

SUMMARY OF SKILLS

Skill Name: the name of the Skill

Group?: If the skill belongs to one of the groups mentioned in the table after this one, it's mentioned here. Some Careers must choose one skill from a particular group, to apply to.

Specialized?: Some skills require a “specialization”, such as Language or Lore. These skills are listed on the Character sheet with the specialization after a colon, such as “Trade: Carpentry” or “Lore: Heraldry”. Two Skills with different specializations apply to different things.

Page: Reference to the page of *Ironclaw: Anthropomorphic Fantasy Role-Play*, where applicable.

Races That Apply: Racial Traits that are *always* used with all tests involving this skill.

Careers That Apply: Career Traits that are *always* used with all tests involving this skill.

<i>Skill Name</i>	<i>Group?</i>	<i>Special- ized?</i>	<i>Page</i>	<i>Races That Apply</i>	<i>Careers That Apply</i>
Accounting			p. 69		
Acrobatics	Performance		p. 69	Apes, Cats, Monkeys, Squirrels	
Acting	Performance		p. 69		
Administration			p. 69		Merchant
Animal Handling	Trade		p. 69		Coachman, Farmer, Herdsman, Ostler, Rustler
Architecture	Trade				
Area Knowledge			p. 69		
Astronomy			p. 69		Navigator, Seer
Augury			p. 69		Seer
Axe	Weapon		p. 70		Judicial Champion
Boating			p. 70		Boatman, Fisherman, Sailor
Bow	Weapon		p. 70		Hunter, Ranger
Brawling			p. 70	Apes	Laborer, Pit Fighter, Racketeer, Watchman
Breath-Holding			p. 70	Otters	
Bribery			p. 70		Bawd, Merchant, Resurrectionist, Solicitor, Toll Keeper, Trader
Camouflage			p. 70	Elk / Deer	Smuggler
Carousing			p. 70		Bawd, Laborer, Marine, Pit Fighter, Sailor
Cartography			p. 70		Archeologist, Prospector, Scout
Ciphering (Mathematics)			p. 70		Engineer, Exciseman, Fence, Gambler, Merchant, Navigator, Scholar, Scribe
Climbing			p. 70	Apes, Cats, Foxes, Goats, Monkeys, Raccoons, Rams, Sheep, Squirrels	Burglar

<i>Skill Name</i>	<i>Group?</i>	<i>Special- ized?</i>	<i>Page</i>	<i>Races That Apply</i>	<i>Careers That Apply</i>
Cloak			p. 70		
Contortionist	Performance		p. 71	Ermines, Ferrets, Minks, Monkeys, Otters, Rats, Weasels	
Craft	Trade	yes	p. 71, 112		Artisan, Monk, Engineer, Scribe, Prospector, Engineer
Crossbow	Weapon		p. 71		
Cryptography			p. 71		Spy
Dancing			p. 71		
Diplomacy			p. 71		
Disguise			p. 71		Spy
Divination	Trade		p. 71		
Dodge			p. 72	Ermines, Ferrets, Minks, Weasels	
Etiquette			p. 72		Dilettante, Highwayman, Servant, Solicitor
Fast-Talk			p. 72		Bawd, Beggar, Charlatan, Entertainer, Exciseman, Gambler, Pickpocket, Servant, Smuggler, Spy, Trader
Fencing	Weapon		p. 72		Dilettante, Highwayman, Judicial Champion
First Aid			p. 72		Homeopath, Pit Fighter, Torturer, Monk
Fishing			p. 72	Otters, Raccoons	Fisherman
Flail	Weapon		p. 72		Judicial Champion
Flight			p. 72	Bats	
Forgery			p. 72		Charlatan, Fence
Gambling			p. 72		Gambler
Geography			p. 72		Coachman, Messenger
Gun	Weapon		p. 72		Dragoon, Highwayman
Gunsmith	Trade				Dragoon
Haggling			p. 73		Apothecary, Artisan, Fence, Mercenary, Peddler, Slaver, Smuggler, Toll Keeper, Trader, Trapper
Herbalism			p. 73	Deer, Elk, Goats, Rabbits, Rams, Sheep	Homeopath
Hiking			p. 73	Coyotes, Deer, Elk, Horses, Wild Dogs, Wolves	Ascetic, Farmer, Friar, Messenger, Ranger, Scout, Soldier, Trapper
Holdout			p. 73		Pickpocket
Intimidation			p. 73		Bandit, Jailer, Racketeer, Robber, Rustler, Slaver, Torturer, Watchman

<i>Skill Name</i>	<i>Group?</i>	<i>Special-ized?</i>	<i>Page</i>	<i>Races That Apply</i>	<i>Careers That Apply</i>
Jumping			p. 73	Rabbits, Squirrels	
Language		yes	p. 73		Scholar
Leadership					
Literacy			p. 73		Apothecary, Artisan, Ascetic, Cleric, Dilettante, Elementalist, Exciseman, Friar, Green and Purple Mage, Merchant, Monk, Navigator, Necromancer, Paladin, Scholar, Scribe, Solicitor, Thaumaturge
Lock-picking			p. 73		
Lore	Lore	yes	p. 74		Apothecary, Archeologist, Cavalier, Dilettante, Elementalist, Green and Purple Mage, Messenger, Necromancer, Ostler, Outrider, Scholar, Scribe, Servant, Solicitor, Thaumaturge, Toll Keeper, Witch Hunter
Mace	Weapon		p. 74		Judicial Champion
Medicine	Trade		p. 74		Apothecary, Homeopath
Meditation			p. 74		Cleric, Elementalist, Green and Purple Mage, Necromancer, Thaumaturge
Navigation			p. 74		Archeologist, Navigator, Outrider, Prospector, Ranger, Sailor, Scout
Night Speech			p. 74	Bats	
Observation			p. 74		Beggar, Boatman, Bodyguard, Herdsman, Jailer, Messenger, Outrider, Road Warden, Scout, Toll Keeper, Watchman, Witch Hunter
Oratory	Performance		p. 74		Friar
Pickpocket			p. 74		Pickpocket
Psychology			p. 74		Artisan, Bodyguard, Charlatan, Entertainer, Exciseman, Gambler, Jailer, Seer, Servant, Slaver, Torturer
Resolve			p. 74	Armadillos, Badgers, Boars, Rhinoceros, Shrews, Wolverines	Ascetic, Dragoon, Marine, Mercenary, Paladin, Pit Fighter, Soldier, Vermin Catcher, Witch Hunter
Riding			p. 75		Cavalier, Highwayman, Ostler, Outrider, Road Warden, Rustler
Seduction			p. 75		
Shadowing			p. 75		Bounty Hunter
Shield			p. 75		Bodyguard, Cavalier, Mercenary, Soldier

