

## *Unofficial O.S.R.I.C Skills System*

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## *How to use this book*

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First, to make this book easier to understand, we want to mention a few things about how to read this book. It, in truth, is fairly intuitive and easy to use. To help you get the most out of this book, we have separated the reading into a system we believe will help you add flavor and mechanics to your OSRIC™ game without adding a huge workload to your GM or player paperwork. Remember, in the end, only your group can decide if the addition of this system is for you. Please read the below about how to use this book. It should be mentioned that we use the abbreviation “PrP” for Purchase Points instead of “PP” to make sure there is no confusion between “Purchase Points” and “Platinum Pieces”.

**Section One:** This is a breakdown of what purchase points are, how they are obtained and how they are used.

**Section Two:** This is a breakdown on, according to class (and sometimes even race) allows or disallows you to obtain certain skills.

**Section Three:** This is a breakdown on what classes (and races) may obtain what skills and how far they can advance in those skills. It also gives you a mechanical system to help you decide what skill list(s) can be used by classes (and races) not listed in the official OSRIC™ material, so that this book will stay relevant to you even if you use unofficial material and / or homebrewed classes.

**This Book:** Was meant to add flavor and fun mechanics to your OSRIC™ game, not to bog you down. We believe that we have accomplished that. To that end, we have eliminated “flavor” text from this book (for the most part) so that you have a concise set of mechanics to add life to your game. All the same, we hope you find this book an enjoyable read even if we have boiled most of the book down to just needed information, mostly lacking in art and flavor-type-text.

**Please:** If you enjoy this book, watch for more publications, many more are in the works, and as always, are compatible with both the OSRIC™ game system and this book.

## *Section One: What are purchase points?*

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Purchase points (PrP) are way of obtaining additional skills not originally put into the OSRIC™ core system. They are not in the OSRIC™ core for a reason. That reason, mainly, is because the system that OSRIC™ derived from is did not use them. The OSRIC™ core system book also mentions a reason that some GMs and players may elect

not to use skills. This book is meant to add them to the game for those that wish to add them, as our players wanted. We use the abbreviation PrP because we did not want to confuse people with the abbreviation PP, as with platinum pieces.

Purchase points (PrP) are given at different rates for different classes and lists. To that end, we go on to the next section.

### ***Section One: How are PrP obtained?***

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This is fairly simple and straight forward, like the rest of the OSRIC™ system. During character creation, and at certain levels, you are given an amount of PrP. You may spend those PrP as you see fit, within the guidelines of this book, which allows the most customization of characters while maintaining game balance. Game balance does not seem that important to some, but we maintain that; at least for us, it is. In our other OSRIC™ supplements, we include the PrP for those classes and races in their respective books and will not repeat them here. Of course, if you are using our other supplements but NOT the Skill system, you are free to disregard them in those supplements. This book will allow you to add the skill system in our other books to the OSRIC™ core system.

Character Class	PrP obtained at Creation	What levels PrP are received
Assassin	4	1 PrP at 2nd, 4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, 20th and so on.
Cleric	5	2 PrP at 3rd, 6th, 9th, 12th, 15th, 18th and so on.
Druid	5	2 PrP at 3rd, 6th, 9th, 12th, 15th, 18th and so on.
Fighter	3	1 PrP at 2nd, 4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, 20th and so on.
Illusionist	6	3 PrP at 3rd, 6th, 12th, 15th, 18th and so on.
Magic User	6	3 PrP at 3rd, 6th, 12th, 15th, 18th and so on.
Paladin	5	2 PrP at 3rd, 6th, 9th, 12th, 15th, 18th and so on.
Ranger	4	1 PrP at 2nd, 4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, 20th and so on.
Thief	5	2 PrP at 3rd, 6th, 9th, 12th, 15th, 18th and so on.

We have only filled out this chart up to 20<sup>th</sup> level, however, all classes are based on a repeating pattern, and thus, if you play higher level campaigns, it is easy to extrapolate at what levels you get more PrP.

All Purchase points that are not spent during character creation, as well as those earned as a character levels are saved until they are spent. Thus, allowing players to save points until they are ready to buy skills, even if they take several levels to have enough PrP to buy them.

Multi-class characters use ONLY the Purchase Points provided by the class that has the most during character creation. Thus, a fighter/thief only uses the PrP provided by the Thief class, as thieves are given 5 PrP at character creation, whereas the fighter is only granted 3.

Dual-class characters receive the PrP based on the class they are raising, in accordance of the OSRIC™ core rule system.

Remember: Unused PrP during character creation and acquired during level advancement are saved until used (so make a note of them). However, they can only be spent during character creation or during level advancement. You must save unspent points until permitted to advance your level by your game master. There is one exception to this rule. If you do something heroic (as determined by your game master) he might allow you too by **ONE** skill that reflects the heroic deed in some fashion. This, however, should only be allowed for the "entry" level of that skill, not the advanced versions of the same skill.

This brings us to our next point of interest. How, exactly are Purchase points used? We are glad you asked! Continue reading.

### ***Section One: How are PrP used?***

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This is fairly straight forward and thus, will not take much space to explain, so we will get right into it.

During character creation you are given an amount of Purchase Points to spend (or save, as you see fit). You then use those points to buy "skills". These skills are split into groups relating to the classes that may have them. Skills listed as "general" does not exist for a reason. We simply repeated "everyone can use them" skills in each class list. That means, you do not have to search many lists to select your skills, but rather simply use the list for your class(es). For example: Everyone knows how to ride a horse, and can even attack from horse-back (at a penalty) without having to roll against those skills. However, if you purchase the skill "Riding, ground" from the general skills list, then you can swing under your horse and attack, hanging just by the saddle (among other bonuses, as written up in that skill).

Various skills cost varying amounts of Purchase points, based on which list they are in and sometimes by what race is buying them. This is why it is sometimes important to save up Purchase Points to design the character exactly as you want them.

Some skills give straight "bonuses" which may (based on the skill) improve if purchased multiple times. Others give a "percentile" (%). In these cases, you are given a "Base %" when you buy the skill initially and "added %" for each time you buy the skill again. Each time you buy the skill (regardless if it is a straight bonus or a percentile); you must spend a number of points equal to the amount mentioned in the skill text.. Understand? Good, let's move on...

We need to mention how each skill is written out, so that there is no confusion on what the information really means:

- First is the skill name. Under this is a short mention on what the skill might cover and description.
- Next is the section called "Without spending PrP". This Section tells you if you can use the skill untrained and gives you any mechanics you might need to use that skill untrained.
- The next section is the "Spending PrP (number)". This area tells you what you can do if you buy the skill once, giving you the needed mechanics and information. Note the number inside the parentheses. That is the PrP needed to buy the skill the first time.
- The final section in the skill text is the "Spending more PrP (number)" section. This section gives you the mechanics and rules for upgrading a skill you have already purchased. The number inside the parentheses in this section is how many PrP is needed to upgrade this skill. Usually a (1), but not always.

Now that we have told you what PrP are, how you get them, and how to read the skill text, what do you say we get right to the lists!

## ***Section Two: Assassin Skills***

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### **Appraising:**

This skills allows characters to estimate the value and authenticity of antiques, art objects, jewelry, cut gemstones, or other crafted items they find (although the GM can exclude those items too exotic or rare to be well known). The character must have the item in hand to examine.

#### *Without spending PrP:*

You cannot use this skill. Only people trained in Appraising may use this skill.

#### *Spending PrP (1):*

You have a 25% chance of determining the exact value of the item. If you miss by 1% to 10%, then you learn approximate value only. Missing by more than 10% means the value of the item escapes you.

#### *Spending more PrP (1):*

The character gains a 5% bonus to the percentage. The maximum percentage is 90%.

### **Blind-fighting:**

Characters with this skill can fight more readily in low light and total darkness. All characters not trained in this skill suffer a 4 worse on their "to hit" roll in total darkness, or when blind.

#### *Without spending PrP:*

You gain no bonus to fighting in darkness and when blind unless you are trained to.

#### *Spending PrP (1):*

Your penalty to attack rolls is bettered by one, so if you are in darkness or blind, your attack penalty is 3 worse rather than 4.

#### *Spending more PrP (1):*

You reduce your penalty by one. You can only remove penalties in this fashion; you cannot "add bonuses".

### **Bowyer:**

This character can make bows and arrows of the types given. A weapon smith is required to fashion arrowheads, but the bowyer can perform all other necessary functions.

#### *Without spending PrP:*

You cannot use this skill unless you are trained in the Bowyer.

#### *Spending PrP (1):*

The construction time for a long or short bow is one week, while long bows require two weeks, and 1d6 arrows can be made in one day. When the construction time for the weapon is completed, the player makes a skill check (25%). If the check is successful, the weapon is of fine quality and will last for many years of normal use without breaking. If the check fails, the weapon is still usable, but has a limited life span: An arrow breaks on the first shot; a bow breaks if the character using it rolls an unmodified 1 on his 1d20 attack roll.

#### *Spending more PrP (1):*

Rise the percentage 5% at a time. The maximum percentage is 80%.

### **Etiquette:**

This proficiency gives the character a basic understanding of the proper forms of behavior and address required in many different situations, especially those involving nobility and persons of rank. Thus, the character will know the correct title to use when addressing a duke, the proper steps of ceremony to greet visiting diplomats, gestures to avoid in the presence of dwarves, etc.

#### *Without spending PrP:*

You are not skilled with nobility unless you spend PrP in this skill.

#### *Spending PrP (1):*

A skill check must be made for the character to know the proper etiquette for the situation (an imperial visit, for example, is a sufficiently rare event). However, having the character know what is correct and actually do what is correct are two different matters. The encounters must still be role-played by the character. Knowledge of etiquette does not give the character protection from a gaffe or faux pas; many people who know the correct thing still manage to do the exact opposite. The percentage is 25%.

### Spending PrP (1):

A character can add additional PrP to gain a 5% bonus each time. The maximum is 80%.

### **Forgery:**

This proficiency enables the character to create duplicates of documents and handwriting and to detect such forgeries created by others.

#### Without Spending PrP:

A Character must be trained in this skill to use it.

