

2. Skills and Traits

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Summary

Skill	Base Characteristic(s)	Notes
Agility	CON+DEX	Variable granularity Skill (it may be split into Agility/Athletics).
Close Combat	DEX+STR	
Communication	CHA+INT	
Concentration	INT+WIL	
Craft	DEX+INT	Variable granularity Skill.
Drive	DEX+INT	Variable granularity Skill .
Knowledge	INT*2	
Operate	DEX+INT	Variable granularity Skill (it may be unified with Craft)..
Perception	INT+WIL	
Perform	CHA*2	
Pilot	DEX+INT	Variable granularity Skill (it may be unified with Drive).
Ranged Combat	DEX*2	
Ride	DEX+WIL	
Stealth	DEX+INT	
Survival	CON+INT	

Basic Skills

All characters have fifteen basic Skills that define their ability to perform some groups of actions. Skills are expressed as percentile scores. Each Skill has a default or base value calculated by adding up two basic characteristics. Most characters will have higher percentile scores in some Skills due to professional training.

Skill levels

Level	Definition	Description
01-20	Basic	An untrained person, can succeed only by means of great luck
21-30	Gifted	A basically competent character, cannot perform Hard actions
31-50	Trained	Cannot fail an Easy action covered by specialities
51-70	Competent	Rarely fails when specialities are involved, or even in generic actions when they are Easy
71-90	Master	Cannot fail a speciality roll, and all generic actions are within reach
91+	Grand Master	Can perform even Hard actions without any uncertainty

Skill rolls

To check if your character used a Skill successfully, you must make a Skill roll. Roll D100 and compare this to the relevant Skill's score. If the dice roll is equal to or less than the Skill's score, the attempt is successful. If the total is greater than the Skill's score, then it has failed.

Bonuses

From this section on, the rules will make frequent references to “Bonuses” and “Penalties”. The exact effect of a Bonus or Penalty, in game terms, is explained in the Difficulty Modifier Table, but the rules allow and even encourage each group to

use alternate rules to calculate Bonuses according to their preferences. For this reason, we will refer only to the abstract concept of “Bonus” in the text, avoiding any mention of precise quantities. However, in order to give you an approximate idea of the implication of Bonuses during your first read of the rules, please consider that in the standard calculation method each Bonus is the equivalent of a +30% to the skill score.

Modified score

The Skill score used is often not the basic one, but one resulting from the addition or subtraction of a modifier.

Difficulty Modifier Table

Difficulty	Raw Skill	Single Trait	Multiple Traits *
Trivial (3 Bonuses)	+90%	Automatic success	Automatic success
Very Easy (2 Bonuses)	+60%	Automatic success	Automatic success
Easy (1 Bonus)	+30%	+60%	Automatic success
Normal	-	+30%	+60%
Hard (1 Penalty)	-30%	-	+30%
Very Hard (2 Penalties)	-60%	-30%	-
Superhuman (3 Penalties)	Automatic failure	-60%	-30%
[*] Note that “Multiple Trait” bonuses are not always allowed (see “Multiple Traits” above).			

Skill rolls are “Normal” unless otherwise specified. Each Penalty gives you a shift downwards on the table, and each Bonus gives you a shift upwards. The modified Skill score you must roll is on the row where you end up after applying all bonuses and penalties. This means that each Bonus/Penalty translates into a +30%/-30% to your percentile Skill roll.

Note that the effect of a Trait is almost equal to a bonus, except that a Skill roll with a Trait always has a minimal chance of success, and a Skill roll without a Trait is never an automatic success.

Advantage and Levels of Success

Whenever you roll a success, and the tens die roll is higher than the unit die, the die roll is an Advantage. Thus, 07, 33 or 45 are simple successes, while rolls of 70 or 54 are also Advantages.

Failure, success and Advantage are also called levels of success on a Skill roll, with Advantage being the highest level of success and failure being the lowest. An Advantage rolls beats a failure by two levels of success, and beats a success by one level.

Automatic Success & Failure

Penalties can sometimes bring your chances of success to zero or less. If this happens when you are using a raw Skill, then you automatically fail your roll. If a Trait applies, however, any result of 01 to 05 is an automatic success, even if the actual chance is less than 05. Similarly, if your chance is brought above 95% by bonuses but no Trait is applied to the Skill, any roll of 96 to 00 is still a failure. A roll of 99 or 00 is a failure in any case.

Opposed rolls

Opposed rolls occur when two parties attempt to use a Skill against each other. Both characters make the tests as normal, rolling 1D100 and attempting to roll equal to or under their Skill. Comparing the level of success on the table below provides the result of the oppose test. Note that you must always designate one of the contestants as the Attacker before rolling. If there is no obvious “Attacker” in the contest situation, you should always pick a Player Character as the Attacker.

	Defender			
Attacker		Failure	Success	Advantage
	Failure	Higher roller wins*	Defender wins, and gets an Advantage on a higher roll	Defender gets an Advantage
	Success	Attacker wins, and gets an Advantage on a higher roll	Higher roller wins	Defender wins, and gets an Advantage on a higher roll
	Advantage	Attacker gets an Advantage	Attacker wins, and gets an Advantage on a higher roll	Higher roller wins
[*] in some situations, when both rollers fail there is no actual winner				

If one or both the contestants have modified Skill scores above 100% and you get a “Higher roller wins” or “gets an Advantage on a higher roll” result, add the amount by which the score exceeds 100 to the roll(s) before comparing the results. If, after all additions, the rolls are equal, the Attacker wins.

If for any reason one of the opponents cannot roll his or her Skill (a situation that may arise in a violent conflict), assume he or she has rolled a Failure with a roll of 01.

