Common Definitions and Concepts

Attack Skill

A skill used in combat, to strike or damage a foe. These are functionally equivalent to Offensive Bonus. In each case, the character making an attack uses their skill bonus, plus applicable modifiers (including the targets Defensive Bonus), and consults an Attack Table. On the table, cross-reference the net attack roll vs the Armor Type of the target:

- A result of F results in an automatic failure or fumble – resolve these with no damage to the foe
- A result of 0 results in a miss – no damage inflicted on the foe
- A result of a number results in a glancing hit – apply the listed number of concussion hits to the foe with no other effects
- A result of a number and a letter results in a strike – apply the listed number of concussion hits to the foe, and then resolve the appropriate Critical result as well. Apply all effects immediately to the foe. In some cases, an attack can result in multiple types of criticals or severities. In these cases, unless specified otherwise, all criticals use the same roll (do not roll separately).

For most attack rolls there are several special conditions that apply based on the natural, unmodified roll itself:

- If the natural roll is less than or equal to the Fumble rating of the attack – resolve the attack normally, and then resolve a Fumble against the attacker.
- If the natural roll is doubles, and the number is less than or equal to the Breakage rating of the attack – resolve the attack normally, and then resolve a Breakage check against the weapon.

Extended Maneuver

A skill check involving significant time to complete (multiple rounds, minutes, hours, or days). These skills are defined by the time increment and the success threshold. For each time increment, a single skill check is rolled:

- A result of net 0 or less results in catastrophy – results to be determined by the GM
- A result of net 0 to 50 halts all progress – if the task is incomplete, it is beyond the ability of the character to complete. No further skill checks can be completed, unless the modifiers are improved and the process is restarted from the start.
- A result of 50 or greater results in progress – add the net result to the cumulative total. If it exceeds the target threshold, then the task is complete. If not, repeat the process after the next time increment.

Moving Maneuver

A skill check involving significant movement (such as climbing or tumbling). Moving Maneuvers suffer a penalty due to the type of armor the character is wearing and the character's Maneuvering in Armor skill (equal to the MMP – Moving Maneuver Penalty). These typically require a Move action to complete.

Skill Contest

A skill maneuver involving two characters, competing for success. Skill contests use the skill bonus of both sides, typically using the same skill. Both sides roll their skill, and success is determined by the highest result and/or a combination of the success or failure of either side.

Static Maneuver

A skill check involving minimal movement, or simply no requirement for agility and/or speed. These maneuvers typically require a Standard Action to complete.

Skills and Maneuvers

As a character advances in levels he develops and trains in certain abilities called skills. His capability in each skill affects his chances of accomplishing certain actions and activities (e.g. fighting, maneuvering, spell casting, etc.). As he develops and improves a skill, his "skill rank" with that skill will increase, indicating a corresponding increase in his abilities and bonuses with that skill.

The primary skills fall into 3 different Classifications, each with one or more sub groupings:

- Academic Skills
  - General Skills
  - Linguistics
  - Lore Skills
  - Spell Development
- Athletic Skills
  - General Skills
  - Armor Skills
  - Attack Skills
  - Piloting Skills
- Social Skills
  - General Skills
  - Ki Skills

Skill Rank Bonuses

Most skills have a skill rank bonus, which is generally included as part of the total bonus utilized when applying that skill. Different skills use this bonus in different ways as described in the individual skill descriptions. In general, skill ranks modify a character's chances of success in certain actions.

Skills are listed as either "Standard", "Restricted" (marked in bold on the skill list), "Tight", or "Racial", and typically follow the following pattern for skill rank bonus. Exceptions will be noted within the specific skill description.

- Standard Skill rank progression
  - 0 Ranks - +0
  - Ranks 1-10 - +5 per rank
  - Ranks 11-20 - +3 per rank
  - Ranks 21-30 - +1 per rank
  - Ranks 31+ - +1/2 per rank
- Racial Skill rank progression
  - Listed on the Racial Development Progression table as A>B>C>D>E
  - 0 Ranks - +0
  - Ranks 1-10 - +B times the number of ranks
  - Ranks 11-20 - +C times the number of ranks past 10, plus above
  - Ranks 21-30 - +D times the number of ranks past 20, plus above
  - Ranks 31+ - +E times the number of ranks past 30, plus above

Development Points

All skills are purchased with Development Points (DP), a budget of points based on the Development Stats (Academic, Athletic, and Social). To calculate the total number of Development Points, total the Stat value (not the bonus) of the Development stats, and divide by 5. Fractions in this case should be rounded off to the nearest whole number.

$$Academic = \frac{(IN + ME + RE)}{5}$$

$$Athletic = \frac{(AG + QU + ST)}{5}$$

$$Social = \frac{(EM + PR + SD)}{5}$$

For typical starting characters with stats between 40 and 100, this gives a typical range between 24 (for all 40s) and 60 (for all 100s) DP.

For each character level, the DP point pool is equal to the DP total, calculated and kept independent for each skill classification.

Using the DP point pool, select skills to add ranks. Each skill rank costs a number of DP as listed in the skill cost table. Purchasing of skills is subject to the following restrictions:

- DP points can only be used to purchase skills in the category they are earned for – eg, Academic DP can only be used to purchase Academic skills
- All skills have a „spending cap“ of 10. This means that once the total cost for that skill for a specific level exceeds 10, no further ranks can be purchased. Ie, a skill cost of 3 allows for no more than 4 ranks to be purchased (the 4th rank brings the total to 12, which is above the cap, disallowing further ranks).
- Some skills are „nested skills“ (for example Spells) – in these cases, the spending cap applies to each subskill independently.
- All skills are subject to diminishing returns. The more ranks earned, the smaller the cumulative bonus per rank earned.
- Any unspent DP for a given level are lost and cannot be saved.

Costs for skills are only for a specific level. Once a given level is trained, the costs are „reset“ for the next level. Do not consider the costs as cumulative between levels.

Academic Skills

Assensing

Static Maneuver – EM/IN/SD

Assensing is the skill of detecting and feeling the currents of magic in the region, location or a specific object. At a very basic level, it can serve as a "detect magic" type effect, though only with minimal information – it can sense the presence of magic, but not what type or power level. It is more accurately used to get a reading about persons, locations or things, to get a "gut feel" of the target. For example, Assensing could be used to tell if a recovered sword is magical, but it will also provide a reading with regards to perhaps the reason for its forging, or perhaps the circumstances under which it became lost. Assensing by its nature is vague and cryptic, but higher levels of success should be able to provide more accurate and detailed readings.

Attack - Directed Spells

Attack Skill – AG/SD/AG

This skill is used as the generic "weapon skill" for various Elemental attack spells defined as Directed Spells (typically Bolts). This skill is developed once, and covers a caster for any type of directed spell they wish to cast. This bonus only applies to single target spells defined as Directed Spells, not area of effect spells. This bonus provides the Offensive Bonus used for attacks, it has no bearing or modifier to the act of casting the spell to begin with.

Cooking

Extended Maneuver - IN/RE/ME

This skill provides a bonus cooking or preparing food. This skill bonus may also be used when detecting bad food, or preparing/neutralizing dangerous food ingredients. This skill is also used for the preparation of Herbs, to convert raw herbs into usable formats in the cases of Brews and Pastes. The base time to brew or "paste" an herb is 30 minutes (regardless of the number of doses). Success on the skill check completes the conversion, higher levels of success might make the herb more potent, longer lasting, etc, as decided by the GM (minimum 150+ success). Failure doesn't necessarily ruin the batch, but may reduce the potency or have other effects based on GM preference.