#### Spending PrP (1):

To forge a document (military orders, local decrees, etc.) where the handwriting is not specific to a person, the character needs only to have seen a similar document before. To forge a name, an autograph of that person is needed, and skill checks with a 15% percentile roll to succeed. To forge a longer document written in the hand of some particular person, a large sample of his handwriting is needed, with 10% likelihood. It is important to note that the forger always *thinks* he has been successful; the DM rolls the character's skill check in secret and the forger does not learn of a failure until it is too late. If the check succeeds, the work will pass examination by all except those intimately familiar with that handwriting or by those with the forgery proficiency who examine the document carefully. If the check is failed, the forgery is detectable to anyone familiar with the type of document or handwriting--if he examines the document closely. Furthermore, those with forgery skill may examine a document to learn if it is a forgery. On a successful Skill roll, the authenticity of any document can be ascertained. If the die roll is failed, the answer is unknown.

#### Spending more PrP (1):

Gain a 5% bonus. The Maximum is 80%.

### **Gaming:**

The character knows most common games of chance and skill, including cards, dice, and chess.

#### Without spending PrP:

Anyone may play games of these types. The default is 10% chance to win (everyone in the game has the same percentage, unless they are trained in this skill). If no one wins, continue to roll percentile dice until someone does. This is explained as hands ending in a draw, extra hands, and ties or however best suits the situation.

#### Spending PrP (1):

Your base winning percentage is 15%. You may also "cheat" now. When you cheat, you add 5% to your winning percentage. However, if you miss winning by 1% to 5%, you were seen cheating and role play should take over from this point.

#### Spending more PrP (2):

The Character gains 5% to your winning percentage. Maximum percentage is 80%.

### **Jumping:**

The character can attempt exceptional leaps both vertically and horizontally.

Without spending PrP: Anyone may attempt a jump. Without spending any PrP, simply use the rules below and divide the result by 2.

### Spending PrP (1):

If the character has at least a 20-foot running start, he can leap 2d6+his level in feet. No character can broad jump more than six times his height, however. With the same start, he can leap vertically (high jump) 1d4 plus half his level in feet. No character can high jumps more than 1 time their own height. From a standing start, characters with this skill can broad jump 1d6 plus half his level in feet and high jump only three feet. The character can also attempt vaults using a pole. A vault requires at least a 30-foot running start. If a pole is used, it must be four to 10 feet longer than the character's height. The vault spans a distance equal to 1 times the length of the pole. The character can clear heights equal to the height of the pole. He can also choose to land on his feet if the vault carries him over an obstacle no higher than the height of his pole. Thus, using a 12-foot pole, the character could either vault through a window 12 feet off the ground (tumbling into the room beyond), land on his feet in an opening six feet off the ground, or vault across a moat 18 feet wide. In all cases, the pole is dropped at the end of the vault.

### Spending more PrP (2):

The maximum distances based on character height is now doubled. You can spend no more PrP on this skill.

### **Leatherworking:**

This skill enables a character to tan and treat leather and to make clothing and other leather objects. The character can make leather armor, as well as backpacks, saddlebags, saddles, and all sorts of harnesses.

### Without spending PrP:

You cannot use this skill without being trained in Leatherworking.

### Spending PrP (1):

This character can make backpacks, saddlebags, saddles, and all sorts of harnesses without rolling any dice (although they still need the supplies, either by hunting (see the hunting skill) or by buying leather. Further, this character can make cloth type or leather armor (including studded leather). The time required to make armor is equal to two weeks per level of AC below 10. At the end of the work time, you have a 25% chance of making that piece of armor. If you fail by 1% to 10%, you create the piece of armor, but its AC value is worsened by one. You can also repair armor (see the Urth Campaign setting for more information on this) at 1 point per hour without needing toll roll dice.

### Spending more PrP (1):

The character gains a 5% bonus to the percentage. The maximum percentage is 80%.

### **Local History:**

The character has learned the legends, lore, and current history of some place. The knowledge must be specific and only current history (within 1 racial life time). How specific is up to your game master.

### Without spending PrP:

You cannot use this skill. Only people trained in local history may use this skill.

### Spending PrP (1):

Pick one area (like a kingdom). To that Kingdom, you have a 15% chance to gather information about any person, item, circumstance or history that has left its mark in history in that area (within one life time of your race).

### Spending more PrP (1):

When spending more PrP on this skill, choose one of the following: Improve a current area or add new area. If you improve a current area then you gain 10% to the likelihood of gaining the desired knowledge. The maximum possible is 95%. If you chose the other option, then choose a new area specifically.

### **Reading Lips:**

The character can understand the speech of those he can see but not hear.

#### Without spending PrP:

This skill cannot be used unless you are trained in this skill.

#### Spending PrP (1):

When this skill is chosen, the player must specify what language the character can lip read (it must be a language the character can already speak). To use the skill, the character must be within 30 feet of the speaker and be able to see him speak. A skill check is made at 25%. If the check fails, nothing is learned. If the check is successful, 75% of the conversation is understood. Since certain sounds are impossible to differentiate, the understanding of a lip-read conversation is never better than this.

#### Spending more PrP (1):

When you spend a PrP to upgrade this skill, you gain 5% to make this check. The maximum possible is 75%.

### **Riding, Aloft:**

The character is trained in handling a flying mount.

#### Without spending PrP:

You cannot use a flying mount unless you are trained in this skill. You can RIDE (only) a flying mount as long as there is someone with this skill guiding the mount.

#### Spending PrP (2):

The particular creature must be chosen when the skill is chosen. Additional skill slots can be used to learn how to handle other types of mounts. Unlike land-based riding, a character must have this proficiency (or ride with someone who does) to handle a flying mount. In addition, a skilled character can do the following:

- Leap onto the saddle of the creature (when it is standing on the ground) and spur it airborne as a single action. This requires no skill check.
- Leap from the back of the mount and drop 10 feet to the ground or onto the back of another mount (land-based or flying). Those with only light encumbrance can drop to the ground without a skill check. In all other situations, a skill check is required at 50%. A failed roll means the character takes normal falling damage (for falling flat on his face) or misses his target (perhaps taking large amounts of damage as a result). A character who is dropping to the ground can attempt an immediate melee attack, if his attack is made with a -4 penalty to the ability roll. Failure has the consequences given above.
- Spur his mount to greater speeds on a successful check (50%), adding 1d4 to the movement rate of the mount. This speed can be maintained for four consecutive rounds. If the check fails, an attempt can be made again the next round. If two checks fail, no attempt can be made for 10 minutes. After the rounds of increased speed, its movement drops to 2/3 its normal rate. These conditions last until the mount lands and is allowed to rest for at least one hour.

- The rider can guide the mount with his knees and feet, keeping his hands free. A skill check (50%) is made only after the character suffers damage. If the check is failed, the character is knocked from the saddle. A second check is allowed to see if the character manages to catch himself (thus hanging from the side by one hand or in some equally perilous position). If this fails, the rider falls.

Spending more PrP (1):

Each time you spend PrP on this skill, you select another flying creature you can mount.

**Riding, ground:**

Those skilled in land riding are proficient in the art of riding and handling horses or other types of ground mounts.

Without spending PrP:

You can only ride this mount. You may also attack, but at a -4 to your roll to hit. Other forms of "trick riding" are beyond your ability. You may only mount horses (of any type).

Spending PrP (1):

When you spend PrP on this skill, the character must declare which type of mount he is proficient in. Possibilities include griffons, unicorns, dire wolves, and virtually any creatures used as mounts by humans, demihumans or humanoids. A character with riding proficiency can perform all of the following feats. Some of them are automatic, while others require a skill check for success.

- The character can vault onto a saddle whenever the horse or other mount is standing still, even when the character is wearing armor. This does not require a skill check. The character must make a check, however, if he wishes to get the mount moving during the same round in which he lands in its saddle (50%). He must also make a skill check if he attempts to vault onto the saddle of a moving mount. Failure indicates that the character falls to the ground--presumably quite embarrassed.
- The character can urge the mount to jump tall obstacles or leap across gaps. No check is required if the obstacle is less than 3 feet tall or the gap is less than 12 feet wide. If the character wants to roll a skill check (50%), the mount can be urged to leap obstacles up to seven feet high, or jump across gaps up to 30 feet wide. Success means that the mount has made the jump. Failure indicates that it balks, and the character must make another skill check (50%) to see whether he retains his seat or falls to the ground.
- The character can spur his steed on to great speeds, adding 6 feet per round to the animal's movement rate for up to four rounds. This requires a skill check each round (75%) to see if the mount can be pushed this hard. If the initial check fails, no further attempts may be made, but the mount can move normally. If the second or subsequent check fails, the mount immediately slows to a walk, and the character must dismount and lead the animal for 10 minutes. In any event, after four turns of racing, the steed must be walked by its dismounted rider for 10 minutes.
- The character can guide his mount with his knees, enabling him to use weapons that require two hands (such as bows and two-handed swords) while mounted. This feat does not require a skill check unless the character takes damage while so riding. In this case, a check is required (50%) and failure means that the character falls to the ground and sustains an additional 1d6 points of damage.

- The character can drop down and hang alongside the steed, using it as a shield against attack. The character cannot make an attack or wear armor while performing this feat. The character's Armor Class is lowered by 6 while this maneuver is performed. Any attacks that would have struck the character's normal Armor Class are considered to have struck the mount instead. No skill check is required.
- The character can leap from the back of his steed to the ground and make a melee attack against any character or creature within 10 feet. The player must roll hit attack with a -2 penalty to succeed. On a failed roll, the character fails to land on his feet, falls clumsily to the ground, and suffers 1d4 points of damage.

Spending more PrP (1):

Each time you spend PrP on this skill, you select another ground-based creature you can mount (all horses are one type of creature).

**Swimming:**

You can swim better than most, even while carrying weight.

Without spending PrP:

You can swim. Your base is 25%. Minus 1% for each pound (not including your body weight) you are carrying. If this check succeeds, you swim ½ your movement rate. If you fail by 1% to 10%, then you do not move, instead you tread water to stay afloat. If you fail by more than 10%, then you sink. Without aid, you cannot surface again until you succeed in a swim check -10%.

Spending PrP (1):

When buying this skill for the first time, you do not gain any bonus percentage, but rather change the negative modifier to -1% for every two pound of weight (other than your body weight), rather than every pound.

Spending more PrP (1):

**Tightrope Walking:**

The character can attempt to walk narrow ropes or beams with greater than normal chances of success.

Without spending PrP:

A surface wider than one foot requires no check for characters under normal circumstances that are not moving more their speed, and not being attacked.