The consequences of getting an Advantage in an opposed roll will be explained in the following chapters.

Traits

Skills alone are not enough to describe how a character will perform in a given situation. All characters also have Traits, which define at what they are best trained. Some Skills, like Concentration, are almost useless if the character has no Traits related to them.

Writing Convention

Throughout this ruleset, we will explain when and how to make Skill rolls. All Skill rolls described in this ruleset are made on Traits rather than Raw Skills, so we will refer to the relevant Trait rather than the Skill. If a Trait has only one Skill to which it is usually applied, then we will just refer to the Trait and omit the general Skill. If the Trait has more than one applicable Skill, we will refer to it in the form Skill [Trait].

Example: Stealth [Sneak], Perception [Hearing], Agility [Jump] can be described also as Sneak, Hearing and Jump. Close Combat [Axe] and Communication [English] cannot be described as Axe and English, because these two Traits can also be applied to Close Combat and Knowledge.

What are Traits?

Traits are a quick and powerful way to make your character more flexible, without resorting to Narrator judgement or creating mathematical formulas for cross-Skill interaction. In most cases, determining if your Background and training give you an edge in a given situation will be easy, because a Trait is either on your character sheet or not.

Some Traits represent a specialization of general Skills that have few or no applications outside their field. These Traits are expressed as a verb (like Sneak or Jump). Other Traits represent the special training that your character possesses regarding one particular class of items or creatures, or one particular branch of knowledge, and are usually described by a noun (like Camel, Mace or Quantum Physics). All weapon Skills are nouns, as they do have an application outside of the relevant Combat Skill. They also represent the ability to take care of your weapon.

Other Traits represent membership in, or deep knowledge of, a race or social group. These are described by an adjective or a noun that is usually used like an adjective, like Red Martian, Lemurian or Maori.

Finally, some Traits represent in-depth knowledge of a region or environment, and they are expressed as a geographic noun or by the name of an environment. While most characters have at least one regional Trait, not everyone will have an environmental Trait. As you will see in Chapter 3, Environmental Traits are very, very useful.

In any case, you should treat all Traits as attributes of the character they apply to, even if we have often phrased them as to refer to an object for the sake of simplicity. For instance, the Sword Trait means Sword Fighter, the Horse Trait means Horse Rider, the Jungle Trait means Jungle Dweller.

Wealth and Status Traits

Wealth Traits are used to determine what sort of cash your character is likely to have at hand, as well as being useful in social interactions. These Traits are usually connected to the Communication Skill, but you can find the lower Status Traits listed under the Survival Skill, too, as they imply a certain degree of ability in making a living.

Some peculiar social contexts may use Status Traits related to social class rather than wealth – although Status usually carries some wealth with it. For instance, feudal Japan has a complex caste system that attributes much honour to the Samurai, regardless of whether they are rich Daimyos or landless Ronin.

A Status Trait is connected with a condition of respect you are granted within your society. The Trait may place you among the nobility (Prince, Rajah, Samurai), the high priesthood (Cardinal, Ayatollah, Dalai Lama), or related to an appointment of honour in the political, artistic or academic elite (Member of the Parliament, Professor, Master of Crafts, Orchestra Director). While the benefits of an appointment may be temporary, the Status you gain with it is more lasting. Being a former Senator will give you an edge in many situations.

However, once your appointment expires, the related Trait is only usable within the social group that originally granted it. Some Status Traits may be applicable within a small sub-group in a given society, and utterly unusable outside of it. The Master of the Assassin Guild is an incredibly powerful figure in the Underground, but he had better avoid using his title when dealing with the Law.

While interacting with members of a social group that value your Status Trait and that are not your peers, you can use it for any Communication rolls for which you lack the appropriate Trait, or as an automatic Bonus for Communication rolls that benefit of the appropriate Trait. As Status is heavily dependent on the setting you chose, it is impossible to provide a list of Status Traits in the core rules.

Gaining a Wealth or Status Trait is not just a matter of character improvement. There must be a reason for the gain rooted in the story. When you gain a Wealth Trait, you are usually allowed to keep any "inferior" Wealth Traits you had before. This represents your capacity to adapt to inferior standards of living when needed, an ability that someone born in a higher social condition may lack. When your character has more than one Wealth/Status Trait, all of them occupy the same Slots.

Generic Wealth Traits

Wealth Traits are less dependent on being within your social and cultural milieu than Status Traits, provided your source of wealth is relevant to the society you are interacting with. Even when there are real differences between the two societies, assume that you can use your Trait when interacting with foreign entities by just downgrading it to the one immediately below it on the Wealth Level Table.

There are four levels of “wealth” that can be applied to most of the situations of play. If your game is set in a society where wealth is the basis of social importance, these Traits will be enough to handle your character.

Wealth Level Table		
Wealth Trait	Description	Cash on hand
Rich	If you have this Trait, money is not a problem. You can buy goods on credit and mobilise huge amounts of wealth if you need to fund a project or a purchase. Everyone will treat you with respect in a culture based on money, even if you come from another culture. At the very least, they will see you as a potential source of ransom!	2d4x300
Affluent	This Trait means that you have no problems with money, and can sometimes afford expensive goods if you really need them. It allows you to have access to credit.	2d4x100
Average	This is the standard Trait all characters begin with if not otherwise specified. It means that you earn enough money for living, but may experience occasional cash problems. If you need cash on loan, you will probably have to resort to loan sharks, at your own risk.	2d4x30

Poor	This Trait means you are broke and struggling for economic survival, with no hope of putting together any decent amount of cash if required. On the other hand, you are adept at scrounging for a living, and this might turn out useful one day.	2d4
The “cash on hand” column should be used only when a new adventure starts and you need a quick way of determining how much cash the character has to spend on supplies (ammunition, preserved rations, potions, plane tickets, etc...), assuming that he or she might have exhausted any previous supplies between adventures. The amount can be kept in cash form only if the player character is in a civilised context, otherwise it must immediately be converted to portable or usable items.		