Engineering/Repair

Extended Maneuver – IN/RE/ME

This is the ability and knowledge required to repair, maintain, and build various engineering or mechanical devices, ranging from blacksmith's bellows to water wheels, wagons and buggies, and anything else that could be considered a "machine". Repair and build times will vary by the item, and difficulty will vary by the complexity. The GM will define a base build time increment (typically 1 hour or 1 day), and a cumulative success level. For example, to repair the wheel of a wagon might be a 1 hour time frame, with a success criteria of 200. Every time increment, a skill roll is made. Net total is added to the cumulative total, until the target is achieved. As long as at least a score of 50 is achieved in each

case, progress can be made. If a given check is less than 50, that the project is beyond the abilities of the character, and no further work can be performed. If a net roll is less than 0, then a catastrophic failure has occurred, which damages or destroys the object, and made injure the character (as the GM determines).

First Aid

Extended Maneuver – SD/EM/IN

Bonus for applications of emergency aid or treatment (limited to kind), such as attempts to halt or slow bleeding or damaging deterioration. Together with the proper tools or bandages, a character using first aid can stop or reduce up to 5 hits/rnd of damage per wound. Reference the Combat mechanics section on Healing for more details on the use of First Aid both in and out of combat.

Fletching

Extended Maneuver - AG/SD/RE

Skill used in the crafting or repair of arrows, bolts, javelins, spears, and similar throwing objects. This skill can be used to craft and create items with ample supplies, but can also be used to repair or recover damaged items during or after combat. Normally, an arrow or bolt is damaged beyond use with a failed breakage check. In all cases, with a successful Fletching skill roll, each "broken" arrow can be restored to normal usage. Each such repair takes 1 minute. These repairs do not restore any magical qualities.

Foraging

Extended Maneuver - IN/ME/RE

Bonus chance of finding any local source of potable water or edible plants and animals. Includes basic food acquisition such as gathering or fishing. A successful skill roll with a 4 hour time increment results in minimum daily rations for 1 person, for every 10 pts above 100. This ration amount is the minimum for survival, 2 such "shares" equals normal rations. Reduced rations results in slower than normal healing and reduced fatigue

Foraging is also used to locate and harvest herbs in the wild. A successful skill roll with a 4 hour time increment, modified by the adjustments for the specific herb, results in the location of a batch of the herb. These are always the raw form, and may need to be processed or cooks to be usable. The GM has full mechanics on locating and using Herbs.

Leatherworking

Extended Maneuver - AG/RE/ME

Bonus for working with hides and creating leather goods (e.g. leather armor, bolas, etc.). Similar to Fletching, this skill can be used to craft such items, but more commonly it is used to repair or recover damaged items during or after combat. A successful Leatherworking roll returns the item to normal usage. Each such repair takes a 1 minute increment, though larger items may take longer time periods. These repairs do not restore any magical qualities.

Linguistics *

Static Maneuver – ME/RE/EM

Linguistics is a nested skill of a large number of subskills. Each subskill represents one of the languages of the campaign world. Each language is grouped as either "Common", "Unusual", or "Obscure", with appropriate costs for the difficulty.

Linguistics skill represents training and ability with the various languages of the world, and includes the ability to read, write, and speak such languages. Although in some uncommon cases the GM may require a skill roll to decipher or understand particularly complex or obscure writings or phrases, normally a skill roll is not used. Instead, the Skill Rank level is used as a guide for the capabilities of the character.

Linguistics Table

Skill Rank	Spoken Ability	Reading/Writing Ability
1	Allows recognition of the language when spoken.	Allows recognition of the language in written form.
2	Allows user to communicate and understand very basic concepts in the form of single words or very short phrases (e.g.eat, danger, room, money, cost) enemy, bathroom, pain, etc.).	Allows user to read or write very simple phrases and words and possibly understand the context of very simple passages.
3	User can distinguish between major dialects. Allows user to communicate moderately basic concepts in the form of phrases. User can get the tone/context of the language when spoken at a normal rate, but no more. He can, however, understand basic phrases spoken at a slow pace.	User can get an overview of simple writings, but will have trouble with specific details. Allows user to write very short sentences of a moderately simple nature (i.e. at third grade level).
4	User may converse on very simple subjects, using whole sentences instead of broken phrases. User can understand everyday conversation when spoken slowly	User can read moderately simple writings and understand most of the details. User still has trouble with subtle concepts. Basically, newspaper level reading ability, Allows user to write sentences at a fifth grade level.
5	Allows user to converse freely in everyday conversation of an average nature (e.g. market talk, peasant discussions, conversation with guards, etc.). Rapid and/or sophisticated speech is still troublesome.	Allows reading of most everyday writings and normal books. User can write on a seventh grade level.
6	Normal speaking level of the native population, the common man. Subtle or particularly sophisticated concepts still prove troublesome. User cannot understand dialects or archaic speech out of the norm. User can converse freely on the same level.	Reading level of the average literate man. Allows user to write at ninth grade level.
7	True fluency. Allows understanding of, and conversation with, the most learned of native speakers. Sophisticated folk may still brand you as an " outlander," however, and archaic or unusual concepts will still prove troublesome.	Allows one to write at eleventh grade level, and reading ability is that of average member of nobility.
8	Fluency plus the ability to recognize the regional and cultural origin of all speech (although such speech will still prove troublesome to speak or understand).	College writing level of an average nature. Allows one to read relatively complex material and recognize (but not fully understand) the nature of archaic or unusual dialects and concepts.
9	Absolute fluency in chosen dialect plus simple understanding and speaking ability in closely related dialects.	Allows one to write very complex passages, even technical books and read the same, but only in the chosen dialect. Allows moderate translation of closely related dialects, and simple writing ability in such areas.
10	Absolute fluency of all the chosen languages and all closely related dialects. Extremely archaic and complex concepts may prove troublesome.	Allows reading and writing of the most complex nature in the chosen language, as well as strong reading/writing ability in closely related dialects.

Pathmaster Setting Languages		
Common	Common (Taldane)	One of the oldest languages still in use in the Inner Sea region, Taldane is also the most widely spoken in the area, and is used as a common tongue.
	Hallit	Spoken by the Kellid people in the far north, Hallit is a coarse, rough-sounding language.
	Kelish	Throaty, phlegmatic, and passionate, this ancient language derives from the tribal tongues of the Padishah Empire of Kelesh in the distant east.
	Osiriani	The most widespread language of Garund, Osiriani is directly descended from Ancient Osiriani.
	Polyglot	The dialects of the Mwangi share enough remnants of a mysterious root language that members of different tribes can generally understand one another.
	Shadowtongue	A mix of Infernal, Azlanti, and Common, Shadowtongue is rarely spoken beyond Nidal's borders.
	Shoanti	Spoken widely in northwest Avistan but rarely anywhere else, the Shoanti tongue is a unique combination of Varisian, Giant, and Thassilonian.
	Skald	Famous for its long, complex words and lilting pronunciation, Skald sounds at the same time lyrical and hard to the ears of southern Avistani.
	Tien	This language contains thousands of homophones. Its written form uses nearly 24,000 pictographs.
	Varisian	Varisian is rife with subtle double meanings, innuendo, and gradations of meaning.
	Vudrani	Vudrani borrows and adapts words from both Kelesh and Tien to form a pleasing, musical dialect.
Obscure	Ancient Osiriani	This precursor to modern Osiriani shares many similarities and differs mainly in its hieroglyphics and lexicon. Speakers of this tongue can speak modern Osiriani, but with an archaic accent.
	Azlanti	One of the most widely spoken languages of its time, Azlanti became the basis for dozens of languages all over Avistan and Garund.
	Cyclops	Once the ancient language of the giants, this tongue was created before the rise of humanity by the cyclops of Ghol-gan.
	Jistka	Jistka remains in use throughout Avistan, though almost exclusively by scholars and royalty.
	Tekritanin	This choppy language is a meld of various regional dialects once spoken in the Tekritanin League.
	Thassilonian	One of the ancestor tongues of modern Varisian, Thassilonian is mostly remembered for its now unused alphabet, consisting of three sets of runes.
Rare	Abyssal	Many believe Abyssal was the first language to develop among natives of the Outer Sphere.
	Aklo	This mysterious tongue is common among sinister elements of the First World and the Darklands, as well as among other ancient creatures like the aboleths.
	Aquan	Aquan is a guttural tongue with thick, throaty sounds and long syllables.
	Auran	Auran is a breathy, gentle-sounding language.
	Celestial	Celestial is used by all of the good-aligned planes of the Outer Spheres.
	Draconic	This ancient tongue, the language of dragons, is among the oldest in the Inner Sea region.
	Druidic	Only druids speak this complex language, and they guard its secrets jealously.
	Dwarven	Dwarven is a guttural, phlegmatic language consisting of hard consonants and clipped syllables.
	Elven	The Elven language is complex but beautiful, sounding poetic in its cadence and tone.
	Giant	Giant exists today as a simplistic mesh of original Cyclops and Thassilonian.
	Gnome	Gnome shares some similarities with both Aklo and Sylvan, but has a larger vocabulary than either.
	Goblin	The nigh-incomprehensible yapping of goblins, the militaristic barking of hobgoblins, and the sibilant taunts of bugbears all use the same vocabulary.
	Gnoll	Punctuated by high-pitched yips, deep barks, and throaty growls, this cacophonous language is difficult for non-gnolls to pick up—much less master.
	Halfling	The modern language of Halfling descends directly from various human tongues.
	Ignan	Ignan consists mostly of short words—their staccato feel on the tongue emulates the popping of fire.
	Infernal	Infernal requires precise enunciation, for many of its words with unrelated meanings nonetheless bear extremely similar pronunciations.
	Necril	A whispering tongue said to have ties to ancient Osiriani, Necril is the language of the dead—it is spoken primarily by ghouls and agents of the Whispering Way.
	Orc	Known for the brusque delivery of its disjointed, hard-consonant syllables, Orc sounds harsh and angry.
	Orvian	Sort of a cross between Aklo and Terran, this ancient tongue is spoken by many of the deepest-dwelling races of the Darklands.
	Sylvan	Spoken by fey and certain denizens of the First World, Sylvan is one of the oldest languages.
	Terran	Terran is a slow and deliberate language, the sounds of which cannot be rushed.
	Undercommon	Descended from Elven but incorporating certain Orvian words, the drow-created tongue called Undercommon expands upon certain specific areas of its mother tongue's vocabulary while ignoring others.

