You can make a Gather Information check to represent 1d6 hours of talking to villagers and exploring the town, learning the general news and events that people are talking about. This requires a DC 10 Gather Information check, and failure indicates that people are unwilling to talk to you. Digging for details and determining veracity of this news requires a DC 20 check and 5 gil in bribes.

Learn Secret (Stunt): If you are trained in Gather Information, you can make a Gather Information check to represent 1d6 hours of digging and making connections to discover something unavailable to the general public (such as a hidden military location, secret blueprints, and access codes). Learning a secret requires a DC 25 Gather Information check, and 500 gil in bribes. The more obscure the information, the harder this is, however, and information that is under special high security may require a DC 30 check or higher, and 5,000 gil or more in bribes. If the check fails by 5 or more, one of the people you talk to becomes suspicious, and reacts generally by sending some lackeys to investigate, arrest, intimidate, or silence you.

Locate (Stunt): If you are trained in Gather Information, you can make a Gather Information check to locate a specific person or object, either someone or something you know yourself, or someone or something with the specific use (such as a skill, information, or particular ability) you need. The DC of the check is 15 if the target is relatively easy to locate, but concealed individuals or objects require a DC 25 check and 50 gil in bribes.

Intuition (Wis)

Secret

Intuition can tell you if someone is trying to deceive you, can give you a gut feeling about a situation, and can even help you tell the future or discern someone's hidden motives.

Special: You can take 10 or 20 on Intuition checks you choose to make, but not on checks you make as a reaction

Sense Deception: The GM makes an Intuition check for you when you are exposed to a potential deception, and you can also declare your desire to make a check when you suspect

you are being deceived. Sensing a deception is a reaction, and attempting to detect a deception is a full-turn action.

Sense Influence: You may take a full-turn action to attempt to discover if a target is under the effect of a mind-affecting effect, assuming the effect isn't obvious. This requires a DC 20 Intuition check.

Willpower: Occasionally, another effect will force you to roll an Intuition check to attempt and avoid it. Usually, this is for mind-altering effects, charms, and compulsions, and this represents the mind's ability to retain its own thoughts. Normally, this results in negating the effect.

Gut Feeling (Stunt): If you are trained in intuition, you can make a DC 15 Intuition check as a full-turn action to determine whether a particular action will yield favorable or unfavorable results to you in the immediate future (10 minutes or less). For example, you can make the check to determine if leaping into the pitch black darkness below will have immediate unforeseen repercussions. The answer does not take into account the long-term consequences of the action. In the above example, a successful check would not portend a dragon that lives several miles below the cliff. The GM must assess the immediate consequences of the action, based on what she knows about the circumstances.

Empathy (Stunt): If you are trained in intuition, you can communicate basic emotions with any creature, such as fear, passion, apathy, or aggression. You can either send your emotions, or receive another's, as a full-turn action. If the target is unwilling to share its emotions, reading them requires an Intuition check (DC 15).

Jump (Str)

Movement, Weight

Use this skill to leap over pits, hurtle over low fences, or jump down from a cliffside. Dragons use this skill in their special Jump attack. Jumping requires a running start of two-thirds of your base speed (20 ft. for a Medium creature).

Special: You can take 10 on Jump checks, and when there is no danger from falling, you can take 20.

Long Jump: When you make a Jump check for a long jump, you travel 1 ft for every point of your check result (as a Medium-sized character). Thus, a Jump check result of 12 means that you travel 12 ft. horizontally. When jumping like this, you achieve a vertical height of $\frac{1}{4}$ the horizontal distance, so the jump above would clear 4 ft. vertically.

Larger or smaller characters can make larger and smaller jumps, and they apply their size modifier to the distance jumped.

High Jump: When you make a Jump check for a high jump, 1 ft. for every 5 points in your check result. Thus, a Jump check result of 14 would mean that you travel 2 ft. vertically. A pole can be used to help you vault the distance, and this allows you to travel 1 ft. for every 2 points in your check result.

Larger or smaller characters can make larger or smaller jumps, and they apply their size modifier to the distance jumped.

Jump Down: When intentionally dropping from a height, you can make a DC 15 Jump check to take falling damage as if you had fallen 10 ft. less.

Standing Jump (Stunt): If you are trained in Jump, you can make Jump checks without a running start. However, the distance you travel is halved: for a long jump, you travel 1 ft. for every 2 points of your check result. For a high jump, you travel 1 ft. for every 10 points in your check result.