When can I use a Trait?

Each Trait applies to at least one Skill. Most Traits apply to several Skills, but are generally connected to one in particular. For instance, the Sword Trait usually applies to the Close Combat Skill, but there might be situations where you can apply this Trait to your Knowledge Skill to recognize a famous sword.

Regional and Cultural Traits (example: English or German) apply to all Knowledge and Communication rolls involving a region or ethnic group. Environmental Traits (Jungle or Cyberspace) apply to all Perception, Knowledge and Stealth rolls made in that environment, without the need of Narrator approval.

Each time a player describes his or her character as attempting an action with a non-guaranteed success, the Narrator may call for a Skill roll to check what actually happened; the roll will have one or more applicable Traits. If the character has one of these Traits, then the Trait Bonus applies to the Skill roll (+30% under the standard rules). If the character does not have any of the Traits, then he or she will not receive the Trait bonus. This is called “using the Raw Skill”.

Example: Your character attacks with a sword in combat, and he has the Sword Trait. His Close Combat Skill receives a bonus. Later in the combat, he loses his sword and must resort to brawling with his enemies. Since he does not have the Brawl Trait, he must use his Raw Close Combat Skill.

The Narrator decides whether a given Trait applies to a given Skill, but a Trait always applies to the Skill that provides the Slots for it. In general, as the Trait system aims at avoiding lengthy debates about whether a given class/Background should be useful for a given action, the Narrator should not veto the usage of a single Trait unless it is so blatantly inappropriate that even other players fail to appreciate it.

Multiple Traits

In some cases, an Action can benefit from more than one *applicable* Trait at a time. This happens with Cultural or Environmental Traits used in conjunction with Skills that already have an applicable Trait. If a character has more than one of the applicable Traits, then he or she receives an extra Bonus. Characters are limited to one extra Bonus per Skill roll, no matter how many applicable Traits they have. However, extra Traits beyond the second can still be useful to offset penalties.

Example: Robyn Hode, Little John and Will Scarlett are walking in the Sherwood Forest. All of them are following the tracks of a deer. The relevant Skill is Perception, and the applicable Traits are Track and Forest. Robyn has been in the Crusades and can Track, but he lacks forestry experience so he has a single Trait he can apply. As Will knows the Forest but is not an expert hunter, he gets to apply only one Trait, too. On the other hand, John has both the Forest and Track Traits, so he gets to apply one Trait, and one extra Bonus on top of it. Had Friar Tuck, who is a townsman and cannot recognize an elephant's footprints, been with them, he would have been limited to his Raw Perception Skill.

Required and Synergistic Traits

Some Actions are impossible to perform by using the raw Skill (Swimming or reading an unknown language, for instance). You must have the corresponding Trait in order to attempt the roll. This is specified under the Trait entry by stating that the Trait is required. The adventure may mandate that a character possesses a Trait in order to attempt a particular action, making the Trait required for that action only.

A star (*) or parenthesized star after the Trait name in a Trait list or description means that the Trait is a required one.

Some specific activities require that a character possesses two or more Traits. These are called *synergistic* Traits because successful use of an ability depends on their synergy. Possession of all of these Traits has the exact same effect as having one Trait, no matter how numerous they are. Specifically, this means that when two synergistic traits apply, the actual roll is

made on the raw skill with a single 30% addition, or whatever other standard value you use for single-Trait rolls in your game, without any bonus for Multiple Traits. One typical example is having both the Hide and Sneak Trait when attempting to infiltrate. Both Traits act as a single Infiltration entry. If the character does not have all of the synergistic Traits, then he or she must use the Raw Skill, and if one of them is also required he or she cannot perform the action at all.

Stunts

In the examples so far, we have examined cases where Traits define a more specialised (what kind of vehicle is your character more comfortable driving?) or contextualised (in what environment does your character usually practice his or her abilities?) use of a Skill, or sometimes of several skills at a time. This translates, mechanically, into the equivalent of a Bonus to the skill if you are doing something related to your usual areas of competence. But barring the few cases of Required Traits, any character can compensate the lack of the specific Trait if he or she is good enough at the basic skill.

However, there are cases when a character shines in something narrower and more specialized than an existing Trait, or is trained in something so special as to be impossible without specific knowledge. No skill level may ever allow other characters to perform such an action; they need a specific training to do so.

In order to represent knowledge of these restricted techniques, the character must know a Stunt. A Stunt resembles a Trait in how you acquire it, and it always has another Trait, identified as the base Trait, as pre-requisite. A character who possesses a Stunt in addition to the base Trait receives no bonus to his or her Skill roll; instead, the character can perform some extraordinary feat that mere training in the basic Skill would not allow.

The exact effect of a Stunt depends entirely on its description, and in many cases it works only within a specific advanced sub-system. The Stunt description should contain its applicability, its base Trait and any extra costs and conditions for using the technique. Such conditions often include specially-crafted equipment without which the exceptional feats are impossible. It is not infrequent to see the description of a Stunt reduced to a simple “Enables usage of feature X of equipment Y”, whereas the real description of the stunt effect is provided in the equipment description.