Lore *

Subgroup – ME/RE/ME

Lore skills is a category of skills that comprise library and encyclopedic type knowledge in a variety of specializations. Each skill is independent and unique, and deals with a basic broad subject matter. All operate under the same mechanics, and in general provide a guideline on ready knowledge or other "at the ready" facts and details. For detailed study, comprehension, and investigation type knowledge, refer to the Research skill above.

Lore, Arcane

Knowledge and experience focusing on all things magical, both real, imagined, and theoretical. This includes creature knowledge for creatures of the Aberration, Construct, Dragon, Fey, Magical Beast types.

Lore, Fauna

Knowledge and experience with the animals and natural creatures of the world. This includes knowledge of the effects of poisons and herbs derived from animals, as well as the identification of all creatures of the Animal, Ooze, and Vermin types

Lore, Flora

Knowledge and experience with the plants and natural vegetation of the world. This includes knowledge of the effects of poisons and herbs derived from plants, as well as the identification of all creatures of the Plant type.

Lore, Heraldry & Politics

Knowledge and experience with the stories, cultures, and political situations of the world. This includes a knowledge of the cultural biases and attitudes of various regions and groups. This skill not only helps to predict cultural actions, but also to explain why such actions take place.

Lore, History

Knowledge and experience with the history and lore of the world, and the major events of the past.

Lore, Regional

Knowledge and experience with the various regions and cultures of the world, and the intelligent creatures that exist within it. This includes geographic knowledge of the world, as well as the identification of all creatures of the Humanoid and Monstrous Humanoid types.

Lore, Religion

Knowledge and experience with the religions of the world, and all extra-dimensional creatures and entities. This includes religious artifacts and rituals, as well as the identification of all creatures of the Outsider and Undead types

Meditation

Static Bonus – SD/PR/SD

Meditation involves a process by which the realms of magic are brought into tune with the character, thru trance and concentration. In order to use meditation, the character must be sitting quietly without disruption or be sleeping. During these periods, the training provides a recovery rate bonus to Power Point recovery based on the overall Skill bonus. The overall skill bonus of the skill is a straight percentage increase to the Power Point recovery rate of the character.

Navigation

Static Maneuver – RE/IN/ME

Bonus for determining proper directions and distances when using a map in conjunction with some directional aid, such as a compass, a landmark, or the stars. This includes the concept of orienteering, and is applicable on land or water.

Power Point Development

Racial Bonus – Realm Stat x3

This skill is the focusing and training used by casters to access larger volumes of magical power. The total skill bonus is equal to the number of Power Points the character has available when fully rested.

Note that this is a Racial Bonus skill, so the bonus per rank will vary by race for each character. In addition, the stat bonus for this skill is a single value for the respective Realm (not the typical 3 stats). Determine the Realm bonus for the character, and apply it 3x for the stat bonus.

Research

Extended Manuever – IN/RE/ME

This skill is the ability to use existing resources (typically a library or similar) to research a particular topic, or to distill a large amount of information into the relevant summary. For example, you could use research to learn about the abilities and traits of the hostile tribe in the mountains, or to learn the abilities of the mystery artifact the group recovered. You could also use Research to read thru and distill the villains diary into the relevant facts and details. Typical time increment is 1 day.

Runes and Rituals

Static Maneuver – EM/IN/PR

Rune skill enables a character to decipher and use Runes (spells inscribed in suitable media). To decipher a Rune a character makes an open-ended roll, adds his skill rank bonus, adds any modifiers and subtracts the level of the spell on the Rune. If the resulting total is 101+, the Rune is deciphered and the character may use it. If the total is negative, the spell on the Rune is cast on the character attempting to decipher the Rune (or a random bystander if the GM deems it appropriate). If the total is between 75 and 100, the character learns what the spell is but cannot use it. If the total is between 0 and 74, nothing happens.

If the level of the spell on the Rune is less than or equal to the level of the character attempting to use it to cast a spell, deciphering the Rune is sufficient to use it (subject to the normal chances of Spell Failure).

If the Rune is a level above that of the character, or of a realm of power other than his specialty, a second roll, similar to the first, must be made to successfully cast the spell from the Rune. Runes are single-charge items, once used, the materials are consumed.

The process of deciphering an existing Rune requires 5 minutes. Once deciphered, Runes can be cast as normal for spells of their level, as long as the Rune is held in the hands.

A character should be given one chance to decipher a Rune. If he fails, he may not try again until he improves his skill rank with Runes. Generally this is accomplished by going up a level, but if the character has not planned on increasing his Rune skill rank (has not allocated any development points to it), he does not get to make another try at deciphering it until his Rune skill rank is increased.

Smithing

Extended Maneuver – ST/AG/RE

Bonus for working with metals and creating metal items (e.g. plate and chain armor, swords, etc.). Similar to Fletching, this skill can be used to craft such items, but more commonly it is used to repair or recover damaged items during or after combat. A successful Smithing roll returns the item to normal usage. Each such repair takes a 10 minute increment, though larger items may take longer time periods. These repairs do not restore any magical qualities. The use of Smithing requires a strong fire source to heat and work the metal.

Spell Development

Subgroup – RM/ME/RE

Spell Development is a very large sub-classification of skills, all involved with the learning and casting of spells and magical effects. Each spell list available within the campaign is defined within one category of this skill grouping, and each spell list is itself a specific skill. Skill ranks within a specific spell list skill represent the maximum spell level known and able to be cast, and the skill maneuver bonus is applied whenever a casting check is required.

Some spell lists include blank “slots”. These skill ranks are required to be developed to open access to higher levels, but do not provide any spell knowledge or ability in themselves.

The spell casting static maneuver has a special bonus of +50, just for the basic mechanics of spell casting. This should be noted on the character’s skill list.

The character’s choice of Realm and Specialty determines the relative classification of each specific spell list according the following definitions.