Spending PrP (1):

The base is 25%. The character can negotiate any narrow surface not angled up or down greater than 45 degrees. Each round the character can walk 60 feet. One skill check is made every 60 feet (or part thereof), with failure indicating a fall. The check is made with a -5% penalty to the ability score if the surface is one inch or less in width (a rope), a -2% penalty if two inches to six inches wide, and unmodified if seven inches to 12 inches wide. Use of a balancing rod reduces the penalties by 2%. Winds or vibrations in the line increase the penalties by 2% to 6%. The character can attempt to fight while on a tightrope, but he suffers a -5 penalty to his attack roll and must roll a successful skill check at the beginning of each round to avoid falling off. Since the character cannot maneuver, he gains no adjustments to his Armor Class for Dexterity. If he is struck while on the rope, he must roll an immediate skill check to retain his balance.

Spending more PrP (1):

The character gains 5% bonus to the base check. The maximum is 75% base.

## **Tracking:**

This replaces the official OSRIC™ tracking system in the core book, however, the Ranger class gets this skill for free, and can continue to improve it.

### *Spending PrP (1): Free one for rangers.*

The Base percentage is 25%. Characters with tracking proficiency are able to follow the trail of creatures and characters across most types of terrain. Characters that are not rangers roll a skill check with a -10% penalty to their skill; rangers have no penalty. In addition, other modifiers are also applied to the attempt, according to the below:

<b>Tracking Modifiers</b>	<b>Change</b>
Soft or muddy ground	+15%
Thick brush, vines, or reeds	+3%
Occasional signs of passage, dust	+2%
Normal ground, wood floor	0%
Rocky ground or shallow water	-10%
Every two creatures in the group	+5%
Every 12 hours since trail was made	-5%
Every hour of rain, snow, or sleet	-5%
Poor lighting (moon or starlight)	-10%
Tracked party attempts to hide trail	-5%
Tracked party attempts to hide / has a Ranger in the group	-10%
If the tracking character is a ranger	0%
If Ranger has bonus damage against the tracked creature	+5%

The modifiers are cumulative - total the modifiers for all conditions that apply. For tracking to succeed, the creature tracked must leave some type of trail. Thus, it is virtually impossible to track flying or non-corporeal creatures. The DM may allow this in rare instances, but he should also assign substantial penalties to the attempt. To track a creature, the character must first find the trail. Indoors, the tracker must have seen the creature in the last 30 minutes and must begin tracking from the place last seen.

Outdoors, the tracker must either have seen the creature, have eyewitness reports of its recent movement ("Yup, we saw them goblin just high-tail it up that trail there not but yesterday."), or must have obvious evidence that the creature is in the area (such as a well-used game trail). If these conditions are met, a skill check is rolled. Success means a trail has been found. Failure means no trail has been found. Another attempt cannot be made until the above conditions are met again under different circumstances. Once the trail is found, additional skill checks are rolled for the following situations:

- The chance to track decreases (terrain, rain, creatures leaving the group, darkness, etc.).
- A second track crosses the first.
- The party resumes tracking after a halt (to rest, eat, fight, etc.).

Once the tracker fails a skill check, another check can be rolled after spending at least one hour searching the area for new signs. If this check is failed, no further attempts can be made. If several trackers are following a trail, a +5% bonus is added to the skill

of the most adept tracker. Once he loses the trail, it is lost to all. If the modifiers lower the chance to track below 0% the trail is totally lost to that character and further tracking is impossible (even if the chance later improves). Other characters may be able to continue tracking, but that character cannot. A tracking character can also attempt to identify the type of creatures being followed and the approximate number by rolling a skill check. All the normal tracking modifiers apply. One identifying check can be rolled each time a check is rolled to follow the trail. A successful check identifies the creatures (provided the character has some knowledge of that type of creature) and gives a rough estimate of their numbers. Just how accurate this estimate is depends on the DM. When following a trail, the character (and those with him) must slow down to ¼ Ranger's movement speed.

Spending more PrP (1):

The character gains 5% to tracking base and gains ¼ movement speed (to a maximum of ¾ movement speed). The maximum percentage is 99%.

**Tumbling:**

The character is practiced in all manner of acrobatics - dives, rolls, somersaults, handstands, flips, etc.

Without spending PrP:

You do not gain any benefit if you are not skilled in this skill.

Spending PrP (1):

The base percentage is 25%. Tumbling can only be performed while not suffering encumbrance. Aside from entertaining, the character with tumbling proficiency can improve his Armor Class by 4 against attacks directed solely at him in any round of combat, provided he has the initiative and foregoes all attacks that round. When in unarmed combat he can improve his attack roll by 2. On a successful skill check, he suffers only one-half the normal damage from falls of 60 feet or less and none from falls of 10 feet or less. Falls from greater heights result in normal damage.

Spending more PrP (1):

The character adds 10% to the base percentage. The maximum is 75%.

## **Section Two: Cleric Skills**

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**Ancient History:**

The character has learned the legends, lore, and history of some ancient time and place. The knowledge must be specific. How specific is up to your game master.

Without spending PrP:

You cannot use this skill. Only people trained in history may use this skill.

Spending PrP (1):

Pick one area (like a kingdom) or a timeframe (like 200-100 years ago). To that Kingdom or time frame, you have a 15% chance to gather information about any person, item, circumstance or history that has left its mark in history in that time/area.

Spending more PrP (1):

When spending more PrP on this skill, choose one of the following: Improve a current time/area or Add new time/area. If you improve a current time/area then you gain 10%

to the likelihood of gaining the desired knowledge. The maximum possible is 95%. If you chose the other option, then choose a new time/area specifically.

### **Armorer:**

This character can make all of the types of armor listed in the OSRIC™ core book (or other books as allowed by the game master), given the proper materials and facilities.

#### Without spending PrP (1):

You cannot use this skill. Only people trained in Armorer may use this skill.

#### Spending PrP (1):

The time required to make armor is equal to two weeks per level of AC below 10. At the end of the work time, you have a 25% chance of making that piece of armor. If you fail by 1% to 10%, you create the piece of armor, but its AC value is worsened by one. You can also repair armor (see the Urth Campaign setting for more information on this) at 1 point per hour without needing toll roll dice.

#### Spending more PrP (1):

The character gains a 5% bonus to the percentage. The maximum percentage is 80%.

### **Astrology:**

This proficiency gives the character some understanding of the supposed influences of the stars. Knowing the birth date and time of any person, the astrologer can study the stars and celestial events and then prepare a forecast of the future for that person. The astrologer's insight into the future is limited to the next 30 days, and his knowledge is vague at best.

#### Without Spending PrP:

You cannot use this skill. Only people trained in Astrology may use this skill.

#### Spending PrP (2):

The character has a 15% chance of divining correct information. If this check is failed by 1% to 5%, the information is wildly inaccurate. If a successful skill check is made, the astrologer can foresee some general event - a great battle, a friend lost, a new friendship made, etc. The GM decides the exact prediction (based on his intentions for the next few gaming sessions). Note that the prediction does not guarantee the result - it only indicates the potential result. If the skill check is failed, no information is gained.

#### Spending more PrP (2):

The character gains a 5% bonus to the percentage. The maximum percentage is 80%.

### **Blind-fighting:**

Characters with this skill can fight more readily in low light and total darkness. All characters not trained in this skill suffer a 4 worse on their "to hit" roll in total darkness, or when blind.

#### Without spending PrP:

You gain no bonus to fighting in darkness and when blind unless you are trained too.

#### Spending PrP (1):

Your penalty to attack rolls is bettered by one, so if you are in darkness or blind, your attack penalty is 3 worse rather than 4.

#### Spending more PrP (1):

You reduce your penalty by one. You can only remove penalties in this fashion; you cannot “add bonuses”.

### **Etiquette:**

This proficiency gives the character a basic understanding of the proper forms of behavior and address required in many different situations, especially those involving nobility and persons of rank. Thus, the character will know the correct title to use when addressing a duke, the proper steps of ceremony to greet visiting diplomats, gestures to avoid in the presence of dwarves, etc.

#### Without spending PrP:

You are not skilled with nobility unless you spend PrP in this skill.

#### Spending PrP (1):

A skill check must be made for the character to know the proper etiquette for the situation (an imperial visit, for example, is a sufficiently rare event). However, having the character know what is correct and actually do what is correct are two different matters. The encounters must still be role-played by the character. Knowledge of etiquette does not give the character protection from a gaffe or faux pas; many people who know the correct thing still manage to do the exact opposite. The percentage is 25%.

#### Spending PrP (1):

A character can add additional PrP to gain a 5% bonus each time. The maximum is 80%.

### **Fishing:**

The character is skilled in the art of fishing, be it with hook and line or net.

#### Without spending PrP:

Any character full equipped may attempt to fish. The skill check is 10% per hour (does not accumulate).

#### Spending PrP (1):

Each hour the character spends fishing, roll a skill check (25%). If the roll is failed, no fish are caught that hour. Otherwise, a hook and line or a spear will land fish to one day worth of food for one person. A net will catch three times this amount. Of course, no fish can be caught where no fish are found. On the other hand, some areas teem with fish, such as a river or pool during spawning season. The GM may modify the results according to the situation.

#### Spending PrP (1):

A character can add additional PrP to gain a 5% bonus each time. The maximum is 90%.

### **Gaming:**

The character knows most common games of chance and skill, including cards, dice, and chess.

#### Without spending PrP:

Anyone may play games of these types. The default is 10% chance to win (everyone in the game has the same percentage, unless they are trained in this skill). If no one wins, continue to roll percentile dice until someone does. This is explained as hands ending in a draw, extra hands, and ties or however best suits the situation.

#### Spending PrP (1):

Your base winning percentage is 15%. You may also "cheat" now. When you cheat, you add 5% to your winning percentage. However, if you miss winning by 1% to 5%, you were seen cheating and role play should take over from this point.

Spending more PrP (2):

The Character gains 5% to your winning percentage. Maximum percentage is 80%.

**Healing:**

A character proficient in healing knows how to use natural medicines and basic principles of first aid and doctoring.

Without spending PrP:

No bonus is give outside of the natural healing process as outlined in the OSRIC™ core book on page 124.