Example: The manoeuvre known as Pugachev's Cobra allows a jet pilot to virtually “stop” a hi-tech fighter in mid air, regaining speed immediately after. In combat, this prodigious feat allows a pilot with an enemy on his or her tail to swap places with the pursuer; changing a disadvantageous position into an advantageous one. The manoeuvre is very difficult, with the pilot risking loss of consciousness because of the acceleration/deceleration involved. In no way can this feat be improvised, even by the most expert pilots, unless they have undergone a specific training which includes knowledge of its theoretic aerodynamic basis. Moreover, only the most advanced Mikoyan-Gurevich, Sukhoi Russian aircraft, and the American F-22 Raptor can perform this feat. Attempting it with an aircraft with inferior manoeuvrability would be a suicide. In a game featuring top guns from the 80s and 90s, ace Russian pilots should have a “Pugachev's Cobra” Stunt in addition to their Pilot [Fighter Jet] Skill and Trait, allowing their MiG-29s to perform this sort of acrobatics. The exact effect of performing the Cobra in play would depend on the specific sub-system used, either basic Conflict (Chapter 3) or Vehicular Combat (Chapter 4, or specific supplements). A really skilled (and daring) USAF pilot PC could probably study the manoeuvre well enough to acquire the Stunt himself, but since no Western country had a plane capable of performing the Cobra at that time (the Raptor came later), he would not be able to actually perform it. Unless he suddenly found himself in command of an enemy plane – a typical occurrence for a RPG hero.

From a pure mechanical point of view, you can define Stunts as Required Traits which are Synergistic with a Pre-requisite of theirs. You cannot learn the Stunt if you do not have the base Trait (Pre-requisite); you cannot perform the feat if you do not have the Stunt (Required), but possessing the Stunt does not grant any Bonus to skill beyond what the base Trait provides (Synergistic). So much for the definition and mechanical effect of Stunts, but the most important thing is the role that Stunts play in the game. Basically, Stunts are attributes that make sure that a character who specialises in a certain area will really shine in it, much more than any other character who happens to have the base Trait and a good Skill score. A character with Stunts knows tricks and techniques that another owner of the base Trait, however competent, has no clue about. Two Characters with different sets of stunts in the same base Trait are both masters, but their techniques may be radically different.

The majority of the Stunts described in this book is meant for use in Advanced Combat, but this is only due to the fact that this sub-system is the most detailed in the core rules. Groups who like detailed combat rules will use Stunts to model their favourite combat styles and special techniques. Once further advanced sub-systems are introduced in supplements or specially developed for your own campaign, new Stunts will come naturally with them to add variety to the core activities the player characters perform in that setting. The example provided shows how a Top Gun campaign could define Piloting Stunts and use them to make American and Soviet pilots rely on entirely different techniques in battle, reflecting the technical differences of their aircraft.

Skill List

Each Skill or Trait entry includes a description of how the Skill is used and its effects. If a Skill or Trait should be used preferably within a certain Time Scale, it will be noted in its description. Time Scales and their implications on play will be discussed in detail at the beginning of Chapter 3. For the purpose of understanding the basic Skill descriptions, let us just say at this point that the four Time Scales and the standard duration of one round or action in each of them are Combat (six seconds), Adventure Time (five minutes), Narrative Time (one hour) and Downtime (one day to one week).

Traits in *Italics* are Stunts. Traits followed by a (*) are required Traits, that is you cannot roll the raw Skill score if you lack the Trait. The low-tech and hi-tech icons mark Traits that are more adequate for that specific kind of setting.

Agility (CON+DEX)

This broad Skill covers a range of athletic activities useful to adventuring characters, including climbing, jumping and swimming. This Skill is useful during Combat Time or higher time scales.

Acrobatics: This allows a character to perform a variety of gymnastic and balancing tasks, such as tumbling, walking a tightrope, or keeping balance on a narrow ledge. Using Acrobatics is also recommended in a conflict in which you risk damage from a fall.

Balance: This Trait allows a character to keep his or her balance and avoid falling. This is either an implied Trait or a prerequisite of Acrobatics.

Brawn: This Trait is a particular application of athletics that relies purely on power, with no finesse involved. It basically involves pushing, lifting or dragging. You can usually lift up to your STR*2 in kilograms (STR *5 if using two hands).

Climb: Given enough hand- and foot-holds, a character with this Trait can climb any surface, given enough time, without the need for a roll. This Trait allows you to go up by half your Move per round, and to descend by one quarter of your Move.

Dodge: This Trait is used to avoid incoming objects that are swung or thrown at the character. Its most common usages are explained in the Combat chapter. When used against a swung weapon, this Trait is applied to the Close Combat Skill.

Jump: This Trait lets you jump up to twice your own height horizontally, or up to half your own height vertically, assuming you have least five metres to run first. If making a standing jump, these distances are halved.

Run: This Trait improves your Move by one point when running, and is used to roll for effect during chases on foot.

Swim (*): Characters normally swim at one meter per round, unless they are aquatic creatures, which swim at their Move rate. While swimming, a character suffers at least double the penalty for armour and encumbering items. Swimming is a Required Trait. If you do not have it, you cannot swim. Most animals possess it, though.

Take Cover: This Trait and its Roll Stunt are used in Advanced Hi-Tech combat.

Throw: The Throw Trait is usually used to judge the accuracy when throwing improvised objects, from small stones to bar stools. The range of a throw is your STR in metres, adding or subtracting five per Size Class above or below Medium. In combat, Throw should be used only for grenade-like projectiles. Bladed weapons that are thrown should use the Ranged Combat Skill and their own specific Trait, such as Spear for javelins.