Closed Cross Realm

This group includes all spell lists which are not Specialist, and are considered Closed, but not of the same realm as the character.

Closed Realm
This group includes all spell lists which are not Specialist, and are considered Closed and of the same realm as the character.

Counter Specialist
This group includes all spell lists of the same Realm as the character, but not within the first Specialty list of the character. The first time a Specialty list is selected, that Class becomes fixed as the character's Specialty. All later Specialty lists from a different Specialty are considered "counter-Specialty".

Counter Specialist Cross Realm
This group includes all Specialty spell lists not of the same Realm as the character.

Open Cross Realm
This group includes all spell lists which are not Specialist, and are considered Open but not of the same realm as the character.

Open Realm
This group includes all spell lists which are not Specialist, and are considered Open and of the same realm as the character. These are the easiest spells to learn for all characters.

Specialist
This group includes all spell lists of the same Realm of the character, and within the first Specialty list of the character (Class lists). The first time a Specialty list is selected, that Class becomes fixed as the character's Specialty. All later Specialty lists from a different Specialty are considered "counter-Specialty". Only a Specialist list from the same Realm as the character can qualify for this category.

Pathmaster Spell Lists					
Of Channeling					
Open Lists	**Closed Lists**	**Specialist Cleric**	**Specialist Druid**	**Specialist Paladin**	**Specialist Ranger**
Barrier Law	Blood Law	Channels	Animal Mastery	Communion	Inner Walls
Concussion's Ways	Bone Law	Communal Ways	Herb Mastery	Exorcism	Moving Ways
Detection Mastery	Calm Spirits	Life Mastery	Nature's Lore	Holy Arms	Nature's Guises
Light's Way	Creations	Protections	Nature's Move/Senses	Holy Healing	Nature's Summons
Lofty Movements	Locating Ways	Repulsions	Nature's Protection	Holy Shields	Nature's Way
Nature's Law	Lore	Summons	Plant Mastery	Inspiring Ways	Path Mastery
Purifications	Muscle Law				
Sound's Way	Nerve Law				
Spell Defense	Organ Law				
Weather Ways	Symbolic Ways				
Of Essence					
Open Lists	**Closed Lists**	**Specialist Magician**	**Specialist Illusionist**	**Specialist Mystic**	**Specialist Sorcerer**
Delving Ways	Dispelling Ways	Earth Law	Feel-Taste-Smell	Confusing Ways	Flesh Destruction
Detecting Ways	Gate Mastery	Fire Law	Guises	Gas Alteration	Fluid Destruction
Elemental Shields	Invisible Ways	Ice Law	Illusion Mastery	Hiding	Gas Destruction
Essence Hand	Living Change	Light Law	Light Molding	Liquid Alteration	Mind Destruction
Essence's Perceptions	Lofty Bridge	Water Law	Mind Sense Molding	Mystical Change	Solid Destruction
Lesser Illusions	Rapid Ways	Wind Law	Sound Molding	Solid Alteration	Soul Destruction
Physical Enhancement	Shield Mastery				
Rune Mastery	Spell Enhancement				
Spell Wall	Spell Reins				
Unbarring Ways	Spirit Mastery				
Of Mentalism					
Open Lists	**Closed Lists**	**Specialist Mentalist**	**Specialist Healer ***	**Specialist Bard**	**Specialist Magent**
Anticipations	Gas Manipulation	Mind Attack	Blood Mastery	Controlling Songs	Assassination Mastery
Attack Avoidance	Liquid Manipulation	Mind Control	Bone Mastery	Entertaining Ways	Disguises
Brilliance	Mind Mastery	Mind Merge	Concussion Mastery	Item Lore	Escapes
Cloaking	Mind's Door	Mind Speech	Muscle Mastery	Lores	Gathering Secrets
Damage Resistance	Movement	Presence	Nerve/Organ Mastery	Sound Control	Misdirections
Delving	Sense Mastery	Sense Control	Prosthetics	Sound Projection	Poison Mastery
Detections	Shifting				
Illusions	Solid Manipulation		* Note: The Pathmaster Healer is the Lay Healer of Rolemaster		
Self Healing	Speed				
Spell Resistance	Telekinesis				

Stone Carving

Extended Maneuver – SD/AG/RE

Bonus for working with stone and creating stone items and carvings. This includes large construction and repairs to large objects (bridges, castles, etc), as well as the artistic qualities of statues and similar sculptures. This skill can also be used and applied to the creation of carvings and engravings, as well as the ability to decipher aged, faded, or damaged carvings.

Tracking

Static Maneuver – IN/RE/EM

This skill provides a bonus for tracking maneuvers and following a trail left by someone or something such as foot prints, broken branches, crushed grass, hanging pieces of cloth, etc.

Use Magic Device

Static Maneuver – EM/IN/PR

This skill enables a character to use the spell abilities of a staff, wand, or any item with spell casting abilities. In order to cast spells from an item, the wielder of the item must have made a "staves/wands roll". The process for gaining the capability of casting spells off an item is identical to that for deciphering a Rune, except that the spell on the Rune is equivalent to the spells on the item.

If an item has several spells or groups of spells that are widely separated in power or type, the GM may require separate Use Magic Device rolls for each spell or group of spells.

Learning to use an intelligent item may not necessarily give the character control over that item. An item may have an ego, which the character must overpower its ego in order to impose his will on the item's.

"Teaching" someone else to use an item is not permitted. Using an item is a personal experience between the individual and the item. Although you may tell someone what the item does and thus remove any penalty for not knowing the power of the item, you cannot aid them in their actual attempt.

Certain spells on items do not normally require a staves/wands roll, they include:

- Spells that operate constantly: Boots of Silence, Cloaks of Invisibility, etc.
- Bonuses built into items: Bonuses on weapons, bonuses on armor, spell adders, spell multipliers, etc.
- Spells in intelligent items: Intelligent items can cast the spells that they contain when instructed by a wielder who can communicate with the item and whom the item will obey (unless specifically created otherwise, intelligent items will obey any wielder).

All of these cases include spells that do not require the conscious casting of any spell by the wielder of the item.

A given item can only ever be “attuned” to a single creature at a time. The act of using Use Magic Device to re-attune the item wipes out the original owner.

Weather Watching

Static Maneuver – IN/EM/IN

Skill for determining local weather for next 24 hours.

Wood Carving

Static Maneuver – AG/EM/RE

Bonus for working with woods and bone and creating wooden items (e.g. weapons, tools, etc.). Similar to Fletching, this skill can be used to craft such items, but more commonly it is used to repair or recover damaged items during or after combat. A successful Smithing roll returns the item to normal usage. Each such repair takes a 5 minute increment, though larger items may take longer time periods. These repairs do not restore any magical qualities.

Athletic Skills

Acrobatics and Tumbling

Moving Maneuver - AQ/QU/SD

Provides a bonus for in-air maneuvers (e.g. flying or levitation) or swinging on objects. This skill includes the use of parallel bars, uneven bars, or other gymnastic activity in which most of the activity is spent in airborne maneuvers. Helps reduce the effects of falls. Acrobatics can also be used to maneuver in combat, and to avoid Attacks of Opportunity. In this case, an Acrobatics skill is opposed by the target's Attack skill. If both sides succeed, the Opportunity Attack still happens, but at a penalty equal to the margin by which the Acrobatics is over 100. If only the Acrobatics skill succeeds, then there is no Attack of Opportunity. If the Acrobatics skill roll fails, then the Attack of Opportunity is normal. A failure of the Attack roll has no effect. A critical failure of the Acrobatics roll results in the character falling prone and ending the movement.

Movement while using Acrobatics and Tumbling is 2 for 1 for each square of movement (ie, half movement rate). It is not possible to Charge during an Acrobatic movement.

Ambush

Static Maneuver – ST/SD/IN

This is the ability to make a very precise melee or hand to hand attack, either using a weapon or natural attacks. Ambush skill cannot be used by any ranged attacks or abilities, it only applies to melee attacks. To use his Ambush skill a character must approach his foe undetected and be able to strike before the foe can react. This requires the character to either attack from Stealth or Invisibility, or for the foe to be considered Flanked.