Wall Jump (Stunt): If you are trained in Jump, you can jump between two opposing walls, moving up them. In effect, if the two walls are 5 ft. apart or less (for a Medium-sized character), the distance you travel for a jump is doubled, as long as the walls stretch that far.

Knowledge (Int)

Specialized

Knowledge encompasses a number of unrelated skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline.

Special: You can take 10 on Knowledge checks, and you can take 20 on Knowledge checks for research. You cannot re-try a failed Knowledge check until you gain an additional rank in the skill. The roll represents what you know, and thinking about the fact a second time doesn't increase your knowledge.

Knowledge Specializations: The following list of specializations for the Knowledge skill. One who is trained in Knowledge chooses one specialization to gain their bonus to.

Arcana: Academic knowledge of ancient mysteries, arcane symbols, and magic traditions. This also covers thaumatogy (an academic study of magical science), and dimensional theory (the study of the Otherworlds and their relationship to this one).

Bureaucracy: An intimate knowledge of red tape and legal systems.

Geography: The study of different lands and the people and creatures that live there.

History: A knowledge of the past, including great wars, large empires, and important figures. This also covers knowledge of currently great figures and families and their associated iconography.

Life Sciences: The study of how living beings function and operate, including anatomy, biology, botany, genetics, and forensics.

Nature: The study of the wilderness regions, seasons, cycles, weather, various plants and animals, and other ecological issues.

Physical Sciences: The study of energy, structure, and form, including astronomy, chemistry, mathematics, physics, and engineering.

Religion: A knowledge of different faiths, philosophies, myths, and churches, as well as magical beings from the Otherworld, and the iconography associated with them.

Social Sciences: The study of people, cultures, and ideas, including anthropology, archeology, sociology, psychology, and criminology.

Tactics: A knowledge of techniques and strategies for maneuvering in combat, as well as how to use armies, formations, and war machines.

Common Knowledge: You can answer basic questions related to your field of study with a DC 10 Knowledge check. For instance, a DC 10 Arcana check is enough to know how many different colors of magic there are.

Rare Knowledge (Stunt): You can answer questions that require some specialized training. The DC ranges from 15 (for relatively simple questions) to 25 (for difficult questions), and the GM may award a bonus or impose a penalty based on the character's personal experience. For example, a DC 20 Geography check may reveal specific information about the inhabitants of the Cardian Isles, but the DC may be lower if the character had visited them personally.

Puzzle Solution (Stunt): A trained character can work out the solution to a complex puzzle related to their specialization. For instance, a riddle about the Church of Yevon can be solved with a Religion check, while a puzzle involving a game of chess may be solved with a Tactics check. The GM may award a bonus or impose a penalty based on the players' collective ability to figure out the answer of the puzzle for themselves.

Research (Stunt): A trained character can discover new information they didn't already know by spending 1 day engaged in research in a well-stocked library. This allows them to re-try a failed check. Particularly good or poor libraries may impose a penalty or offer a bonus, anywhere from -10 to +10. You may also research specific topics.

Medicine (Wis)

Use this skill to keep a badly wounded warrior from dying, to heal the injured, or to treat a diseased or poisoned character.

Special: You can take 10 on Medicine checks, but you can't take 20.

First Aid (requires first aid kit): As a full-round action, you can administer first aid to an unconscious or wounded creature. If you succeed at a DC 15 Medicine check, the creature regains a number of hit points equal to its character level, +1 for every point by which your

check result exceeds the DC. If the skill check succeeds, the tended creature cannot benefit from additional first aid for one day. If you perform first aid on yourself, you take a -5 penalty to your Medicine check.

Long-Term Care: If you tend a creature for one full day, the creature regains hit points equal to its character level in addition to those recovered from natural healing. A creature can only benefit from long-term care once per day.

Treat Ailment (Stunt): As a full-round action, you can treat a character who is suffering from any ailment. Make a Medicine check; if the result equals or exceeds the ailment's DC, you successfully remove the ailment, and the character no longer suffers any ongoing effects from it.

Revivify (Stunt): A trained character can revive a creature who has just swooned as a full-round action. You must reach a creature who has swooned within 1 round, or the creature cannot benefit from this ability. If you make a DC 25 Medicine check, the creature regains consciousness and is placed at 1 hp. If the check fails, you are unable to revive the creature.

Perception (Wis)

Secret

Use this skill to use your senses to find out about your environment. The GM may apply modifiers based on the distance between you and what you perceive, and based on solid barriers and concealment between you.