Close Combat (DEX+STR)

This Skill is used to attack and parry in meleé combat. In order to use it, a character must move the Time Scale to Combat Time, barring extremely peculiar situations allowed by the Narrator.

Brawl: This Trait covers all untrained unarmed combat from simple brawling to grapples to rude fisticuffs. Normally, unarmed parries may only parry other unarmed attacks.

Martial Arts: This Trait may be useful in place of the Brawl Trait in certain cultures. Several schools of Martial Arts exist (Karate, Muai-Thay, Capoeira, etc.). Each one represented by a different Trait, and the actual effects of using that particular school style varies from school to school. Each school is basically a collection of Stunts designed to implement a particular style of unarmed combat. Martial Art Stunts must be labelled as belonging to a peculiar school, but many Stunts may belong to multiple schools.

The Martial Arts [school] Trait, once learned, replaces the Brawl Trait, thus saving one Slot. The big Advantage over basic brawl is that the MA Trait usually includes the default Stunt that must not be learned but comes with the basic MA Trait. This is usually, but not always, Kicking.

The effects of Martial Arts and combat Stunts in general are described in Chapter 4.

Shield: This Trait allows you to block or parry with a shield in combat. Attacking with a shield incurs a Penalty. If you are wielding a shield larger than a Buckler and do not have this Trait, all of your combat rolls suffer a Penalty! In addition to this, the Shield Trait works also as the Dual Wielding Stunt when using a shield in Advanced Combat, that is you can perform a free attack or parry per round with the shield.

[Weapon]: This Trait allows you to use the appropriate weapon to attack and parry in combat. Note that 1H and 2H weapon use are different Traits.

Close Combat Weapon Traits

Trait	Weapons Covered
1H Axe*	Battleaxe, hatchet
1H Flail	Ball & chain, grain flail, nunchaku
1H Hammer*	Warhammer
1H Mace	Club, heavy club, heavy mace, light mace
1H Spear*	Javelin, lance#, short spear
1H Sword	Bastard sword, war sword, short sword, rapier, scimitar, etc.
2H Axe	Battleaxe, great axe, halberd
2H Flail	Military flail
2H Hammer	Great hammer, heavy mace, war maul
2H Spear	Long spear, short spear
2H Sword	Bastard sword, great sword
Brawl	Fist, foot, head, etc.
Dagger*	Dagger, knife, Main Gauche
Polearm	Bill, glaive, halberd
Shield	Buckler, all sizes of shields
Staff	Quarterstaff
Whip	Whip
[*] If you have the equivalent Ranged Combat Trait, the 1H Close Combat Trait is implied. [#] Lance may also be a separate Trait in your game.	

Communication (INT+CHA)

This Skill allows your character to communicate with others and influence their decisions. Possessing the appropriate Language is a prerequisite of all other applications. Using this Skill generally requires that the Time Scale be Adventure Time.

Bargain: This Trait allows your character to haggle over the price of an item, service or whatever. You may also consider it a Persuade Stunt, only available to professional traders.

Command: This Trait allows your character to exert control over his or her subjects, whether in a professional or military context. It is paramount in mass battles and ship-to-ship fights.

Deceit: This Trait allows a character to hide his or her real feelings, meaning, agendas or intentions. Usually opposed by Insight.

Insight: This Trait is used to understand if a character is lying, or what another person is feeling or thinking. Usually opposed by Deceit.

Language: This Trait is actually several separate Traits grouped under a single heading, and using up only one Slots for all languages known. Thus, English, German and French are all individual Traits, and you will list them as Language: English/French/German, if your character knows them all. Note that a Regional or Racial Trait is, in most cases, also a Language Trait, so if you have the Halfling Trait you can speak Halfling. However, this may vary according to the details of the setting you are playing in. If the only matter required is to understand a few words, you can use this Trait even during Combat Time.

Persuade: This Trait allows your character to win social contests where he or she wishes to influence someone else's opinion. Persuade tests are normally opposed by the target's Insight or Persuade Trait, and are modified by how much a character is trying to change an opponent's mind. This Trait is used against a single individual or a small group.

[Status]: This Trait represents the character's position in his or her home society. In some societies status is a synonym of wealth, and thus you can also refer to it as a Wealth Trait. See the paragraph about Status Traits for a more detailed explanation.

Concentration (INT+WIL)

This Skill represents the generic ability to focus one's mind, and is also the core Skill for power use. It has many Traits, most of which are Required, that will be described in the Powers chapter. You will normally use it in Combat Time, but certain ritual spells may require longer.

Enchantment: Depending on your setting and necessities, this Trait may be required to enchant objects permanently. In other words, to create a permanently enhanced sword you may need both Damage Boosting and Enchantment. In order to use spells that are specifically marked as enchantments by the Enchantment attribute, such as Create Familiar, possession of this Trait is not necessary – although it may be handy as a Support Bonus in the enchanting conflict.

[Manipulation]: This group of Traits is used to change the standard attributes of a power. Usually only psychics and Arcane Magicians have access to such Traits. See Chapter 6.

[Power]: This Trait represents knowledge of a basic supernatural power, such as a Divine Cantrip or a Psychic power. The highest forms of Divine Powers are not Concentration Traits but follow a different mechanics (see Chapter 6).

Spirit Combat: This Trait represents the character's expertise in battling disembodied entities on the Spirit Plane. In settings where interaction with spirits is uncommon, it may be subsumed into the Willpower Trait.

Willpower: This Trait is used to resist temptations and hostile paranormal attacks. It is a defensive Trait, which you invoke to resist an agent trying to make you do something against your will.