When the attack is made, if the conditions allow for the Ambush attack, the character makes a Ambush skill check. This is modified by +50 if the foe is stationary and otherwise unaware, but is not modified if the foe is already engaged in combat. If this skill check is successful, the character may modify his roll on the resulting Arms Law Normal (not Large or Super-Large) Critical Strike Roll. This modification consists of being allowed to adjust the critical strike roll by any number up to the ambush skill rank bonus the attacker. This adjustment may be either up or down. This is the only adjustment that is normally allowed on an Arms Law critical strike roll. Note that to use this bonus, the attacker must first get a normal critical strike result on an attack table. If he does, however, this ability greatly increases the chance of a killing blow and tremendously increases the chance of a blow that kills instantly.

Since position is relatively unpredictable in a general melee situation, Ambush skill rank bonus is doubled if foe is stationary and otherwise unaware of the attack. A character must still be able to approach his foe undetected and be able to strike before the foe can react.

If a "Large" or "Super-Large" creature is ambushed, the Ambush skill rank is always added to the critical roll. If the resulting modified roll is above 95, a second roll is made and added to the modified critical roll as in a normal open-ended roll.

Armor *

This is one of the skill areas that does not conform to the general skill bonus pattern. Each armor type (AT) has a maneuver penalty associated with it for untrained individuals. This penalty modifies Moving Maneuver rolls attempted while wearing that armor type. The different armor types are divided into five groups based on composition (reference Arms Law for a full description). A character may develop Maneuvering skill for each of the groups except for No Armor.

Each skill rank of maneuvering for a group of armor types reduces the penalty for maneuver by 5 (even for skill ranks over 10), until the minimum maneuver penalty is reached. This limit represents the fact that the weight and constriction of the armor will always hinder the character to some extent. These minimums may vary for certain superior or magical armor.

For example, Dral has a skill rank 18 in Maneuvering in Plate Armor. He may wear breastplate and greaves (AT 18) with a maneuver penalty of only 20 (110-18x5). If he wears just the breastplate (AT 17), the penalty is 15, since 15 is the minimum maneuver penalty associated with wearing a breastplate.

Each respective Armor Type also has an associated Missile and Quickness penalty. The Missile penalty applies against any offensive bonuses for any ranged attacks (including directed elemental spells). The Quickness Penalty applies as a reduction to the character's Dodge Bonus. However, if the Quickness Penalty is larger than the characters inherent Dodge (ie, their QUx3), then any excess is ignored. The maximum Quickness penalty that can apply is equal to the character's QUx3. For example, with a QU of +5 (+15 Dodge), AT 17 has a net Dodge Bonus of +5 (+15-10), and AT 20 as a net Dodge Bonus of +0 (+15-15).

Each respective Armor Type also has an associated Channeling and Essence spell casting modifier. This is an inherent penalty that is automatically used any time a spell of those schools is attempted while wearing the armor, due to the construction and materials.

		Min MM	Max MM	Diff	Missile	Quickness	Channeling	Essence
Cloth/Skin	AT 1 - Skin	0	0	0	0	0	0	0
	AT 2 - Robes	0	0	0	0	0	0	0
	AT 3 - Light Hide	0	0	0	0	0	0	0
	AT 4 - Heavy Hide	0	0	0	0	0	0	0
Soft Leather	AT 5 - Leather Jerkin	0	0	0	0	0	0	-10
	AT 6 - Leather Coat	0	-20	-20	-5	0	0	-10
	AT 7 - Rein. Leather Coat	-10	-40	-30	-15	-10	0	-20
	AT 8 - Rein. Full-Length Leather Coat	-15	-50	-35	-15	-15	0	-20
Rigid Leather	AT 9 - Leather Breastplate	-5	-50	-45	0	0	0	-25
	AT 10 - Leather Breastplate & Greaves	-10	-70	-60	-10	-5	0	-25
	AT 11 - Half-Hide Plate	-15	-90	-75	-20	-15	0	-40
	AT 12 - Full-Hide Plate	-15	-110	-95	-30	-15	0	-50
Chain Mail	AT 13 - Chain Shirt	-10	-70	-60	0	-5	-30	-40
	AT 14 - Chain Shirt & Greaves	-15	-90	-75	-10	-10	-30	-40
	AT 15 - Full Chain	-25	-120	-95	-20	-20	-60	-70
	AT 16 - Chain Hauberk	-25	-130	-105	-20	-20	-60	-70
Plate	AT 17 - Metal Breastplate	-15	-90	-75	0	-10	-35	-45
	AT 18 - Metal Breastplate & Greaves	-20	-110	-90	-10	-20	-35	-45
	AT 19 - Half Plate	-35	-150	-115	-30	-30	-60	-75
	AT 20 - Full Plate	-45	-165	-120	-40	-40	-75	-90

Cloth

This category isn't an actual skill, but represents the lightest of armors. All characters know this skill intuitively, and there is no development options available. This armor range consists of:

- AT 1 – Skins (plain clothes)
- AT 2 – Robes
- AT 3 – Light Hide (deer, dogs, wolves)
- AT 4 – Heavy Hide (buffalo, elephants, bears)

Soft Leather

Moving Maneuver – AG/ST/AG

This category represents the light, soft leather armors. This is armor that is typically the heavy outer garments normally worn as weather protection by certain civilians and as combat protection by some militia and irregulars. This armor range consists of:

- AT 5 – Leather Jerkin
- AT 6 – Leather Coat
- AT 7 – Reinforced Leather Coat
- AT 8 – Reinforced Full-Length Leather Coat

Rigid Leather

Moving Maneuver – AG/ST/AG

This category represents the heavier, "rigid" leather armors. This involved treated and reinforced leathers, and the rigid hide covering of certain reptiles and of fantastic creatures such as Dragon. This armor range consists of:

- AT 9 – Leather Breastplate
- AT 10 – Leather Breastplate and Greaves
- AT 11 – Half-Hide Plate (Rhinoceros, Alligators)
- AT 12 – Full-Hide Plate (Turtles, young Dragons, Giant Crabs)

Chain

Moving Maneuver – ST/ST/AG

This category represents the interlinking metal chain and ring mails, typically worn over a cloth or leather base. It also include scale armor and the hides of certain fantastic creatures. This armor range consist of:

- AT 13 – Chain Shirt
- AT 14 – Chain Shirt and Greaves
- AT 15 – Full Chain
- AT 16 - Chain Hauberk (mature Dragons)

Plate

Moving Maneuver – ST/ST/AG

The heaviest armor, Plate involves armor which include rigid armor of metal plates and the heaviest animal hides. This armor range consists of:

- AT 17 – Metal Breastplate
- AT 18 – Metal Breastplate and Greaves
- AT 19 – Half Plate (adult Dragons)
- AT 20 – Full Plate (ancient Dragons)

Attack Skills *

Attack Skill

- Melee Weapons – ST/ST/AG
- Ranged Weapons – AG/ST/AG

These skills determine a character's effectiveness when using weapons in combat (as opposed to spells). Skills must be developed separately for each weapon group within each category. The skill bonus for each weapon group is part of the character's Offensive Bonus when using a weapon from that group. The total Offensive Bonus (including various other factors) is usually added to any attack rolls made with that weapon.

The appropriate stat bonus that is applied varies by the type of attack. All melee attacks use ST/ST/AG, and all ranged attacks use AG/ST/AG.

Skill for Weapon Groups within a Category

A character's skill with a weapon group is considered a separate area for development purposes. Individual weapons within a given weapon group can be used equally well, using the same skill bonus. Weapons from differing weapon groups are dissimilar enough to make any training with one irrelevant to the other.