Special: You can take 10 or 20 on Perception checks. Taking 20 means you spend 2 minutes attempting to notice something that may or may not be there.

You may use Perception as a reaction whenever you may notice something. As a fast action, you may attempt to see or hear something that you failed (or believe you failed) to notice previously.

Notice: A Perception check is made at the start of battle to determine which side is surprised, as a reaction.

The GM makes a Perception check for you as a reaction to notice something. If the target is trying to hide, your Perception check is opposed by the target's Stealth check. Otherwise, the DC depends upon the target's size, as shown on the table below. Every 100 ft. imposes a -5 to the check, as does concealment or cover. Total concealment or total cover imposes a -10 to the check.

You can also notice a concealed item on a target. In this situation you make a Perception check, which is opposed by the target's Stealth check.

Detecting something that enters your line of sight is a reaction, and actively scanning for something hidden is a standard action.

Size	DC
Colossal	-15
Gargantuan	-10
Huge	-5
Large	0
Medium	5
Small	10
Tiny	15
Diminutive	20
Fine	25

Search: You can carefully examine a 5-ft area or volume as a full-round action. A DC 15 Perception check allows you to find clues, hidden compartments, secret doors, traps, irregularities, and other details not readily apparent in the area. The GM may increase the DC for especially well-hidden features.

You can also actively search a creature for concealed items. In this case, your Perception check is opposed by the target's Stealth check, and you gain a +10 bonus if you physically touch the target. This requires a full-round action, and can only be performed on a willing, pinned, or helpless target.

Sleep Perception (Stunt): If you are trained in Perception, you can sleep light enough that you can notice something moving around, even while resting. You take a -10 penalty on all Perception checks made while asleep, but can make a Perception check as a reaction when something moves within earshot (generally about 100 ft). If they are attempting to be quiet, your Perception check is opposed by their Stealth check.

Persuasion (Cha)

You can influence others, using your charm to make them friendlier, or your glare to intimidate them into cooperation.

Special: You can take 10 on Persuasion checks. If you fail a Persuasion check, you cannot make any further Persuasion checks against the targeted creature for 24 hours.

Diplomacy: As a full-round action, you can make a Persuasion check to adjust the attitude of a creature with an Intelligence of 2 or higher using words, body language, or a combination. The target must be able to see you and understand your speech. Apply a modifier based on the target's current attitude toward you, as shown on the table below. If the check equals or exceeds the target's MND check, the target's attitude shifts one step in your favor. You can make this attempt only once per encounter.

Alien Diplomacy (Stunt): You can attempt to influence the attitude of a creature that doesn't understand your speech by taking a -5 penalty to your Persuasion check.

Haggle: Whenever you make a Gather Information check, you can make a Persuasion check as a swift action to reduce by ½ the amount you must pay to get the information you desire. You may also use this skill as a full-round action to increase or reduce the sell price of an item by 50%. The DC depends upon the attitude of the target with whom you're dealing, as shown in the table above. You can't haggle with hostile creatures or creatures whose Intelligence score is 2 or lower. No matter how adept you are at haggling, a creature won't pay more for an item that can easily be obtained elsewhere for the standard list price.

Table: Attitudes			
Attitude	Modifier	Haggle DC	Behavior
Hostile	-10	N/A	The creature takes risks to harm you, usually attacking as soon as they notice you.
Unfriendly	-5	30	The creature will take easy steps against you, but it won't take risks to harm you.
Indifferent	-2	25	Regards you as neither a threat nor an ally. It doesn't automatically attack you.
Friendly	+0	20	The creature will take easy steps for you, but it won't take risks to help you.
Helpful	+0	15	The creature takes risks to help you, even fighting on your behalf.

Intimidate (Stunt): You can make a Persuasion check as a full-round action to force a creature with an Intelligence of 1 or higher to act as you wish while it is in your presence. The creature must be able to see you, and your Persuasion check must equal or exceed the target's MND check for the intimidation to succeed. The GM can apply bonuses (up to +10) or penalties (up to -20) to this check depending upon how hopeless the target feels their situation is. The more outmatched the target believes herself to be, the more likely it is that she listens to the character's command.

A creature will obey a command given via Intimidate only until it is out of your sight for 1 minute. At this time, its attitude toward you is one step more hostile than its attitude was toward you before you intimidated it.

The creature will not obey absolutely, nor will it do something that endangers its life or the life of its allies.