Spending PrP (2):

If the character tends another within one round of wounding (and makes a successful skill check at 25%), his assistance restore 1d4 hit points (but no more hit points can be restored than were lost in the previous round). Only one healing attempt can be made on a character per day. If a wounded character remains under the care of someone with healing skill, that character can recover lost hit points at the rate of +1 per day (on top of the hit points given in the OSRIC™ core book for natural healing) even when traveling or engaging in non-strenuous activity. If the wounded character gets complete rest, he can recover +2 hit points per day while under such care (on top of the hit points given in the OSRIC™ core book for natural healing). This care does not require a skill check, only the regular attention of the skilled character. Up to six patients can be cared for at any time. A character with healing skill can also attempt to aid a poisoned individual, provided the poison entered through a wound. If the poisoned character can be tended to immediately (the round after the character is poisoned) and the care continues for the next five rounds, the victim gains a +2 bonus to his saving throw (delay his saving throw until the last round of tending). No skill check is required, but the poisoned character must be tended to immediately (normally by sacrificing any other action by the proficient character) and cannot do anything himself. If the care and rest are interrupted, the poisoned character must immediately roll a normal saving throw for the poison. This result is unalterable by normal means (i.e., more healing doesn't help). A character with healing skill can also attempt to diagnose and treat diseases. When dealing with normal diseases, a successful skill check (at 25%) automatically reduces the disease to its mildest form and shortest duration. A skilled character can also attempt to deal with magical diseases, whether caused by spells or creatures. In this case, a successful skill check (at 25%) diagnoses the cause of the disease. However, since the disease is magical in nature, it can be treated only by magical means.

Spending More PrP (1):

Gain 5% bonus. The maximum total is 75%.

**Heraldry:**

The knowledge of heraldry enables the character to identify the different crests and symbols that denote different persons and groups. Heraldry comes in many forms and is used for many different purposes. It can be used to identify noblemen, families, guilds, sects, legions, political factions, and castes. The symbols may appear on flags, shields, helmets, badges, embroidery, standards, clothing, coins, and more. The symbols used

may include geometric patterns, calligraphic lines of script, fantastic beasts, religious symbols, and magical seals. Heraldry can vary from the highly formalized rules and regulations to the knowledge of different shield patterns and shapes.

Without Spending PrP:

No character may use this skill unless they are trained in it's use.

Spending PrP (1):

The character automatically knows the different heraldic symbols of his homeland and whom they are associated with.

If the character makes a successful skill check (at 25%), he can correctly identify the signs and symbols of other lands, provided he has at least a passing knowledge of the inhabitants of that land. His heraldry skill is of little use upon first entering a foreign land.

Spending more PrP:

The character's percentage rises by 5%. The maximum is 80%.

**Herbalism:**

Those with herbalist knowledge can identify plants and fungus and prepare non-magical potions, poultices, powders, balms, salves, ointments, infusions, and plasters for medical and pseudo-medical purposes. They can also prepare natural plant poisons and purgatives. The DM must decide the exact strength of such poisons based on the poison rules in the OSRIC™ core book.

Without spending PrP:

A character gains no bonus when not trained in this skill.

Spending PrP (2):

In addition to the above information (concerning poisons), if you use this in conjunction with Healing (and you have spent time gathering and processing herbs), you may change the dice of returned hit points from 1d4 to 1d4+2. You also double any bonus given in healing for "per day" care. To prepare herbs (healing): You have a 25% percentile to finding herbs used in healing for each hour of searching. Each hour of searching, the percentage rises by 2%. Once successful, the character now has enough herbs for one does of healing (see the healing skill). You then must take 1 hour per does to prepare the herb for use (25%). If you fail, you must spend another hour to attempt another check. If you fail by greater than 25%, you also lose one does of herbs as it is ruined. You must have a container for holding the does as well as boiling water and a pestle and mortar to prepare the herb with. For poison and non-magical disease, the process is the same, except the base percentile is 15% and the hourly bonus is 1%.

Spending more PrP (1):

The character gains +5% to the base chance and +1% bonus to the hourly percentage increase. The base percentage maximum is 75% (and the hourly bonus cannot rise without raising the base).

**Local History:**

The character has learned the legends, lore, and current history of some place. The knowledge must be specific and only current history (within 1 racial life time). How specific is up to your game master.

Without spending PrP:

You cannot use this skill. Only people trained in local history may use this skill.

### Spending PrP (1):

Pick one area (like a kingdom). To that Kingdom, you have a 15% chance to gather information about any person, item, circumstance or history that has left its mark in history in that area (within one life time of your race).

### Spending more PrP (1):

When spending more PrP on this skill, choose one of the following: Improve a current area or add new area. If you improve a current area then you gain 10% to the likelihood of gaining the desired knowledge. The maximum possible is 95%. If you chose the other option, then choose a new area specifically.

### **Pottery:**

A character with this proficiency can create any type of clay vessel or container commonly used in the campaign world.

### Without spending PrP:

You cannot gain any benefit if you are unskilled in pottery.

### Spending PrP (2):

The character requires a wheel and a kiln, as well as a supply of clay and glaze. The character can generally create two small or medium-sized items or one large-sized item per day. The pieces of pottery must then be fired in the kiln for an additional day. The raw materials involved cost 3 cp to make a small item, 5 cp to make a medium sized item, and 1 sp to make a large item.

### Spending more PrP:

You can only spend 2 PrP on this skill.

### **Religion:**

Characters with religion skill know the common beliefs and cults of their homeland and the major faiths of other regions.

### Without spending PrP:

You gain no ability to use this skill unless trained in this skill.

### Spending PrP (1):

Ordinary information (type of religious symbol used, basic attitude of the faith, etc.) of any religion is automatically known by the character. Special information, such as how the clergy is organized or the significance of particular holy days, requires a skill check at 25%.

### Spending more PrP (1):

When you spend a PrP to upgrade this skill, you gain 5% to make this check. The maximum possible is 75%.

### **Riding, Aloft:**

The character is trained in handling a flying mount.

### Without spending PrP:

You cannot use a flying mount unless you are trained in this skill. You can RIDE (only) a flying mount as long as there is someone with this skill guiding the mount.

### Spending PrP (2):

The particular creature must be chosen when the skill is chosen. Additional skill slots can be used to learn how to handle other types of mounts. Unlike land-based riding, a

character must have this proficiency (or ride with someone who does) to handle a flying mount. In addition, a skilled character can do the following:

- Leap onto the saddle of the creature (when it is standing on the ground) and spur it airborne as a single action. This requires no skill check.
- Leap from the back of the mount and drop 10 feet to the ground or onto the back of another mount (land-based or flying). Those with only light encumbrance can drop to the ground without a skill check. In all other situations, a skill check is required at 50%. A failed roll means the character takes normal falling damage (for falling flat on his face) or misses his target (perhaps taking large amounts of damage as a result). A character who is dropping to the ground can attempt an immediate melee attack, if his attack is made with a -4 penalty to the ability roll. Failure has the consequences given above.
- Spur his mount to greater speeds on a successful check (50%), adding 1d4 to the movement rate of the mount. This speed can be maintained for four consecutive rounds. If the check fails, an attempt can be made again the next round. If two checks fail, no attempt can be made for 10 minutes. After the rounds of increased speed, its movement drops to 2/3 its normal rate. These conditions last until the mount lands and is allowed to rest for at least one hour.
- The rider can guide the mount with his knees and feet, keeping his hands free. A skill check (50%) is made only after the character suffers damage. If the check is failed, the character is knocked from the saddle. A second check is allowed to see if the character manages to catch himself (thus hanging from the side by one hand or in some equally perilous position). If this fails, the rider falls.

Spending more PrP (1):

Each time you spend PrP on this skill, you select another flying creature you can mount.

**Riding, ground:**

Those skilled in land riding are proficient in the art of riding and handling horses or other types of ground mounts.

Without spending PrP:

You can only ride this mount. You may also attack, but at a -4 to your roll to hit. Other forms of "trick riding" are beyond your ability. You may only mount horses (of any type).

Spending PrP (1):

When you spend PrP on this skill, the character must declare which type of mount he is proficient in. Possibilities include griffons, unicorns, dire wolves, and virtually any creatures used as mounts by humans, demihumans or humanoids. A character with riding proficiency can perform all of the following feats. Some of them are automatic, while others require a skill check for success.

- The character can vault onto a saddle whenever the horse or other mount is standing still, even when the character is wearing armor. This does not require a skill check. The character must make a check, however, if he wishes to get the mount moving during the same round in which he lands in its saddle (50%). He must also make a skill check if he attempts to vault onto the saddle of a moving mount. Failure indicates that the character falls to the ground--presumably quite embarrassed.
- The character can urge the mount to jump tall obstacles or leap across gaps. No check is required if the obstacle is less than 3 feet tall or the gap is less than 12 feet wide. If the character wants to roll a skill check (50%), the mount can be urged to leap

obstacles up to seven feet high, or jump across gaps up to 30 feet wide. Success means that the mount has made the jump. Failure indicates that it balks, and the character must make another skill check (50%) to see whether he retains his seat or falls to the ground.

- The character can spur his steed on to great speeds, adding 6 feet per round to the animal's movement rate for up to four rounds. This requires a skill check each round (75%) to see if the mount can be pushed this hard. If the initial check fails, no further attempts may be made, but the mount can move normally. If the second or subsequent check fails, the mount immediately slows to a walk, and the character must dismount and lead the animal for 10 minutes. In any event, after four turns of racing, the steed must be walked by its dismounted rider for 10 minutes.
- The character can guide his mount with his knees, enabling him to use weapons that require two hands (such as bows and two-handed swords) while mounted. This feat does not require a skill check unless the character takes damage while so riding. In this case, a check is required (50%) and failure means that the character falls to the ground and sustains an additional 1d6 points of damage.
- The character can drop down and hang alongside the steed, using it as a shield against attack. The character cannot make an attack or wear armor while performing this feat. The character's Armor Class is lowered by 6 while this maneuver is performed. Any attacks that would have struck the character's normal Armor Class are considered to have struck the mount instead. No skill check is required.
- The character can leap from the back of his steed to the ground and make a melee attack against any character or creature within 10 feet. The player must roll hit attack with a -2 penalty to succeed. On a failed roll, the character fails to land on his feet, falls clumsily to the ground, and suffers 1d4 points of damage.

Spending more PrP (1):

Each time you spend PrP on this skill, you select another ground-based creature you can mount (all horses are one type of creature).

**Seamanship:**

The character is familiar with boats and ships.

Without spending PrP:

You cannot be anything other than a passenger on boats and ships, other than "rowing" if the boat requires that.