Weapon Category/Group Breakdown		
1 Handed Melee	Long Double-Edged Blades (LDEB)	Bastard Sword, Broadsword, Dag*, Katana, Long Sword, Shang*, Yarkbalka*
	Long Single-Edged Blades (LSEB)	Cutlass, Falchion, Sabre, Scimitar
	Short Axes	Axe, Cabis*, Handaxe, Hatchet, Ice Axe, Tomahawk
	Short Blades	Dagger, Dirk, Main Gauche, Sai, Short Sword
	Thrusting Blades	Foil, Kynac*, Long Kynac*, Rapier
	Chains	Morning Star, Nunchaku, Typh*
	Clubs	Blackjack, Club, Cudgel, Tonfa
	Shield Bash	Shield Bash
	Short Spikes	Baw*, Mace, War Hammer
	Mounted Pole Arms	Lance
2 Hand Melee	Great Blades	Claymore, Irgaak*, No-Dachi, Two-Handed Sword
	Great Chains	Flail
	Long Axes	3/4 Axe, Battle Axe, Woodsman's Axe
	Long Spikes	Mattock, Pick, Two-Handed Hammer, War Mattock
	Staves	Jo, Quarterstaff
	Pole Arms	Harpoon, Javelin, Pilum, Spear, Trident, Halberd, Boar Spear
Missile	Blow Guns	Blowpipe, Pea Shooter
	Bows	Composite Bow, Long Bow, Short Bow
	Crossbows	Heavy Crossbow, Light Crossbow, Repeating Crossbow
	Slings	Sling, Staff Sling
	Improvised	Improvised
	Lines	Bola, Ge*
	Ropes	Lasso, Net
	Thrown	Boomerang, Darts, Shuriken, Chakram
	Whips	Cat o'Nine Tails, Whip

Martial Arts

Offensive Bonus – AG/ST/AG (Sweeps) or ST/AG/ST (Strikes)

Martial Arts (MA) skills affect the offensive bonuses for unarmed combat. MA skills consist of 8 different skills in MA attacks. Each of these skills must be developed separately and is considered a separate skill for development purposes:

- MA Strikes (Basic)
- MA Strikes (Advanced)
- MA Sweeps (Basic)
- MA Sweeps (Advanced)

MA tiers represent the complexity and effectiveness of the different Martial Arts attacks. "Basic" includes the most basic and rudimentary techniques (similar to Brawling), while "Advanced" includes the full depth and variety of techniques (and the deadliest). The skills are further classified according to "type" as being "striking" (Karate-like MA, including boxing) or "sweeps" (Judo-like MA, including wrestling).

Effect of Martial Arts Skill

The skill rank bonus for a particular MA Tier is part of the offensive bonus used when a Martial Arts attack. Any attacks made using a Basic skill are limited to Tier 1 on the Martial Arts table. Attacks made using the Advanced skills are not limited, and may reach Tier 4 on the attack tables. A character may freely choose to use either skill level when they attack.

Effect of MA Type and Tier

Only one MA Tier and type may be used to attack in a given round. The MA Tier determines the maximum possible result that an attack can obtain, while the MA type (striking or sweeps & throws) determines which attack table is used.

Limitations on MA Skill Development

Skill in Advanced Martial Arts cannot be developed to a skill rank higher than the existing skill ranks of the Basic MA Tiers of the same type (i.e. either striking or sweeps & throws). In other words, MA Striking Advanced can never have a higher skill rank than MA Striking Basic. The same rule applies for the Sweeps & Throws Tiers.

Two-Weapon Fighting

Static Maneuver – AG/ST/AG

Bonus and skill associated with striking a single foe simultaneously with two weapons or attacks. This skill is used as part of the Two-Weapon combat mechanics, as part of a full round attack action. This skill is the maximum weapon skill that can be used for either or both attacks.

Body Development

Racial Skill – CO/CO/CO

Body Development skill bonus represents the total amount of concussive hit damage that the character can take and stay conscious. Each skill rank adds a number of hits based on the racial Body Development progression, and with the stat modifiers and other factors, calculates to the total Concussion Hits total for the character.

Caving

Static Maneuver - SD/RE

Bonus chance of determining natural course and lay of a cave or cavern (passage or chamber). Bonus when attempting an unassisted maneuver in a cave. This skill also assists with navigation, and the understanding of natural formations and geography within a cave system.

Climbing

Moving Maneuver – AG/QU/AG

This could range from the ability to climb sheer faces (absurd), through mountain climbing (very Hard), to climbing a ladder (easy). This ability includes skill in going up and down ropes, rappelling, using hand-holes properly, etc. (use the difficulty table). The normal climbing rate for walls with adequate handholds is 10'/round as a “medium” moving maneuver. In a non-stessful situation, Medium climbing checks or easier can be completed without a roll, but in a stressed situation (combat) even a Routine maneuver must be tested.

Contortions

Moving Maneuver - AG/SD/AG

Bonus for manipulating one’s body is order to move through small openings or absorb sudden crushing impact (other than falls). Helps escapes from bonds, etc. A single contortions skill check can be made to try to either slip out of ropes or manacles, or to squeeze through an unusually tight opening.

Disarming

Offensive Bonus – AG/QU/ST

Bonus for attempts to disarm a foe (forcing them to drop their weapon) by applying a quick twist, turn or grab to their arm or equipment. The item to be disarmed has to be something that could otherwise be dropped normally.

A “disarm” attack roll of 101+ results in a successful attack, although the victim still receives a RR versus an attack level equal to the Disarm skill rank used and a defense level equal to the number of skill ranks they have in the affected weapon style.

If you successfully disarm a foe and have a free hand, you can optionally grab and take the weapon, rather than having it dropped to the ground.

If your disarm attack roll resulted in a 120+ score, you can optionally send the weapon flying in a direction of your choosing, up to one square for each 20 by which the check succeeded.

Disarming Traps

Extended Maneuver – IN/AG/RE

This skill enables a character to disarm a trap or otherwise disable or sabotage mechanical devices. Although the skill specifies traps, it can be used to disable or disarm any mechanical device. The base time increment is typically 1 round. In the case of traps, a net 0 or less roll is catastrophic, but any failure could set off the trap itself (GM discretion based on the situation).

Pain Tolerance

Static Maneuver – SD/PR/CO

Pain Tolerance is only ever used as a passive reactionary skill and as such take no time to actually used. Whenever a character is struck in combat and receives rounds of "Stun", this skill comes into effect. On the following action, the character can make a Pain Tolerance static skill roll for free, and if successful, temporarily ignore the effects of Stun. If unsuccessful, the effects of the stun apply normally and limit or eliminate any actions.

Picking Locks

Static Maneuver – IN/AG/RE

Similar to disarming traps, Picking Locks is the ability to make mechanical device function in a way contrary to their intended purpose. The most common use is to unlock a door or other locked item, but this skill is also used to repair and jury-rig mechanical devices that do not need more extensive repairs. These repairs are always temporary in nature.

Pilot – Rowboat/Canoe

Static Maneuver – EM/IN/ST

The ability to operate, navigate, and otherwise use small watercraft, typically holding 6 or fewer people. Greater skill allows for more efficient operation, and faster travel.

Pilot – Sailboat

Static Maneuver – AG/QU/IN

The ability to operate, navigate, and otherwise use large watercraft, typically ocean or sea-faring with a sizable crew. Greater skill allows for more efficient operation, faster travel, and better direction of the crew.

Quickdraw

Static Maneuver –AG/QU/IN

This skill is used to reduce the drawing and readying time of weapons and equipment. Assuming the item is in a dedicated location, any item can be quick-drawn. With a successful skill roll, the time required to ready the item is reduced by 1 second (including down to 0). With a net negative skill roll, the item is dropped. With just a failure (not negative), the readying time is not adjusted. Items which require 2 hands

to wield or use properly suffer a -20 penalty to this roll. Larger items cannot be draw quickly, or receive a special penalty of -20 per size category.