Pilot (Int)

Specialized

Use this skill to operate a vehicle. Basic operation of a vehicle does not require a skill check or special training, but performing specific maneuvers does.

Whenever you make a Pilot check, you must apply the vehicle's size modifier to your check.

Special: You can take 10 on Pilot checks, but you can't take 20.

Pilot Specializations: The following list of specializations for the Pilot skill. One who is trained in Pilot chooses one specialization to gain their bonus to. New vehicles can add new specializations

Airships: Includes both personal craft and large craft, and all types from helicopter-powered boats to zeppelin-like blimps to airplane-like cutters that use skystone to power.

Automobiles: Includes cars, trucks, motorcycles, and other wheeled vehicles.

Boats: Includes small canoes and personal craft as well as great caravels.

Magitek Armor: Includes basic M-tek armor, as well as powered battle suits and other "gundam"-style walking mecha.

Rocketships: Includes any vehicle that travels the vacuum of space

Submarines: Includes any vehicle that submerges beneath the surface of water.

Avoid Collision: You can make a DC 15 Pilot check as a reaction to avoid or reduce the damage from a collision.

Hazardous Driving (Stunt): You can maintain control in poor conditions. This includes slippery or uneven terrain, choppy waters, violent winds, and other difficulties. In general, this is a DC 20 Pilot check, but particularly violent conditions can increase the DC up to 30.

Ram (Stunt): You can make a Pilot check as part of a full-round action to collide intentionally with a target.

Maneuvers (Stunt): You can make your vehicle take the maneuvers that are available to normal characters.

Ride (Dex)

Specialized

Use this skill to ride a creature. Basic mounting, dismounting, and sitting on the mount does not require a skill check or special training, but performing specific maneuvers does.

Whenever you make a Ride check, you must apply the mount's size modifier to your check.

Special: You can take 10 on Ride checks, but you can't take 20. Ride is a move action, except when otherwise noted.

Ride Specializations: The following list of specializations for the Ride skill. One who is trained in Ride chooses one specialization to gain their bonus to. New mounts can add new specializations

Aerial Mount: Includes creatures such as griffons, hippogriffs, chimera, manticores, monster bats, monster eagles, and other flying creatures that can bear a rider.

Burrowing Mount: Includes badgers, worms, ants, and other burrowing creatures that can bear a rider.

Chocobo: Includes all breeds of chocobo, from common yellow to white, blue, black, and gold.

Climbing Mount: Includes spiders, apes, ants, serpents, and other climbing creatures that can bear a rider.

Swimming Mount: Includes dolphins, sharks, barracuda, riding squid, and other swimming creatures that can bear a rider.

Avoid Collision: You can make a DC 15 Ride check as a reaction to avoid or reduce the damage from a collision.

Hazardous Riding (Stunt): You can maintain control in poor conditions. This includes slippery or uneven terrain, choppy waters, violent winds, and other difficulties. In general, this is a DC 20 Ride check, but particularly violent conditions can increase the DC up to 30.

Charge (Stunt): You can make a Ride check as part of a full-round action to spur the mount into a charge.

Maneuvers (Stunt): You can make your mount take the maneuvers that are available to normal characters.

Profession (Wis)

Specialized

The Profession skill is actually several unrelated skills. Profession represents a basic proficiency at some mundane task or career. While Knowledge represents a body of lore, Profession represents a knowledge of how to accomplish several closely related, rather mundane tasks.

Special: You can take 10 or 20 on Profession checks

Profession Specializations: The following list of specializations for the Profession skill. One who is trained in Profession chooses one specialization to gain their bonus to. New careers can add new specializations.

Bard: Bards learn songs, dances, and various news snippets as they go between towns performing for a profit. They have a basic competency in creating and maintaining flashy clothing and capable instruments, as well as in composing songs, mastering dance steps (or creating new ones), and capable knowledge of how to attract and hold an audience. They may use this Profession skill to perform a song or dance, to compose a new song or dance, or to deliver a message to a group of people.

Cook: Cooks know how to prepare food, baking bread, butchering meat, broiling vegetables, mixing soups, and generally honing the bizarre chemistry of nourishment. They generally have knowledge of heating and cooling methods, food chemistry, aesthetic design, cutlery, and common and legendary things that people eat. They may use this Profession skill to transform raw materials into prepared food for themselves and others.

Farmer: Farmers plant seeds and harvest finished foods. They generally have knowledge of plants, animals, seasonal cycles, meteorology, husbandry, and other nature-based skills. They may use this Profession skill to yield healthy food and water for themselves and others.