Spending PrP (1):

He is qualified to work as a crewman, although he cannot actually navigate. Crews of trained seamen are necessary to manage any ship, and they improve the movement rates of boats by 10 percent.

Spending more PrP (1):

For each PrP spent on this skill, you can "supervise" one person who does not have seamanship. While you are supervising them, they also add to the movement rate of the boat.

**Spell craft:**

Although this proficiency does not grant the character any spell casting powers, it does give him familiarity with the different forms and rites of spell casting.

Without spending PrP:

A character cannot gain these abilities unless trained in spell craft.

Spending PrP (1):

Base percentage is 10%. If he observes and overhears someone who is casting a spell, or if he examines the material components used, he can attempt to identify the spell being cast. A skill check must be rolled to make a correct identification. Wizard specialists gain a +5% bonus to the check when attempting to identify magic of their own school. Note that since the spell caster must be observed until the very instant of casting, the spell craft skill does not grant an advantage against combat spells. The skill is quite useful, however, for identifying spells that would otherwise have no visible effect. Those talented in this skill also have a chance of recognizing magical or magically endowed constructs for what they are.

Spending more PrP (1):

A character gains a 10% bonus for each PrP spent here. The maximum is 75% chance (80% for specialist in the same school).

**Weapon Smith:**

This highly specialized proficiency enables a character to perform the difficult and highly exacting work involved in making metal weapons, particularly those with blades.

Without spending PrP:

A character cannot create weapons without being trained in this skill.

Spending PrP (2):

The character blends some of the skill of the blacksmith with an ability to create blades of strength and sharpness. A fully equipped smithy is necessary to use this skill. The time and cost to make various types of weapons are listed below. You can use the below chart to figure out cost and type of weapons not listed (this can be done in spare time as long as the spare time is at least one hour):

<b>Weapon you want to create (or similar)</b>	<b>Time to create</b>	<b>Cost</b>
Arrowhead	10 per day	1 cp
Battle Axe	10 days	10 sp
Hand Axe	5 days	5 sp
Dagger	5 days	2 sp
Heavy Crossbow	20 days	10 sp
Light Crossbow	15 days	5 sp
Fork, Trident	20 days	10 sp
Spear, Lance	4 days	4 sp
Short Sword	20 days	5 sp
Long Sword	30 days	10 sp
Two handed weapons	45 days	2 gp

***Section Two: Druid Skills***

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### **Agriculture:**

The character has knowledge of the basics of farming. This includes planting, harvesting, and storing crops.

#### *Without spending PrP:*

You can grow 10 lbs of a one crop per lot of land 100ft by 100ft large. This takes 52 weeks to mature to harvest. You must tend the field once per weeks for at least 1 hour. Every missed week lowers your yield by 10%. Your base crop yield is 1d100%. Remove from that your minus percentage for crop loss.

#### *Spending PrP (1):*

Your growing time shortens by two weeks. Also, crop tending is required every two weeks instead of every week. Your crop loss is 5% per every pair of weeks missed.

#### *Spending more PrP (1):*

Each time you spend a PrP on this skill, you shorten the grow time by two weeks.

### **Ancient History:**

The character has learned the legends, lore, and history of some ancient time and place. The knowledge must be specific. How specific is up to your game master.

#### *Without spending PrP:*

You cannot use this skill. Only people trained in history may use this skill.

#### *Spending PrP (1):*

Pick one area (like a kingdom) or a timeframe (like 200-100 years ago). To that Kingdom or time frame, you have a 15% chance to gather information about any person, item, circumstance or history that has left its mark in history in that time/area.

#### *Spending more PrP (1):*

When spending more PrP on this skill, choose one of the following: Improve a current time/area or Add new time/area. If you improve a current time/area then you gain 10% to the likelihood of gaining the desired knowledge. The maximum possible is 95%. If you chose the other option, then choose a new time/area specifically.

### **Animal Husbandry:**

Skill in this area enables a character to exercise a greater than normal degree of control over natural animals.

#### *Without spending PrP:*

You cannot use this skill. Only people trained in Animal handling may use this skill.

#### *Spending PrP (2):*

You have a 20% chance to calming a natural Animal who is excited or a 15% chance to calm a natural animal who is hostile but has not yet entered combat.

#### *Spending more PrP (1):*

You gain a 5% bonus to both excited and hostile natural animals. Once the animals are in combat however, it is too late to attempt.

### **Animal Training:**

Characters with this skill can train one type of creature (declared when the proficiency is chosen). The creature must be a natural animal, though may be exotic.

#### *Without spending PrP:*

You cannot use this skill. Only people trained in Animal training may use this skill.

#### *Spending PrP (1):*

You must work with the animal for 1d10 weeks (though you can do so in your spare time). After that amount of time, you make a percentile roll. You have a 25% chance for training to succeed. If you succeed, roll a 1d6. That is the amount of one word commands the animal has learned. If you fail the percentage roll, then you must start the training over again.

Spending more PrP (1):

The character gains a 5% bonus to the percentage. The maximum percentage is 90%.

**Astrology:**

This proficiency gives the character some understanding of the supposed influences of the stars. Knowing the birth date and time of any person, the astrologer can study the stars and celestial events and then prepare a forecast of the future for that person. The astrologer's insight into the future is limited to the next 30 days, and his knowledge is vague at best.

Without Spending PrP:

You cannot use this skill. Only people trained in Astrology may use this skill.

Spending PrP (2):

The character has a 15% chance of divining correct information. If this check is failed by 1% to 5%, the information is wildly inaccurate. If a successful skill check is made, the astrologer can foresee some general event - a great battle, a friend lost, a new friendship made, etc. The GM decides the exact prediction (based on his intentions for the next few gaming sessions). Note that the prediction does not guarantee the result - it only indicates the potential result. If the skill check is failed, no information is gained.

Spending more PrP (2):

The character gains a 5% bonus to the percentage. The maximum percentage is 80%.

**Direction Sense:**

A character with this skill has an innate sense of direction. By concentrating for 1d6 rounds, the character can try to determine the direction the party is headed.

Without spending PrP:

You cannot use this skill without The Direction Sense skill.

Spending PrP (1):

You have a 50% chance to know your exact direction of travel.

Spending more PrP (1):

Gain a bonus of 10% to your percentage. The maximum is 99%.

**Endurance:**

A character with endurance skill is able to perform continual strenuous physical activity.

Without spending PrP:

This skill confers no bonus if you are not trained in it.

Spending PrP (2):

A character with endurance skill is able to perform continual strenuous physical activity for twice as long as a normal character before becoming subject to the effects of fatigue and exhaustion. Note that this proficiency does not enable a character to extend the length of time that he can remain unaffected by a lack of food or water.

Spending more PrP (0):

You may only buy this skill once.

### **Fishing:**

The character is skilled in the art of fishing, be it with hook and line or net.

#### Without spending PrP:

Any character full equipped may attempt to fish. The skill check is 10% per hour (does not accumulate).

#### Spending PrP (1):

Each hour the character spends fishing, roll a skill check (25%). If the roll is failed, no fish are caught that hour. Otherwise, a hook and line or a spear will land fish to one day worth of food for one person. A net will catch three times this amount. Of course, no fish can be caught where no fish are found. On the other hand, some areas teem with fish, such as a river or pool during spawning season. The GM may modify the results according to the situation.

#### Spending PrP (1):

A character can add additional PrP to gain a 5% bonus each time. The maximum is 90%.

### **Gem Cutting:**

A character with this proficiency can finish the rough gems that are discovered through mining at a rate of 1d10 stones per day. A gem cutter must work with a good light source and must have an assortment of chisels, small hammers, and especially hardened blades. Uncut gems, while still of value, are not nearly as valuable as the finished product. If the cutting is successful (as determined by a skill check), the gem cutter increases the value of a given stone by 10%.

#### Without spending PrP:

A character may not improve stone value without spending PrP.

#### Spending PrP (1):

A character's base percentage for gem cutting is 15%. If the Gem Cutter rolls a 5%, the value increases by 20% instead of 10%.

#### Spending more PrP:

Gain a 5% bonus to cutting gems. No further bonus to overall value can be gained (value remains at 20%).

### **Herbalism:**

Those with herbalist knowledge can identify plants and fungus and prepare non-magical potions, poultices, powders, balms, salves, ointments, infusions, and plasters for medical and pseudo-medical purposes. They can also prepare natural plant poisons and purgatives. The DM must decide the exact strength of such poisons based on the poison rules in the OSRIC™ core book.

#### Without spending PrP:

A character gains no bonus when not trained in this skill.

#### Spending PrP (2):

In addition to the above information (concerning poisons), if you use this in conjunction with Healing (and you have spent time gathering and processing herbs), you may change the dice of returned hit points from 1d4 to 1d4+2. You also double any bonus given in healing for "per day" care. To prepare herbs (healing): You have a 25% percentile to finding herbs used in healing for each hour of searching. Each hour of

searching, the percentage rises by 2%. Once successful, the character now has enough herbs for one does of healing (see the healing skill). You then must take 1 hour per does to prepare the herb for use (25%). If you fail, you must spend another hour to attempt another check. If you fail by greater than 25%, you also lose one does of herbs as it is ruined. You must have a container for holding the does as well as boiling water and a pestle and mortar to prepare the herb with. For poison and non-magical disease, the process is the same, except the base percentile is 15% and the hourly bonus is 1%.

Spending more PrP (1):

The character gains +5% to the base chance and +1% bonus to the hourly percentage increase. The base percentage maximum is 75% (and the hourly bonus cannot rise without raising the base).

**Hunting:**

When in wilderness settings, the character can attempt to stalk and bring down game.

Without spending PrP:

The character may not be a primary hunter without being skilled in hunting.

Spending PrP (1):

A skill check must be made with a -2% penalty to the ability score for every non-skilled hunter in the party. If the die roll is successful (Base is 25%), the hunter (and those with him) has to come within 101 to 200 yards (100+1d100) of an (natural) animal. The group can attempt to close the range, but a skill check must be made for each 20 yards closed. If the stalking is successful, the hunter automatically surprises the game. The type of animal stalked depends on the nature of the terrain and the whim of the DM.

Spending more PrP (1):

A character gains 5% to base stalking percentage. If you are NOT the primary hunter, you add 1% to the primary hunter's base percentage for each PrP you have spent in this skill.