Rope-Mastery

Static Maneuver –ME/AG/RE

This skill provides a bonus for knot recognition, knotting, braiding, rope splicing, making a maneuver while suspended from a rope (or analogous flexible line), or when throwing a line. This skill also allows for the untying of ropes and knots. If rope-mastery is used when restraining a foe, the success margin above 100 counts as a penalty against any future Contortions or escape attempts.

Sleight of Hand

Static Maneuver – PR/QU/AG

Bonus for any maneuvers involving sleight of hand: picking pockets, confusing sight tricks, and slight-of-hand diversions. Distractions and the environment may provide a bonus or base difficulty.

Stealth

Moving Maneuver (Stalking) or Static Maneuver (Hiding) – SD/AG/IN

Stalking is the ability to move using silence, using camouflage, and shadows to conceal your presence, while Hiding is the same ability used when not moving. You develop this as one skill, but use different modifiers for each task. Stalking is impacted by your Moving Maneuver Penalty, Hiding is not. Stealth is most commonly used as a skill contest with an opponent who is contesting with Perception.

Subduing

Static Maneuver – AG/QU/ST

Bonus for attempts to immobilize (render unconscious) a foe by applying a sharp, hand-delivered blow to a precise point on the victim's upper body. The foe is assumed to be "of kind" (usually humanoid) and not "Large" or "Super Large" (i.e. does not use those critical strike tables).

A "subdual" attack roll of 101+ results in a successful attack, although the victim still receives a RR versus an attack level equal to the Subduing skill rank used. In order to use this skill, the character must approach the foe undetected and be able to strike before the latter can react.

Should the foe be engaged in melee, the Subdue mechanics change significantly. In this case, the Subdue skill adjusts the existing weapon skill. Use the lowest of the two, the Subdue skill or characters Attack skill for the attack, and replace all criticals with Subdual criticals.

Surprise Subduing attacks cannot be made against foes whose armor covers the entirety of their body above the legs (i.e. - normally ATs 11, 12, 15, 16, 19, and 20). In-combat Subduing attacks apply versus all foes.

Swimming

Moving Maneuver – CO/AG/ST

Skill rank 1 will prevent the character from drowning in water over his head. Further skill ranks will enable the character to make headway against a current, to stay afloat for longer periods of time without touching ground, to swim longer distances, to move faster in the water, and to make maneuvers in the water.

For this skill, Armor Maneuver penalties are tripled. For all non-Armor gear, there is a further penalty of -5 per 5 lbs of gear the character is carrying. Difficult water (waves, rapids, etc) will add further modifiers.

Trap Building

Extended Maneuver – RE/EM/IN

Allows building traps (basic snares, etc) out of available resources. Bonus of trap-maker may subtract from any detection rolls, depending on location, care and time in construction, and trap type. A time increment of 4 hours allows for the creation of hunting snares, which can be useful for gathering food and supplies. A successful skill check gathers rations equivalent to the Foraging skill.

Social Skills

Acting and Disguise

Static Maneuver – PR/EM/PR

Provides a bonus for simulating the behavior of others, devising new identities, etc. This skill may be used to impersonate others, or hide one's own reactions from others, or to take part in a staged performance.

Animal Handling

Static Maneuver - EM/RE/IN

Bonus for administering medical aid to injured animals. Allows one to stabilize or repair light wounds and illnesses. Successful static maneuver can stop (or reduce) up to 5 hits/round bleeding. This follows all rules for First Aid, applies to animals and creatures.

Animal Handling is also an animal "diplomacy" – and follows all Diplomacy rules with respect to animals and similar creatures.

Detect Lies

Static Maneuver – IN/RE/EM

Detect Lies is the ability to detect falsehoods in the speech and body language of others. Though it can certainly tell if someone is lying, it can also be used to detect subtle misdirection and an unwillingness to reveal more information. It is more commonly used as a skill contest against the target's Duping skill.

Diplomacy

Static Maneuver – PR/IN/EM

Diplomacy skill is the ability to influence others into a more favorable position. This is typically used to either defuse a bad situation, or to make a good impression. A successful skill check can modify the attitude of the opponent by one or more levels, and make them more friendly. Optionally, it can be used to the opposite effect if desired, to either reduce the stance of the opponent to the character, or to reduce the stance of an opponent to a 3rd party.

Duping

Static Maneuver – EM/PR/SD

Duping is the ability to tell a lie, mislead, or withhold relevant information, but without the opponent being aware. This is most commonly used as a contest between Detect Lies and Duping.

Falsification

Static Maneuver – SD/RE/ME

Bonus for creation of false but believable writings or illustrations (e.g. forgery, counterfeiting, etc.), effectively a "lie" in physical form. Falsified documents can be detected with a Perception or Detect Lies skill contest.

Gambling

Static Maneuver - ME/PR/IN

Bonus when playing any game with a significant element of luck. Also includes cheating as a form of improving one's luck at any game. Specific mechanics are left to the GM, but a successful skill check significantly increases the odds of winning at the game, while unsuccessful checks slant the odds against the character.

Holdout

Static Maneuver – EM/PR/IN

Holdout is the ability to hide or conceal objects within your gear or equipment, so that they are either unseen or unable to be located. This is opposed by a Perception check to discover the items in question. Larger items are harder to conceal, and thus carry modifiers.

Intimidation

Static Maneuver – PR/ST/AG

Intimidation is a means of modifying the stance of an opponent, but only for short term gain. It can be used both in and out of combat, depending on the situation.

Outside of combat, a successful Intimidation check can briefly cause a foe to shift several levels more friendly (and thus more helpful), in order to force information or actions. After a brief period however, when the fear subsides, the stance of the opponent shifts at least one level worse towards the character.

Within combat, a successful Intimidation check (taken as a Standard Action), can influence or modify opponents actions. If used in this manner, the target receives a Resistance Roll vs Fear (attack level equal to the number of ranks of Intimidation). If the target fails the resistance roll, the attacker chooses one of the following effects:

- Taunt – taunt the foe into attacking the character and only the character for 1 round for each 10 by which the Resistance Roll is failed. If the opponent is unable to strike (being blocked, unable to move etc), then it breaks the effect immediately. While in this state, the foe will not Parry any foes, and will only attack the character. Dodge and Shield Blocks will be used normally. The foe will move to the attacker, even if doing so will result in opportunity attacks or bad positioning.
- Intimidate – scare the foe into attacking anyone except the character, for a duration equal to 1 round for each 10 by which the Resistance Roll is failed. In this case, the foe will attempt to stay out of melee range with the character in the most efficient manner, but may continue to fight

others normally. If for some reason, they are unable to escape the melee range of the character, they will instead cower, and take the Full Defense maneuver instead, focusing as much defense as possible on the character. If the foe is also Flanked, this will cause them to focus on the character, allowing another to gain a rear attack bonus.

Ki Skills

Static Maneuver - SD/PR/AG

These skills relate to the development of the art of superhuman effort. Using "concentration" and self-discipline, the character skilled in Ki Skills must prepare the round before he will use one of these skills. This is accomplished by taking a Concentrate maneuver as your action in this preparation round. Ki Skills may not be attempted in consecutive rounds, nor may any more than one be attempted at any one time. Skill ranks in each Ki Skill must be developed separately. Each Ki Skill counts as a separate area for development purposes. Some of the skills carry additional limitations.

All Ki Skills carry one major limitation – they may not be used if wearing anything heavier than Cloth "armor (ie, ATs 1-4), or if the Encumberence level is any other than Light or No Load. With heavier gear, Ki skills simple cease to function, and any attempts automatically fail. With light or no gear, Ki skills operate normally.

Basic Ki

Basic Ki skills do not require significant training, and except for Leaping, do not require a successful Skill maneuver roll. Instead, the skill bonus applies a direct benefit to other actions the character might perform.

Ki Balance

Moving Maneuver

This skill enhances the ability of the character to maintain his balance in one maneuver action requiring balance. The Skill bonus is added to any maneuver rolls required for the action (even if it takes several rounds).