Fisher: Fishers ply rivers and snare fish. They have a good knowledge of boating, sailing, baiting, netting, using spears, and other sea or river-based hunting techniques. They may use this Profession skill to yield food for themselves and others while on the water, and also to occasionally generate treasure trawled up from the water.

Gambler: Gamblers use their existing money to try and gain more. Distinct from the job, which uses a sort of mystical luck, professional gamblers generally know how to appraise properties, coins, items, and gems, they have a working knowledge of many games of chance and races to wager on, and have a knack for telling when someone else is bluffing. They can use this Profession skill to perform a game of skill and chance, and to determine the odds of a bet.

Hunter: Hunters go out to the wilderness with weapons and return with food. They have a practical knowledge of hunting weapons, wild animal habits, common monsters, and gutting and skinning techniques. They may use this Profession skill to yield food for themselves and others when in the wilderness, and also to find paths to water or civilizations.

Mage: Mages practice simple, daily, useful magic, such as mending spells, rites of luck, investigations into strange happenings, and other basic supernatural affairs. A mage has a fundamental knowledge of arcane rites, some rudimentary philosophy and cosmology, basic research skills, and some simple mystical measuring instruments. This Profession skill can be used to yield fortunes, study something in a strange language, or determine basic magical properties of an object, creature, or area.

Merchant: Merchants travel around the world selling items and acquiring new items. They have a solid foundation in local markets, and also are aware of basic tool use, tinkering, and are adept at making contacts and allies. They may use this Profession skill to generate a particular common item or trade good through their use of buying and selling to the right people.

Priest: Priests are those who administer regularly to the faithful. They know how to perform the basic rites of a religion, some rudimentary philosophy and cosmology, basic oratory skills, and some simple medicine. They may use this Profession skill to enact a religious rite (such as a sacrifice or anointing), decipher a religious tract, or deliver a message to a congregation.

Synthesizer: Synthesizers combine items and their magical properties into finished works in mere moments. They generally have a broad knowledge of crafting skills, and can use this Profession skill to synthesize special items.

Basic Tasks: You can earn a living with your specialized profession, earning $\frac{1}{2}$ your Profession check result in gil once per week. You can perform the basic tasks suggested above (and other, related tasks that the GM deems within the scope of the profession) by making a single check, as long as you have everything at hand (a shop for a merchant, a farm for a farmer, a temple for a priest, etc.). Most basic tasks have a DC of 10.

Make Do (Stunt): You can accomplish the basic tasks of your profession, even in a challenging environment without all the resources you need, with a DC 20 Profession check. This allows you to accomplish all the basic tasks in an area you would otherwise be unable to accomplish them in.

Advanced Tasks (Stunt): Occasionally, you will be able to perform amazing work of one kind or another. For instance, one may use the Bard skill to compose a symphony, or one can use the Farmer skill to grow the biggest carrot on the continent. These cannot be attempted by untrained characters, and generally have a DC of about 25, though specific results may be lower or higher.

Mimic Skill (Stunt): Each Profession is really a combination of several diverse skills, and a trained character may use their knowledge of the Profession to perform these other skills. A trained Priest, for instance, can make Medicine checks using his Profession skill. Mimicking a skill in this way imposes a -10 penalty to the skill check, and what exact skills can be mimicked in this way is up to the GM.

Stealth (Dex)

Secret

Use this skill to sneak past a keen-eyed guard, to snipe an enemy from the bushes, or to perform deceptive sleight of hand.

Special: You can take 10 when making Stealth checks, but you can't take 20.

Sneak: As a full-round action, you can make a Stealth check to try and hide. Your Stealth check sets the DC for Perception checks made to notice you. If an opponent's Perception check equals or exceeds your Stealth check, your opponent notices you.

You cannot sneak against targets that can currently perceive you.

Your size provides a modifier to your Stealth checks: Fine, +20; Diminutive, +15; Tiny, +10; Small, +5; Medium, +0; Large, -5; Huge, -10; Gargantuan, -15; Colossal, -20.

Conceal Item: As a standard action, you can attempt to conceal an item on your person. The concealed object must be at least one size smaller than you, and you get a modifier on your skill check based on the item's relative size: One size smaller, -5; two sizes smaller, +5; four or more sizes smaller, +10.

Drawing a concealed item is a move action.