**Jumping:**

The character can attempt exceptional leaps both vertically and horizontally.

Without spending PrP: Anyone may attempt a jump. Without spending any PrP, simply use the rules below and divide the result by 2.

Spending PrP (1):

If the character has at least a 20-foot running start, he can leap 2d6+his level in feet. No character can broad jump more than six times his height, however. With the same start, he can leap vertically (high jump) 1d4 plus half his level in feet. No character can high jumps more than 1 time their own height. From a standing start, characters with this skill can broad jump 1d6 plus half his level in feet and high jump only three feet. The character can also attempt vaults using a pole. A vault requires at least a 30-foot running start. If a pole is used, it must be four to 10 feet longer than the character's height. The vault spans a distance equal to 1 times the length of the pole. The character can clear heights equal to the height of the pole. He can also choose to land on his feet if the vault carries him over an obstacle no higher than the height of his pole. Thus, using a 12-foot pole, the character could either vault through a window 12 feet off the ground (tumbling into the room beyond), land on his feet in an opening six feet off the ground, or vault across a moat 18 feet wide. In all cases, the pole is dropped at the end of the vault.

### Spending more PrP (2):

The maximum distances based on character height is now doubled. You can spend no more PrP on this skill.

### **Leatherworking:**

This skill enables a character to tan and treat leather and to make clothing and other leather objects. The character can make leather armor, as well as backpacks, saddlebags, saddles, and all sorts of harnesses.

#### Without spending PrP:

You cannot use this skill without being trained in Leatherworking.

#### Spending PrP (1):

This character can make backpacks, saddlebags, saddles, and all sorts of harnesses without rolling any dice (although they still need the supplies, either by hunting (see the hunting skill) or by buying leather. Further, this character can make cloth type or leather armor (including studded leather). The time required to make armor is equal to two weeks per level of AC below 10. At the end of the work time, you have a 25% chance of making that piece of armor. If you fail by 1% to 10%, you create the piece of armor, but its AC value is worsened by one. You can also repair armor (see the Urth Campaign setting for more information on this) at 1 point per hour without needing toll roll dice.

#### Spending more PrP (1):

The character gains a 5% bonus to the percentage. The maximum percentage is 80%.

### **Local History:**

The character has learned the legends, lore, and current history of some place. The knowledge must be specific and only current history (within 1 racial life time). How specific is up to your game master.

#### Without spending PrP:

You cannot use this skill. Only people trained in local history may use this skill.

#### Spending PrP (1):

Pick one area (like a kingdom). To that Kingdom, you have a 15% chance to gather information about any person, item, circumstance or history that has left its mark in history in that area (within one life time of your race).

#### Spending more PrP (1):

When spending more PrP on this skill, choose one of the following: Improve a current area or add new area. If you improve a current area then you gain 10% to the likelihood of gaining the desired knowledge. The maximum possible is 95%. If you chose the other option, then choose a new area specifically.

### **Mountaineering:**

A character with this skill can make difficult and dangerous climbs up steep slopes and cliffs with the aid of spikes, ropes, etc.

#### Without spending PrP:

There is no change to crossing mountains without someone trained in this skill.

#### Spending PrP (1):

If a character with mountaineering proficiency leads a party, placing the pitons (spikes) and guiding the others, all in the party can gain the benefit of his knowledge. A mountaineer can guide a party up a cliff face it could not otherwise climb. A character with this proficiency gains a 10% bonus per PrP spent to his chance to climb any surface. Note that mountaineering is not the same as the thief's climbing ability, since the latter does not require aids of any sort.

Spending more PrP (1):

The character gains 10% to this skill for each PrP spent in this skill.

**Riding, Aloft:**

The character is trained in handling a flying mount.

Without spending PrP:

You cannot use a flying mount unless you are trained in this skill. You can RIDE (only) a flying mount as long as there is someone with this skill guiding the mount.

Spending PrP (2):

The particular creature must be chosen when the skill is chosen. Additional skill slots can be used to learn how to handle other types of mounts. Unlike land-based riding, a character must have this proficiency (or ride with someone who does) to handle a flying mount. In addition, a skilled character can do the following:

- Leap onto the saddle of the creature (when it is standing on the ground) and spur it airborne as a single action. This requires no skill check.
- Leap from the back of the mount and drop 10 feet to the ground or onto the back of another mount (land-based or flying). Those with only light encumbrance can drop to the ground without a skill check. In all other situations, a skill check is required at 50%. A failed roll means the character takes normal falling damage (for falling flat on his face) or misses his target (perhaps taking large amounts of damage as a result). A character who is dropping to the ground can attempt an immediate melee attack, if his attack is made with a -4 penalty to the ability roll. Failure has the consequences given above.
- Spur his mount to greater speeds on a successful check (50%), adding 1d4 to the movement rate of the mount. This speed can be maintained for four consecutive rounds. If the check fails, an attempt can be made again the next round. If two checks fail, no attempt can be made for 10 minutes. After the rounds of increased speed, its movement drops to 2/3 its normal rate. These conditions last until the mount lands and is allowed to rest for at least one hour.
- The rider can guide the mount with his knees and feet, keeping his hands free. A skill check (50%) is made only after the character suffers damage. If the check is failed, the character is knocked from the saddle. A second check is allowed to see if the character manages to catch himself (thus hanging from the side by one hand or in some equally perilous position). If this fails, the rider falls.

Spending more PrP (1):

Each time you spend PrP on this skill, you select another flying creature you can mount.

**Riding, ground:**

Those skilled in land riding are proficient in the art of riding and handling horses or other types of ground mounts.

Without spending PrP:

You can only ride this mount. You may also attack, but at a -4 to your roll to hit. Other forms of "trick riding" are beyond your ability. You may only mount horses (of any type).

Spending PrP (1):

When you spend PrP on this skill, the character must declare which type of mount he is proficient in. Possibilities include griffons, unicorns, dire wolves, and virtually any creatures used as mounts by humans, demihumans or humanoids. A character with riding proficiency can perform all of the following feats. Some of them are automatic, while others require a skill check for success.

- The character can vault onto a saddle whenever the horse or other mount is standing still, even when the character is wearing armor. This does not require a skill check. The character must make a check, however, if he wishes to get the mount moving during the same round in which he lands in its saddle (50%). He must also make a skill check if he attempts to vault onto the saddle of a moving mount. Failure indicates that the character falls to the ground--presumably quite embarrassed.
- The character can urge the mount to jump tall obstacles or leap across gaps. No check is required if the obstacle is less than 3 feet tall or the gap is less than 12 feet wide. If the character wants to roll a skill check (50%), the mount can be urged to leap obstacles up to seven feet high, or jump across gaps up to 30 feet wide. Success means that the mount has made the jump. Failure indicates that it balks, and the character must make another skill check (50%) to see whether he retains his seat or falls to the ground.
- The character can spur his steed on to great speeds, adding 6 feet per round to the animal's movement rate for up to four rounds. This requires a skill check each round (75%) to see if the mount can be pushed this hard. If the initial check fails, no further attempts may be made, but the mount can move normally. If the second or subsequent check fails, the mount immediately slows to a walk, and the character must dismount and lead the animal for 10 minutes. In any event, after four turns of racing, the steed must be walked by its dismounted rider for 10 minutes.
- The character can guide his mount with his knees, enabling him to use weapons that require two hands (such as bows and two-handed swords) while mounted. This feat does not require a skill check unless the character takes damage while so riding. In this case, a check is required (50%) and failure means that the character falls to the ground and sustains an additional 1d6 points of damage.
- The character can drop down and hang alongside the steed, using it as a shield against attack. The character cannot make an attack or wear armor while performing this feat. The character's Armor Class is lowered by 6 while this maneuver is performed. Any attacks that would have struck the character's normal Armor Class are considered to have struck the mount instead. No skill check is required.
- The character can leap from the back of his steed to the ground and make a melee attack against any character or creature within 10 feet. The player must roll hit attack with a -2 penalty to succeed. On a failed roll, the character fails to land on his feet, falls clumsily to the ground, and suffers 1d4 points of damage.

Spending more PrP (1):

Each time you spend PrP on this skill, you select another ground-based creature you can mount (all horses are one type of creature).

### **Running (overland):**

This allows characters to move much faster than normal during overland movement (only).

#### Without spending PrP:

There is no change to your overland movement unless you have this skill.

#### Spending PrP (2):

The character can move at twice his normal movement rate for a day. At the end of the day he must sleep for eight hours. After the first day's movement, the character must roll a skill check for success (75% - 5% per day running). If the die roll succeeds, the character can continue his running movement the next day. If the die roll fails, the character cannot use his running ability the next day. If involved in a battle during a day he spent running, he suffers a -1 penalty to his attack rolls.

#### Spending PrP (0):

You cannot spend any more PrP on this skill.

### **Spell craft:**

Although this proficiency does not grant the character any spell casting powers, it does give him familiarity with the different forms and rites of spell casting.

#### Without spending PrP:

A character cannot gain these abilities unless trained in spell craft.

#### Spending PrP (1):

Base percentage is 10%. If he observes and overhears someone who is casting a spell, or if he examines the material components used, he can attempt to identify the spell being cast. A skill check must be rolled to make a correct identification. Wizard specialists gain a +5% bonus to the check when attempting to identify magic of their own school. Note that since the spell caster must be observed until the very instant of casting, the spell craft skill does not grant an advantage against combat spells. The skill is quite useful, however, for identifying spells that would otherwise have no visible effect. Those talented in this skill also have a chance of recognizing magical or magically endowed constructs for what they are.

#### Spending more PrP (1):

A character gains a 10% bonus for each PrP spent here. The maximum is 75% chance (80% for specialist in the same school).

### **Survival:**

You have become skilled in survival in your area, and maybe even other areas.

#### Without spending PrP:

You cannot survive on your own unless you are trained in this skill

#### Spending PrP (1):

This proficiency must be applied to a specific environment - i.e., a specific type of terrain and weather factors. Typical environments include arctic, woodland, desert, steppe, mountain, or tropical. The character has basic survival knowledge for that terrain type. A character skilled in survival has a basic knowledge of the hazards he might face in that land. He understands the effects of the weather and knows the proper steps to lessen the risk of exposure. He knows the methods to locate or gather drinkable water. He knows how to find basic, not necessarily appetizing, food where none is apparent, thus staving off starvation. Furthermore, a character with survival skill can instruct and aid

others in the same situation. When using the skill to find food or water, the character must roll a skill (at 25%) check. If the check is failed, no more attempts can be made that day. The survival skill in no way releases the player characters from the hardships and horrors of being lost in the wilderness. At best it alleviates a small portion of the suffering. The food found is barely adequate, and water is discovered in minuscule amounts. It is still quite possible for a character with survival knowledge to die in the wilderness. Indeed, the little knowledge the character has may lead to overconfidence and doom! When providing food and water, if the skill check is successful, the character barely finds enough food and water to provide for one person. You can identify plants and animals with the same percentage.