Craft (DEX+INT)

This Skill is rather broad, and covers all activities that require using hands and tools to make, repair or disassemble something – including performing surgery. It has a great deal of Traits, some of them shared with other Skills. Attempting this Skill with inappropriate tools gives a Penalty, and attempting it without tools at all gives two Penalties.

This Skill is often useful in Narrative or Down Time only, although you can sometimes use it to quickly fix an object during Adventure Time (with a Penalty). The specific rules to use it are in Chapter 6.

[Alchemical Recipe] (Prerequisite: one appropriate Knowledge Trait such as Alchemy, Botany or Nature): This Trait allows you to create specific types of potions, ointments and other concoctions. We suggest that you use the rules for Weird Science to represent medieval alchemy if you want to allow the creation of functioning potions.

[Artisan Profession]: This is actually a whole list of professional craft Skills that may or may not be useful to an Adventurer, including armourer, blacksmith, butcher, carpenter, cartographer, etc.. Some of these Traits may partially

overlap with other Skill Traits. If you have the Sword Trait you can use it as a Craft [Weaponsmith] Trait in order to repair a sword, providing you have a forge at hand.

Surgery (*) (Prerequisite: Healing): This Trait is the application of medical knowledge to the healing of wounds. Unlike First Aid, it usually provides a bonus to the Life Points healed on a successful roll, depending on the technological level of the setting and on the availability of suitable equipment. In a very low technology environment, this cannot exceed a +1 bonus, but modern technology and unlimited equipment can give you up to +10. Unlike First Aid, though, Surgery usually uses up valuable resources, so a character might have to actually resort to First Aid when short on medical supplies. A character cannot learn the Surgery Trait if he or she does not already have First Aid and Healing.

Performing surgery on oneself is extremely unusual, but not totally unheard of. It is up to you to determine whether you wish to allow something so unusual in your game, but the “principle of cool” would suggest so, with the appropriate penalties.

Surgery is an extremely difficult and specialised Skill, and it is only appropriate to assign it to Craft in a low tech environment where medicine is still a practice and not a scientific discipline. If your campaign features complex forms of surgery, you may want to have it become its own Skill or move it to the Operate Skill for futuristic settings where machinery does all the hard work. Having branches of Surgery as Stunts is also appropriate for hi-tech setting.

Drive (DEX+INT)

This Skill is used to operate a ground vehicle. It is usually performed in Adventure Time, but in special situations, it can be used during Combat Time.

Wagon: This Trait allows you to drive a wagon, cart or similar vehicle. When travelling at not more than a walking pace across flat terrain, possession of this Trait means that you usually succeed in getting where you want within the scheduled time.

Chariot: This Trait is used in the same way as Cart but is instead applied to two-wheeled chariots used for races or war.

Other vehicles: Depending on the setting, a myriad of other engine-powered vehicles may exist: cars, motorcycles, hovercars, etc.

Knowledge (INT*2)

Each Trait of this Skill defines an area of knowledge, and rolls are made whenever a player wants to see if his character knows something about the subject at hand. If used to remember something, a Knowledge skill can be used as a single roll, even in Combat time. If however your character is trying to research a subject or figure out something unusual, a conflict run on a larger time scale may be required.

Engineering: This Trait is used to design, build, activate, repair, sabotage or disassemble large mechanisms or constructs such as siege machines, city gates and drawbridges, mineshafts, ships and so forth. Using this Skill usually requires Narrative or (better) Down Time.

Evaluate: This Trait enables the character to determine the value placed on something by others, effectively guessing its market value. All cultural and Background Traits can be substituted to this Trait for common items, and provide a further Bonus if you actually have the Trait. Like Bargain, this Trait is common only among professional Traders.

Healing (Prerequisite: First Aid): Using this Trait in practice will always require a healer’s kit appropriate to the technological knowledge of the character. The Healing Skill generally requires at least Adventure Time to perform, possibly Narrative Time to treat disease. This Skill is used against poisons and disease. It is useless against flesh wounds, which require First Aid or Surgery to treat.

Nature: This Trait covers the ability to recognise an animal, know its feeding habits, breeding cycle, habitats, identify plants in the wild, discover good places to grow crops, decide which plants are edible and what unusual properties they may possess. Possessing the appropriate Environmental Trait can replace this Trait, and provides a Bonus if you have both.

[Other Knowledge Traits]: Alchemy, geography, military tactics, physics: this is just a small sample. The Knowledge Skill is definitely the one with more Traits.

Region: This Trait defines the character's knowledge of an area he comes from or has lived in for some time. This includes history, politics, weather cycles, geography, superstitions and information on widespread organisations. This Trait is usually listed under the Communication or Survival Skill, but it is often used with Knowledge, too.

[Literacy: Language] (*): This Trait is required, and is actually several separate Traits grouped under a single heading and using up only one Slots for all languages known. Even if you have a Language Trait that allows you to speak a language, you do not automatically apply it to Literacy, as you must learn how to read and write explicitly. This can happen in one of two ways:

a) your character gains the Trait explicitly with the standard learning procedure (see chapter 2a);

b) your character has both the Communication Trait corresponding to the language he wants to learn to read, and a Literacy Trait for another language that uses the same alphabet.

Once your character becomes able to read and write a Language, no matter how, you can record the Trait on the character sheet.

Example: Kareem of Cordoba knows how to speak both Castilian and Arabic, but he only knows how to read Arabic characters. If he later learns how to read and write Latin, he will automatically be able to read Castilian, as the latter uses the Latin alphabet.

Operate (DEX+INT)

This Skill allows a character to operate anything mechanical or electronic (in environments with the adequate technology). It has a great deal of Traits, some of them shared with other Skills.