Pick Pocket (Stunt): As a standard action, you can filch a small, hand-sized object from a target within your reach. Your Stealth check is opposed by the target's Perception check, and the target gains a +5 bonus. If you fail by 4 or less, you are unable to take the item, but your target also is unaware of your action. If you fail by 5 or more, you are unable to take the item, and the target catches you in the act.

Sleight of Hand (Stunt): As a fast action, you can palm hand-sized objects, perform a minor feat of legerdemain, or attempt to perform some brief, surreptitious action without being seen (such as flipping a switch, drawing a concealed weapon, or other small motions). These are opposed by any observers' Perception checks, and those who beat your Stealth check know what you did, and how you did it.

Snipe (Stunt): After making an attack from hiding, you can attempt to hide again, as long as you have already used Stealth to hide from the target. Make a new Stealth check (as normal, but with a -10 penalty) as a move action. If you succeed, you remain hidden; otherwise, your location is revealed to all.

Survival (Wis)

Specialized

Use this skill to hunt and forage, guide a party to safety through arid wastelands, identify signs that civilization is near, or avoid natural hazards.

Survival is a specialized skill. Experience getting along in the woods won't teach you how to survive in the desert.

Special: You can take 10 on Survival checks, and you can take 20 as long as there is no danger or penalty for failure (though it takes 20 times as long to do so).

Survival Specializations: The following list of specializations for the Survival skill. One who is trained in Survival chooses one specialization to gain their bonus to.

Forest: This category includes any wooded area, from snowy pine forests to steamy jungles.

Marsh: This is an area of wetlands, bogs, or swamps.

Hills: This area includes foothills, low mountains, canyons, bluffs, and plateaus.

Mountain: This area is rocky and high, including cliffs, peaks, and valleys.

Desert: These are dry areas with little rainfall, from tundra to rocky steppes to oceans of sand and heat.

Plains: These are wide, flat areas, including grasslands, savannahs, and fields.

Freshwater: This includes rivers, lakes, and glacial seas.

Oceans: Both above and under the waves of salt and water.

Underground: In caves, dungeons, and the Underworld

Urban: In towns, cities, and other inhabited areas.

Otherworld: In other dimensions and mythological worlds.

Basic Survival: Once per day, you can make a DC 15 Survival check to avoid natural hazards and keep yourself safe and fed in the wild for the next day. You can provide food and water for one additional person for every 2 points by which your check result exceeds 10. If you are attempting to get along outside of your specialized area, you take a -5 penalty to the check.

This use of the skill also helps you determine cardinal directions.

Navigation: You can make a Survival check to find a particular goal or location, and to blaze a trail to reach it. This helps you find your way through a maze, through the tangle of underbrush, or around the seas. The basic DC for most areas with paths and trails is 10, and the less well-traveled (and more deliberately confusing) the area is, the higher the DC.

Endure Weather (Stunt): Once per day, you can make a DC 20 Survival check to ignore the effects of extreme cold, extreme heat, extreme dryness, or extreme wetness for the next day.

Track (Stunt): You can take a full round action to make a Survival check in order to find and follow the traces left by someone moving through your area. You move at half normal speed when tracking. The base DC is 10, and this is modified by the softness of the ground (+5 for hard ground, -5 for soft ground), things that may obscure the trail such as precipitation, poor visibility, or multiple paths (+5 for each condition), and the size of the creature (+5 for small creatures, -5 for large creatures).

Swim (Str)

Movement, Weight

Using this skill, a creature can swim, dive, maneuver underwater, and so on.

Special: You can take 10 on Survival checks, but you can't take 20. You can re-try a failed Swim check the round after you fail one. While swimming, you cannot use your DEF score.

Swim: You can move through the water with a DC 10 Swim check. You can move at half speed (15 ft. for a Medium character) as a full-turn action. You can move ¼ speed (8 ft. for a Medium character) as a partial action. If you fail, you make no progress through the water, and move according to any prevailing tides. If you fail by 5 or more, you go underwater and must

hold your breath until you reach the surface by succeeding at a Swim check. Rough or stormy water can increase the DC to 15 or 20.

Accelerated Swim (Stunt): If you are trained in the Swim skill, you can push yourself to swim faster. You can move full speed (30 ft.) as a full-turn action, or half speed (15 ft.) as a partial action. When doing so, you take a -5 penalty to Swim checks.

Agile Swim (Stunt): If you are trained in the Swim skill, you can more easily maneuver on a wall. You may perform maneuvers and make use of your DEF score normally if your Swim check beats the DC by 5 or more.