Ki Landing

Special

A character may automatically decrease the severity of a fall by his skill rank bonus times one foot. For example, if a character's skill rank bonus were 60, a 100' fall would be treated as a 40' fall. The severity of a fall can never be reduced below that of a 10' fall. Since an object falls 15 feet in the first second, this skill cannot be used to reduce a 15 foot fall (and a 10 foot fall cannot be reduced at all). All other situations provide enough time to concentrate, before hitting the bottom. Full effectiveness of this skill only applies if there is a solid wall near the path of falling (within 5 feet). Open-air free-fall halves the benefit from this skill.

Ki Landing requires both hands to empty to utilize fully. If only one hand is empty, the skill bonus is halved.

Ki Leaping
Moving Maneuver

This allows the character to automatically increase the distance he can successfully leap from either a standing or a running start. After taking the Concentration action, a leap is increased by the skill bonus as a percentage. Thus a skill of 65 would add 65% to the leap distance.

Advanced Ki
Advanced Ki skills are more specialized, and in order to experience a benefit, require a successful Maneuver skill roll following a Concentration maneuver.

Ki Speed
Static Maneuver

This allows a character to dramatically increase their speed (as if hasted) and thus increase his activity for several rounds. When activated, the effect automatically lasts for 1 round, during which time the character receives a second Standard action each round. This action can be used in any manner desired, per the usual combat mechanics. Ki Speed is started with a single Concentration skill check, at the end of the Concentration action, the character rolls 1-100 OE, adds applicable bonuses, and then adds his skill rank bonus. A roll of 101+ indicates success and the above bonuses apply for the next round. Failure means no bonuses are obtained the next round. If successful, at the end of each additional round, another Ki Speed Static Maneuver roll is made, with a cumulative -5 penalty for each round of speed. The speed can be maintained for as long as this maneuver roll succeeds, and immediately ends once the roll is failed. The use of Ki Speed costs the character +1 Fatigue for every 2 rounds of Speed, at the end of the combat.

Ki Strength
Static Maneuver

This skill gives a character a +30 bonus on his offensive bonus and doubles the number of concussion hits that he delivers, in melee. When activated, the effects last for 3 rounds, or the next successful attack, whichever occurs first (a successful strike is considered a Hit that causes a Critical in this case). At the end of the Concentration action, the character rolls 1-100 OE, adds applicable bonuses, and then adds his skill rank bonus. A roll of 101+ indicates success and the above bonuses apply for the next round. Failure means no bonuses are obtained the next round. Each successful use of Ki Strength (whether or not the attack succeeds) add +1 Fatigue at the end of the combat.

Balanced Ki
Balanced Ki skills are the top level of body-mastery, and represent an innate awareness.

Ki Defense
Special

Ki Defense represents the trained savant's natural ability to bend, weave, and predict the flow of combat. This translates into an enhanced Dodge bonus. There is no preparation or concentration for this benefit, it applies in all situations that allow for Dodge Defense.

However, Ki Defense represents the balancing of the mind. As such, the maximum number of developed ranks cannot exceed that of the average of the other 5 Ki Moves. More ranks can be developed, but only an amount equal to the average counts towards the skill bonus.

Perception

Static Maneuver – IN/RE/SD

This skill affects how much information and how many clues a character gets through observation. It may be used to notice the right things, to find carelessly hidden objects, to see that pile of old clothes in the corner, to notice the imperfection in the wall that hides the secret door, the trigger for the trap ahead, the ambush.

Perform and Public Speaking

Moving Maneuver – EM/PR/EM

Bonus for playing an instrument, singing, or any of several other types of entertainment, or skill to provide a bonus for impressing, entertaining, or manipulating groups of people directly. Public Speaking applies to large groups, is often extemporaneous, and is used to manipulate the emotions or views of a crowd.

Riding

Moving Maneuver – EM/AG/EM

A single skill rank is necessary to keep from constantly falling off the animal being ridden. Higher skill ranks enhance the chance of retaining control of the animal (when it is startled or hostile) or gaining control of an unfamiliar animal (of the type you have skill with).

Scrounging

Extended Maneuver – EM/PR/RE

Scrounging is the ability to locate bits and pieces to construct useful items and gear. The items found are almost always damaged or discarded, but are functional. A typical time increment is 4 hours, after which some number of mundane gear can be located for the intended purpose.

Seduction

Static Maneuver – EM/PR/EM

This skill provides a bonus when attempting to emotionally, sensually, or sexually manipulate someone. This is not limited to sexual seduction — manipulation of a person's sensual sensibilities or tempting a person to indulge in some fantasy or desire is also seduction. This is typically resolved as a skill contest with the targets Detect Lies skill.

Shadowing

Moving Maneuver – EM/PR/SD

Shadowing is the ability to follow and observe an opponent without being observed. It is similar to Stealth, but handled on a longer term. Shadowing is frequently opposed by the targets Perception skill.

Signaling

Static Maneuver – ME/SD/IN

Bonus when using any form of signal communication. This is effectively a language and is treated as such. In combat and similar situations, this can be used to communicate timing and plans, but requires a successful skill check by both parties to transmit and receive the proper message.

Streetwise

Static Maneuver – IN/PR/EM

Awareness of events and protocol in the street society and underworld and the ability to interact with the individuals who run and live in the common or underworld society. This can be used for information gathering, to locate rare objects, or just to know who to properly engage for less than public activities.

Trading

Static Maneuver – RE/EM/IN

Bonus for transactions involving a bargained exchange of money or goods. This provides a straight bonus to the purchase or sale of gear, and can also assist with the legal acquisition and sale of rare goods.

Transcendence

Static Maneuver – EM/IN/PR

Transcendence is the ability to transcend the limitations and penalties that cause difficulty in spell casting. It is in effect a spell-casting expertise measure. This is a passive skill, the total bonus is used to reduce or remove any existing penalties on spell casting. This skill never provides a bonus to spell casting, its maximum effect is limited to that of the existing penalty. These penalties can come from any source except for Preparation (or lack of Preparation) modifiers, and always affect the base casting roll of the spell. If the net effect is +0 or better (ie, Transcendence is higher than all existing penalties), no casting roll is required and the cast automatically succeeds.

Calculating Skill Rank Bonus

After purchasing and adding skill ranks for a level, the skill rank bonus needs to be updated. Skill rank bonus is determined by applying the number of skill ranks versus a diminishing return. Skill rank bonus follows the following guidelines, based on the type of skill involved:

- Standard Skill rank progression
  - 0 Ranks - +0
  - Ranks 1-10 - +5 per rank
  - Ranks 11-20 - +3 per rank
  - Ranks 21-30 - +2 per rank
  - Ranks 31+ - +1 per rank
- Armor Skill rank progression
  - 0 Ranks - +0
  - Ranks 1+ - +5 per rank
- Racial Skill rank progression
  - Listed on the Racial Development Progression table as A>B>C>D>E
  - 0 Ranks - +0
  - Ranks 1-10 - +B times the number of ranks
  - Ranks 11-20 - +C times the number of ranks past 10, plus above
  - Ranks 21-30 - +D times the number of ranks past 20, plus above
  - Ranks 31+ - +E times the number of ranks past 30, plus above

	Development Progression			
	Body Dev	Channeling	Essence	Mentalism
Dwarf	0>7>4>2>1	0>6>5>4>3	0>3>2>1>1	0>3>2>1>1
Elf	0>6>3>1>1	0>6>5>4>3	0>7>6>5>4	0>6>5>4>3
Gnome	0>6>2>2>1	0>6>5>4>3	0>6>6>4>3	0>6>4>3>2
Half-Elf	0>6>4>2>1	0>6>5>4>3	0>6>6>4>3	0>6>5>4>3
Half-Orc	0>7>4>3>2	0>6>5>4>3	0>6>4>3>2	0>6>4>3>2
Halfling	0>6>2>2>1	0>6>5>4>3	0>2>1>1>1	0>2>1>1>1
Man, Common	0>6>4>2>1	0>6>5>4>3	0>6>5>4>3	0>6>4>3>2