[Device]: Any device may be a Trait related to this Skill. The character must be familiar with the appropriate technology to acquire a device as a Trait. Some Background Traits imply the most common devices used by that culture – for example Cellphone or Smartphone for a 21st century character.

Lockpicking: This Trait allows you to open a lock with lockpicks. Using impromptu lockpicks bestows a Penalty on your roll. You will usually run Lockpicking as a conflict in Adventure Time.

Mechanisms: This Trait allows you to assemble or disassemble a trap or a simple mechanism. When disassembling a trap, you will usually run the process as a conflict in Adventure Time.

Perception (INT+WIL)

The Perception Skill is used to represent the senses of the character when detecting objects or other characters. Environmental Traits can apply to Perception rolls, too. All Perception Traits can be used in all Time Scales.

All common humanoids have the Hearing and Vision Traits, although this may not be remarked explicitly on the character sheet. Some races lack these two senses.

Acute [Sense]: This Trait increases the perception abilities of an individual when using the specified sense, and provides an extra Bonus when using that sense. It is normally possessed only by hunting beasts such as felines and birds of prey. Each sense is a different Trait, and this Trait can only be gained by an individual who has the basic sense. Only an exceptionally trained hunter usually has this Trait, and the Narrator should limit its acquisition to cases where it is really in character.

Hearing: This Trait allows your character to visually perceive another character or item. Humans and most hearing-based creatures automatically have this Trait. Races that are not deaf but do not usually rely on hearing do not possess this Trait.

Smell: This Trait allows your character to perceive another character or item by olfactory means. Races that can smell but do not usually rely on this sense, including humans and most sentient races, do not possess this Trait.

[Sense] (*): This Trait covers senses not normally possessed by humans and their general use. Only non-human creatures usually possess it. Each sense is a different Trait. Examples are Infravision, Echolocation, etc.

Vision: This Trait allows your character to perceive visually another character or item. Humans and most sight-based creatures automatically have this Trait; while races that are not blind but do not usually rely on sight do not possess it.

Track: With this Trait, a character can locate the tracks of a specific creature and follow them. A chase using Track usually involves a conflict run in Adventure or Narrative Time. Environmental Traits are usually also relevant to this Skill roll.

Perform (CHA x2)

This Skill allows a character to entertain an audience with a theatrical or musical performance, to elicit a specific feeling in an onlooker, or to make him or her believe something that might, or might not, be true. The big difference between Communication and Perform is that the former always implies some form of interaction with the person whose opinion you are trying to influence, while the latter is usually based on what the performer does, with minimal interaction with the audience.

Using this Skill requires at least the Adventure Time Scale, as there is no time to Perform anything in combat.

Dance: A successful test with this Trait will result in the audience or partner being pleased by the character's performance.

Disguise: This Trait is used to change a character's appearance and adopt a different outward persona. It is usually opposed by Insight or a Perception Trait if trying to avoid being identified. Note that this Trait is used with Perform only when you are trying to disguise yourself; if you try to disguise someone else you must apply it to Craft instead.

Oratory: This Trait allows the speaker to influence the audience's thoughts. Oratory is normally used against large groups of people.

Play [Instrument]: This Trait is actually several separate Traits grouped under a single heading.

Recite: This Trait is used to recite the verses of epic poetry, traditional sagas or prayers. It does not include actually knowing the verses. To determine what traditional poetry your character knows, use his Background Traits, which can also bestow further Bonuses to Skill rolls.

Sing: A successful test with this Trait will result in the audience being pleased by the character's performance.

Pilot (DEX+INT)

This Skill is used to handle a water-borne or air-borne craft. It is usually performed in Adventure Time, but in special situations, it can be used during Combat Time.

[Aircraft/Spacecraft] (*): This group of Traits allows piloting a flying craft either in the atmosphere or in space, according to the vehicle capabilities. This Trait is Required. You do not know how to fly an aircraft without proper training.

Boat: This Trait covers small water-borne craft propelled manually by oars or sometimes paddles.

Ship*: This Trait is used in the same way as Boat but is instead applied to water-borne craft that are driven by sail or rows of oars. This Trait is Required. You do not know how to sail without proper training. Pilot Ship can only be used in Adventure Time, not Combat Time, and includes the basics of navigating at sea.

[Other vehicle]: Depending on the setting, a myriad of other engine-powered vehicles may exist: balloons, zeppelins, airships, rafts, dimensional crafts, etc.

Ranged Combat (DEX*2)

This Skill is used to attack from the distance. In order to use it, a character be in Combat Time, barring very peculiar situations allowed by the Narrator.

[Projectile Weapon]: This Trait allows you to use the appropriate weapon to attack in combat. Projectile weapons are Blowguns, Bows, Crossbows and Slings.

[Firearm/Beam Weapon]: In modern environments, you can learn how to use a Pistol, Shotgun, Rifle and Submachinegun, as well as mounted weapons such as Machineguns. In sci-fi environments, you can also train in all manners of beam weapons. The pistol and rifle variants of beam weapons are usually treated as two different Traits, whereas you may have all-inclusive beam gun/beam rifle Traits or one variant of each per energy type, depending on the setting.

[Thrown Weapon]: This Trait allows you to throw the appropriate weapon in combat. Thrown weapons are Axes, Hammers, Javelins, Daggers and Rocks. If you have the appropriate 1H weapon Trait, you can apply it to Ranged Combat, too. Other weapons like Shuriken are for throwing only.