<i>Skill Name</i>	<i>Group?</i>	<i>Special- ized?</i>	<i>Page</i>	<i>Races That Apply</i>	<i>Careers That Apply</i>
Sixth Sense			p. 75	Foxes	Bodyguard, Seer, Witch Hunter
Spear	Weapon		p. 75		Judicial Champion, Soldier, Vermin Catcher
Spell Casting			p. 75		
Spell Throwing	Weapon		p. 75		
Staff	Weapon		p. 76		Judicial Champion
Stealth			p. 76	Badgers, Cats, Ermines, Ferrets, Foxes, Horses, Minks, Porcupines, Rabbits, Raccoons, Rats, Shrews, Skunks, Weasels, Wolverines	Bandit, Beggar, Burglar, Hunter, Pickpocket, Resurrectionist, Robber
Streetwise			p. 76		Bandit, Bawd, Beggar, Boatman, Bounty Hunter, Burglar, Charlatan, Fence, Peddler, Racketeer, Resurrectionist, Robber, Smuggler, Spy
Survival			p. 76		Homeopath, Hunter, Prospector, Trapper
Swimming			p. 76	Otters	Boatman, Fisherman, Marine, Sailor
Sword	Weapon		p. 76		Cavalier, Dragoon, Judicial Champion
Tactics			p. 76	Coyotes, Horses, Wild Dogs, Wolves	Bandit, Road Warden, Watchman
Theology			p. 76		Ascetic, Cleric, Friar, Monk, Paladin
Thrown Weapon	Weapon		p. 76		
Torture	Trade		p. 76		Racketeer, Slaver, Torturer
Tracking			p. 77	Armadillos, Badgers, Boars, Coyotes, Ermines, Ferrets, Foxes, Minks, Porcupines, Skunks, Weasels, Wild Dogs, Wolverines, Wolves	Bounty Hunter, Herdsman, Hunter, Ranger, Road Warden, Vermin Catcher
Trade		yes	p. 76, 112		Peddler
Traps			p. 77		Archeologist, Burglar, Resurrectionist, Trapper, Vermin Catcher
Weather Sense			p. 77		Farmer, Fisherman, Herdsman
Wrestling			p. 77	Apes, Bears, Monkeys	Jailer

Skill Groups

Name of Group	Examples of Skills	Careers that get to choose one of these skills to apply to
Craft / Trade	Animal Handling, Architecture, Calligrapher, Divination, Gunsmith, Jeweler, Joiner, Limner, Medicine, Optician, Silversmith, Tailor, Torture	Artisan, Monk
Lore	Heraldry, History, Magic, Poisons	Archeologist, Scholar
Performance	Acrobatics, Acting, Contortionist, Entertainment, Oratory	Entertainer
Weapon	Axe, Bow, Crossbow, Fencing, Flail, Gun, Mace, Spear, Spell Throwing, Staff, Sword, Thrown Weapon	Bounty Hunter, Marine, Mercenary

Frequently Asked Questions about Skills

When do Body, Speed, Mind, or Will apply to Skill dice?

The four “basic” traits may or may not always apply to a Skill. For example, if one is trying to sneak past vigilant guards, the Game Host may rule that Speed applies to Stealth ... but for skulking in some darkened alcove, waiting for people to leave, that’s something else – probably Will to summon the strength to remain still.

As a general rule, here are when the four basic traits should apply:

Body: for tests involving physical size or strength, such as Intimidating folks or consuming large quantities of alcohol (I.E., Carousing). Note that folks with the Gifts of Strength or Robustness may roll increased dice.

Speed: for all To-Hit rolls with weapons, and for all Defense Rolls (I.E., Parry, Dodge, and Block rolls). Also for many uses of “gross motor skills”, such as Acrobatics. *Not* for “fine motor skills” such as repairing watches or picking locks.

Mind: for anything involving “bookish” or learned thinking, such as doing math or puzzling through long legal documents. Often applies to Know Tests to see to recall something. Also, Observation Tests, Ambush Tests, and anything else involving “quick wits”. *Not* for things that involve more learning than intelligence — for example, specialized Crafts or Trades. May or may not apply to Influence Tests -- not everyone is impressed by a “smarty” or a “nerd”.

Will: with *all* uses of the Resolve Skill. To resist an Influence Test. In general, for anything where stubbornness and willpower would apply.

Players are encouraged to come up with creative ways to apply their Traits to the uses of Skills. Maybe you could pretend to be a pillar, using your Body to your advantage when hiding ... or perhaps your Squirrel Trait could help you conceal yourself in high rafters ... or maybe even your training as a Ranger gives you an edge when sneaking up on someone through thick bushes.