Spending more PrP (1):

Each time you spend PrP on this skill, you choose to either learn survival in another terrain type (at base skill 25%) or to improve a survival in a current terrain type (increase by 5%). The maximum percentage is 75%.

**Swimming:**

You can swim better than most, even while carrying weight.

Without spending PrP:

You can swim. Your base is 25%. Minus 1% for each pound (not including your body weight) you are carrying. If this check succeeds, you swim ½ your movement rate. If you fail by 1% to 10%, then you do not move, instead you tread water to stay afloat. If you fail by more than 10%, then you sink. Without aid, you cannot surface again until you succeed in a swim check -10%.

Spending PrP (1):

When buying this skill for the first time, you do not gain any bonus percentage, but rather change the negative modifier to -1% for every two pound of weight (other than your body weight), rather than every pound.

Spending more PrP (1):

Each time you spend a PrP on this skill (except the first time), you gain a +5% bonus to your swimming skill. The maximum is 99%.

**Tracking:**

This replaces the official OSRIC™ tracking system in the core book; however, the Ranger class gets this skill for free, and can continue to improve it.

Spending PrP (1): Free one for rangers.

The Base percentage is 25%. Characters with tracking proficiency are able to follow the trail of creatures and characters across most types of terrain. Characters that are not rangers roll a skill check with a -10% penalty to their skill; rangers have no penalty. In addition, other modifiers are also applied to the attempt, according to the below:

<b>Tracking Modifiers</b>	<b>Change</b>
Soft or muddy ground	+15%
Thick brush, vines, or reeds	+3%
Occasional signs of passage, dust	+2%
Normal ground, wood floor	0%
Rocky ground or shallow water	-10%
Every two creatures in the group	+5%
Every 12 hours since trail was made	-5%
Every hour of rain, snow, or sleet	-5%
Poor lighting (moon or starlight)	-10%
Tracked party attempts to hide trail	-5%
Tracked party attempts to hide / has a Ranger in the group	-10%
If the tracking character is a ranger	0%
If Ranger has bonus damage against the tracked creature	+5%

The modifiers are cumulative - total the modifiers for all conditions that apply. For tracking to succeed, the creature tracked must leave some type of trail. Thus, it is virtually impossible to track flying or non-corporeal creatures. The DM may allow this in rare instances, but he should also assign substantial penalties to the attempt. To track a creature, the character must first find the trail. Indoors, the tracker must have seen the creature in the last 30 minutes and must begin tracking from the place last seen.

Outdoors, the tracker must either have seen the creature, have eyewitness reports of its recent movement ("Yup, we saw them goblin just high-tail it up that trail there not but yesterday."), or must have obvious evidence that the creature is in the area (such as a well-used game trail). If these conditions are met, a skill check is rolled. Success means a trail has been found. Failure means no trail has been found. Another attempt cannot be made until the above conditions are met again under different circumstances. Once the trail is found, additional skill checks are rolled for the following situations:

- The chance to track decreases (terrain, rain, creatures leaving the group, darkness, etc.).
- A second track crosses the first.
- The party resumes tracking after a halt (to rest, eat, fight, etc.).

Once the tracker fails a skill check, another check can be rolled after spending at least one hour searching the area for new signs. If this check is failed, no further attempts can be made. If several trackers are following a trail, a +5% bonus is added to the skill of the most adept tracker. Once he loses the trail, it is lost to all. If the modifiers lower the chance to track below 0% the trail is totally lost to that character and further tracking is impossible (even if the chance later improves). Other characters may be able to continue tracking, but that character cannot. A tracking character can also attempt to identify the type of creatures being followed and the approximate number by rolling a skill check. All the normal tracking modifiers apply. One identifying check can be rolled

each time a check is rolled to follow the trail. A successful check identifies the creatures (provided the character has some knowledge of that type of creature) and gives a rough estimate of their numbers. Just how accurate this estimate is depends on the DM. When following a trail, the character (and those with him) must slow down to ¼ Ranger's movement speed.

Spending more PrP (1):

The character gains 5% to tracking base and gains ¼ movement speed (to a maximum of ¾ movement speed). The maximum percentage is 99%.

## Section Two: Fighter Skills

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### **Agriculture:**

The character has knowledge of the basics of farming. This includes planting, harvesting, and storing crops.

Without spending PrP:

You can grow 10 lbs of a one crop per lot of land 100ft by 100ft large. This takes 52 weeks to mature to harvest. You must tend the field once per weeks for at least 1 hour. Every missed week lowers your yield by 10%. Your base crop yield is 1d100%. Remove from that your minus percentage for crop loss.

Spending PrP (1):

Your growing time shortens by two weeks. Also, crop tending is required every two weeks instead of every week. Your crop loss is 5% per every pair of weeks missed.

Spending more PrP (1):

Each time you spend a PrP on this skill, you shorten the grow time by two weeks.

### **Animal Husbandry:**

Skill in this area enables a character to exercise a greater than normal degree of control over natural animals.

Without spending PrP:

You cannot use this skill. Only people trained in Animal handling may use this skill.

Spending PrP (2):

You have a 20% chance to calming a natural Animal who is excited or a 15% chance to calm a natural animal who is hostile but has not yet entered combat.

Spending more PrP (1):

You gain a 5% bonus to both excited and hostile natural animals. Once the animals are in combat however, it is too late to attempt.

### **Armorer:**

This character can make all of the types of armor listed in the OSRIC™ core book (or other books as allowed by the game master), given the proper materials and facilities.

Without spending PrP (1):

You cannot use this skill. Only people trained in Armorer may use this skill.

Spending PrP (1):

The time required to make armor is equal to two weeks per level of AC below 10. At the end of the work time, you have a 25% chance of making that piece of armor. If you fail by 1% to 10%, you create the piece of armor, but its AC value is worsened by one. You

can also repair armor (see the Urth Campaign setting for more information on this) at 1 point per hour without needing toll roll dice.

Spending more PrP (1):

The character gains a 5% bonus to the percentage. The maximum percentage is 80%.

**Blind-fighting:**

Characters with this skill can fight more readily in low light and total darkness. All characters not trained in this skill suffer a 4 worse on their "to hit" roll in total darkness, or when blind.

Without spending PrP:

You gain no bonus to fighting in darkness and when blind unless you are trained too.

Spending PrP (1):

Your penalty to attack rolls is bettered by one, so if you are in darkness or blind, your attack penalty is 3 worse rather than 4.

Spending more PrP (1):

You reduce your penalty by one. You can only remove penalties in this fashion; you cannot "add bonuses".

**Bowyer:**

This character can make bows and arrows of the types given. A weapon smith is required to fashion arrowheads, but the bowyer can perform all other necessary functions.

Without spending PrP:

You cannot use this skill unless you are trained in the Bowyer.

Spending PrP (1):

The construction time for a long or short bow is one week, while long bows require two weeks, and 1d6 arrows can be made in one day. When the construction time for the weapon is completed, the player makes a skill check (25%). If the check is successful, the weapon is of fine quality and will last for many years of normal use without breaking. If the check fails, the weapon is still usable, but has a limited life span: An arrow breaks on the first shot; a bow breaks if the character using it rolls an unmodified 1 on his 1d20 attack roll.

Spending more PrP (1):

Rise the percentage 5% at a time. The maximum percentage is 80%.

**Endurance:**

A character with endurance skill is able to perform continual strenuous physical activity.

Without spending PrP:

This skill confers no bonus if you are not trained in it.

Spending PrP (2):

A character with endurance skill is able to perform continual strenuous physical activity for twice as long as a normal character before becoming subject to the effects of fatigue and exhaustion. Note that this proficiency does not enable a character to extend the length of time that he can remain unaffected by a lack of food or water.

Spending more PrP (0):

You may only buy this skill once.

### **Fishing:**

The character is skilled in the art of fishing, be it with hook and line or net.

#### Without spending PrP:

Any character full equipped may attempt to fish. The skill check is 10% per hour (does not accumulate).

#### Spending PrP (1):

Each hour the character spends fishing, roll a skill check (25%). If the roll is failed, no fish are caught that hour. Otherwise, a hook and line or a spear will land fish to one day worth of food for one person. A net will catch three times this amount. Of course, no fish can be caught where no fish are found. On the other hand, some areas teem with fish, such as a river or pool during spawning season. The GM may modify the results according to the situation.

#### Spending PrP (1):

A character can add additional PrP to gain a 5% bonus each time. The maximum is 90%.

### **Gaming:**

The character knows most common games of chance and skill, including cards, dice, and chess.

#### Without spending PrP:

Anyone may play games of these types. The default is 10% chance to win (everyone in the game has the same percentage, unless they are trained in this skill). If no one wins, continue to roll percentile dice until someone does. This is explained as hands ending in a draw, extra hands, and ties or however best suits the situation.

#### Spending PrP (1):

Your base winning percentage is 15%. You may also "cheat" now. When you cheat, you add 5% to your winning percentage. However, if you miss winning by 1% to 5%, you were seen cheating and role play should take over from this point.

#### Spending more PrP (2):

The Character gains 5% to your winning percentage. Maximum percentage is 80%.

### **Gem Cutting:**

A character with this proficiency can finish the rough gems that are discovered through mining at a rate of 1d10 stones per day. A gem cutter must work with a good light source and must have an assortment of chisels, small hammers, and especially hardened blades. Uncut gems, while still of value, are not nearly as valuable as the finished product. If the cutting is successful (as determined by a skill check), the gem cutter increases the value of a given stone by 10%.

#### Without spending PrP:

A character may not improve stone value without spending PrP.

#### Spending PrP (1):

A characters base percentage for gem cutting is 15%. If the Gem Cutter rolls a 5%, the value increases by 20% instead of 10%.

#### Spending more PrP:

Gain a 5% bonus to cutting gems. No further bonus to overall value can be gained (value remains at 20%).