Ranged Weapon Traits

Trait	Weapons Covered
Axe*	Axe
Beam gun	Laser gun, Particle beam, Phaser gun, Taser
Beam rifle	Blaster, Laser rifle, Particle rifle, Phaser rifle
Blowgun	Blowgun
Bow	Longbow, nomad bow, short bow
Crossbow	Heavy crossbow, light crossbow, hand crossbow
Dagger*	Dagger
Hammer	Hammer
Pistol	Handgun, Revolver
Rifle	Arquebus, Hunting rifle, Musket, Rifle, Semi-automatic rifle
Shotgun	Shotgun
Shuriken	Shuriken
Sling	Sling, staff sling
Spear*	Dart, javelin
Submachinegun	Assault Rifle, Tommygun, Uzi.
Rock	Thrown rock
[*] If you have the equivalent Close Combat Trait for 1H use, you can apply it to Ranged Combat, too.	

Ride (DEX+WIL)

If a character is riding a creature with the help of saddle and stirrups, at not more than a walking pace across flat terrain, a Ride roll is not required. Checks become required when a character wants to do something out of the ordinary with a mount, like traverse treacherous terrain, jump obstacles, ride bareback, lead the mount into combat and so on.

This Skill implies a good degree of confidence with an animal, so you can use it also to train a mount, or even to train another kind of animal, provided you have the appropriate Trait. Not all riders are good animal trainers, and not all animal trainers know how to ride, but the basics are similar enough that you consider the two abilities interchangeable in game terms.

[Mount]: Each kind of mount is a Trait for this Skill. Common Traits are Horse, Camel and Elephant, but weird and uncommon mounts may exist.

Animal Training: Having this Trait means that you are an adept at training animals. Even if you have no specific Animal as a Trait, you can still attempt to domesticate, tame or train a creature, with a difficulty depending on the animal itself. If you also have the specific Animal as a Trait, you get a Bonus.

Stealth (DEX+INT)

The Stealth Skill is used whenever a character attempts to evade detection by another character. This usually happens when a character either tries to move quietly past an enemy, hide from one, performs a combination of both, disguises as another person or creature or camouflages some objects. Stealth tests are opposed by the Perception Skill and/or one of its Traits and are modified according to the situation. Using Stealth usually requires the Adventure Time Scale, although its usage is usually crucial when the Time Scale is about to switch to Combat Time.

Regardless of the fact that you have the appropriate Trait among the ones listed below, if you have an Environment Trait (or the Streetwise Trait if in an urban environment), it can be applied to the Stealth Skill. If you have both the Environment Trait and the appropriate stealth Trait, you might gain an extra Bonus.

Camouflage: This Trait allows you to hide other people or objects.

Hide: This Trait allows you to remain in place without being seen. A Sight roll usually opposes it if trying to avoid being caught.

Sleight: This Trait is used to hide or take objects, without drawing undue attention. It is usually opposed by a Vision roll if trying to avoid getting caught.

Sneak: This Trait allows you to move silently. It is usually opposed by a Hearing roll if trying to avoid getting caught.

Survival (CON+INT)

Survival is useful when a character lacks food, water or a safe place to sleep, or he or she must negotiate difficult or unexplored terrain. Unless you are using it to achieve a relatively unimportant result as “Can I catch enough fish to make our already-abundant supplies last for one more day?”, Survival rolls should be used only in Narrative or Adventure time conflicts.

Endurance: This Trait allows a character to counter fatigue due to heavy exertion, and to resist being knocked out by pain and blood loss when wounded in Advanced Combat. Endurance can be applied to Agility, too, in some cases (see below).

[Environment]: Each environment is a Trait that can be applied to the Survival Skill. Environmental Traits are very powerful, as they are applicable to many Skills beyond Survival. Characters cannot learn Environmental Traits during play if they have not spent at least one year in the environment. Common environments include: Temperate Forest, Jungle, Savannah/Chaparral/Steppe, Desert, Arctic/Taiga, Sea/Coastline, Mountains, Caverns/Underground.

First Aid: This Trait allows you to administer emergency medical treatment to a wounded individual.

A character applying First Aid to him- or herself uses the Survival Skill, whereas treating another is better represented by an Operate (at high technological levels) or Craft roll. We recommend that you use a Survival Slots to list First Aid, though, as the basic training in this art is usually imparted along with basic survival practices.

The following table explains the different uses of First Aid and the Time Scale needed to administer them.

First Aid Actions

Injury or Ailment	Treatment	Time scale
Lethal condition	A successful First Aid roll stabilizes a wound and prevents the wounded character from dying from blood loss or other injury effects (within the limits of plausibility – a beheaded character will still die).	Combat – one Use Item action required.
Impalement	A successful First Aid roll removes an impaling projectile without causing more damage to the victim.	Combat for arrows, Adventure for bullets.
Unconsciousness	A successful First Aid use can revive a character from unconsciousness. Attempting this on drugged patients implies a conflict against the drug's Might.	Adventure
Injury	First Aid can be used to roll for effect in a Healing Conflict (see Chapter 3).	Adventure or Narrative

A character who has benefited from any variation of First Aid may not benefit from First Aid again until he or she has fully healed (is restored to maximum hit points once more) or is wounded again. The use of First Aid requires suitable medical equipment such as bandages or salves, which an experienced adventurer usually keeps in a pouch at his or her belt (see chapter 5).

Streetwise: This Trait allows a character to find fences for stolen goods, black markets and general information coming from the “street level” of an urbanized culture. Although listed under Survival, this Trait is often used in conjunction with Communication or Knowledge, too.

[Wealth]: A character’s Wealth level can sometimes be listed under the Survival Skill if his or her low position in society forces him or her to struggle for survival.