## **Heraldry:**

The knowledge of heraldry enables the character to identify the different crests and symbols that denote different persons and groups. Heraldry comes in many forms and is used for many different purposes. It can be used to identify noblemen, families, guilds, sects, legions, political factions, and castes. The symbols may appear on flags, shields, helmets, badges, embroidery, standards, clothing, coins, and more. The symbols used may include geometric patterns, calligraphic lines of script, fantastic beasts, religious symbols, and magical seals. Heraldry can vary from the highly formalized rules and regulations to the knowledge of different shield patterns and shapes.

### Without Spending PrP:

No character may use this skill unless they are trained in it's use.

### Spending PrP (1):

The character automatically knows the different heraldic symbols of his homeland and whom they are associated with.

If the character makes a successful skill check (at 25%), he can correctly identify the signs and symbols of other lands, provided he has at least a passing knowledge of the inhabitants of that land. His heraldry skill is of little use upon first entering a foreign land.

### Spending more PrP:

The character's percentage rises by 5%. The maximum is 80%.

## **Jumping:**

The character can attempt exceptional leaps both vertically and horizontally.

Without spending PrP: Anyone may attempt a jump. Without spending any PrP, simply use the rules below and divide the result by 2.

### Spending PrP (1):

If the character has at least a 20-foot running start, he can leap  $2d6 + \text{his level}$  in feet. No character can broad jump more than six times his height, however. With the same start, he can leap vertically (high jump)  $1d4 + \text{half his level}$  in feet. No character can high jumps more than 1 time their own height. From a standing start, characters with this skill can broad jump  $1d6 + \text{half his level}$  in feet and high jump only three feet. The character can also attempt vaults using a pole. A vault requires at least a 30-foot running start. If a pole is used, it must be four to 10 feet longer than the character's height. The vault spans a distance equal to 1 times the length of the pole. The character can clear heights equal to the height of the pole. He can also choose to land on his feet if the vault carries him over an obstacle no higher than the height of his pole. Thus, using a 12-foot pole, the character could either vault through a window 12 feet off the ground (tumbling into the room beyond), land on his feet in an opening six feet off the ground, or vault across a moat 18 feet wide. In all cases, the pole is dropped at the end of the vault.

### Spending more PrP (2):

The maximum distances based on character height is now doubled. You can spend no more PrP on this skill.

## **Mining:**

A character with mining skill is needed to site and supervise the operations of any mine.

Without spending PrP:

You cannot supervise a mine or gain other benefits without being trained in mining.

Spending PrP (2):

First, the character can attempt to determine what types of ores or gems can be found in a given area. To do this, he must spend at least a week searching a five-square-mile area. The DM may rule that more area must be searched to find anything of value and may thus increase the amount of time required. At the end of the search, the character can say what is likely to be found in this area. After this, the character can cite the mine. On a successful skill check (made secretly by the DM, 25%), the character has found a good site to begin mining for any minerals that may be in the area. The check does not guarantee a successful mine, only that a particular site is the best choice in a given area. The DM must determine what minerals, if any, are to be found in the region of the mine. On a failed check, the character only thinks he has found a good site. Much effort is spent before the character is proved wrong, of course. Once the mine is in operation, a character with mining skill must remain on site to supervise all work. Although this is a steady job, most player characters will find it better to hire an NPC for this purpose. This mine, if a good one, can provide you minerals for making armor or similar. See "labourer" in the OSRIC™ core book. The rate at which NPCs can produce is ½ the value at which they are hired per month.

Spending more PrP (1):

Gain 5% bonus, to a maximum of 60%.

**Riding, Aloft:**

The character is trained in handling a flying mount.

Without spending PrP:

You cannot use a flying mount unless you are trained in this skill. You can RIDE (only) a flying mount as long as there is someone with this skill guiding the mount.

Spending PrP (2):

The particular creature must be chosen when the skill is chosen. Additional skill slots can be used to learn how to handle other types of mounts. Unlike land-based riding, a character must have this proficiency (or ride with someone who does) to handle a flying mount. In addition, a skilled character can do the following:

- Leap onto the saddle of the creature (when it is standing on the ground) and spur it airborne as a single action. This requires no skill check.
- Leap from the back of the mount and drop 10 feet to the ground or onto the back of another mount (land-based or flying). Those with only light encumbrance can drop to the ground without a skill check. In all other situations, a skill check is required at 50%. A failed roll means the character takes normal falling damage (for falling flat on his face) or misses his target (perhaps taking large amounts of damage as a result). A character who is dropping to the ground can attempt an immediate melee attack, if his attack is made with a -4 penalty to the ability roll. Failure has the consequences given above.
- Spur his mount to greater speeds on a successful check (50%), adding 1d4 to the movement rate of the mount. This speed can be maintained for four consecutive rounds. If the check fails, an attempt can be made again the next round. If two checks fail, no attempt can be made for 10 minutes. After the rounds of increased speed, its movement drops to 2/3 its normal rate. These conditions last until the mount lands and is allowed to rest for at least one hour.

- The rider can guide the mount with his knees and feet, keeping his hands free. A skill check (50%) is made only after the character suffers damage. If the check is failed, the character is knocked from the saddle. A second check is allowed to see if the character manages to catch himself (thus hanging from the side by one hand or in some equally perilous position). If this fails, the rider falls.

Spending more PrP (1):

Each time you spend PrP on this skill, you select another flying creature you can mount.

**Riding, ground:**

Those skilled in land riding are proficient in the art of riding and handling horses or other types of ground mounts.

Without spending PrP:

You can only ride this mount. You may also attack, but at a -4 to your roll to hit. Other forms of "trick riding" are beyond your ability. You may only mount horses (of any type).

Spending PrP (1):

When you spend PrP on this skill, the character must declare which type of mount he is proficient in. Possibilities include griffons, unicorns, dire wolves, and virtually any creatures used as mounts by humans, demihumans or humanoids. A character with riding proficiency can perform all of the following feats. Some of them are automatic, while others require a skill check for success.

- The character can vault onto a saddle whenever the horse or other mount is standing still, even when the character is wearing armor. This does not require a skill check. The character must make a check, however, if he wishes to get the mount moving during the same round in which he lands in its saddle (50%). He must also make a skill check if he attempts to vault onto the saddle of a moving mount. Failure indicates that the character falls to the ground--presumably quite embarrassed.
- The character can urge the mount to jump tall obstacles or leap across gaps. No check is required if the obstacle is less than 3 feet tall or the gap is less than 12 feet wide. If the character wants to roll a skill check (50%), the mount can be urged to leap obstacles up to seven feet high, or jump across gaps up to 30 feet wide. Success means that the mount has made the jump. Failure indicates that it balks, and the character must make another skill check (50%) to see whether he retains his seat or falls to the ground.
- The character can spur his steed on to great speeds, adding 6 feet per round to the animal's movement rate for up to four rounds. This requires a skill check each round (75%) to see if the mount can be pushed this hard. If the initial check fails, no further attempts may be made, but the mount can move normally. If the second or subsequent check fails, the mount immediately slows to a walk, and the character must dismount and lead the animal for 10 minutes. In any event, after four turns of racing, the steed must be walked by its dismounted rider for 10 minutes.
- The character can guide his mount with his knees, enabling him to use weapons that require two hands (such as bows and two-handed swords) while mounted. This feat does not require a skill check unless the character takes damage while so riding. In this case, a check is required (50%) and failure means that the character falls to the ground and sustains an additional 1d6 points of damage.

- The character can drop down and hang alongside the steed, using it as a shield against attack. The character cannot make an attack or wear armor while performing this feat. The character's Armor Class is lowered by 6 while this maneuver is performed. Any attacks that would have struck the character's normal Armor Class are considered to have struck the mount instead. No skill check is required.
- The character can leap from the back of his steed to the ground and make a melee attack against any character or creature within 10 feet. The player must roll hit attack with a -2 penalty to succeed. On a failed roll, the character fails to land on his feet, falls clumsily to the ground, and suffers 1d4 points of damage.

Spending more PrP (1):

Each time you spend PrP on this skill, you select another ground-based creature you can mount (all horses are one type of creature).

**Running (overland):**

This allows characters to move much faster than normal during overland movement (only).

Without spending PrP:

There is no change to your overland movement unless you have this skill.

Spending PrP (2):

The character can move at twice his normal movement rate for a day. At the end of the day he must sleep for eight hours. After the first day's movement, the character must roll a skill check for success (75% - 5% per day running). If the die roll succeeds, the character can continue his running movement the next day. If the die roll fails, the character cannot use his running ability the next day. If involved in a battle during a day he spent running, he suffers a -1 penalty to his attack rolls.

Spending PrP (0):

You cannot spend any more PrP on this skill.

**Seamanship:**

The character is familiar with boats and ships.

Without spending PrP:

You cannot be anything other than a passenger on boats and ships, other than "rowing" if the boat requires that.

Spending PrP (1):

He is qualified to work as a crewman, although he cannot actually navigate. Crews of trained seamen are necessary to manage any ship, and they improve the movement rates of boats by 10 percent.

Spending more PrP (1):

For each PrP spent on this skill, you can "supervise" one person who does not have seamanship. While you are supervising them, they also add to the movement rate of the boat.

**Stonemasonry:**

A stonemason is able to build structures from stone so that they last many years. He can do simple stone carvings, such as lettering, columns, and flourishes. The stone can be mortared, carefully fitted without mortar, or loosely fitted and chinked with rocks and earth.

Without spending PrP:

You cannot do anything noteworthy with stone if you are not skilled in this skill.

Spending PrP (1):

A stonemason equipped with his tools (hammers, chisels, wedges, block and tackle) can build a plain section of wall one foot thick, ten feet long, and five feet high in one day, provided the stone has already been cut. A stonemason can also supervise the work of unskilled laborers to quarry stone; one stonemason is needed for every five laborers. Dwarves are among the most accomplished stonemasons in the world; they receive a +10% bonus when using this skill. To create stonework (including the wall mentioned above), at the end of each day's work, you must roll a percentile (25%). If you fail, you must perform another day's work to finish the wall (and do another skill check).

**Swimming:**

You can swim better than most, even while carrying weight.

Without spending PrP:

You can swim. Your base is 25%. Minus 1% for each pound (not including your body weight) you are carrying. If this check succeeds, you swim ½ your movement rate. If you fail by 1% to 10%, then you do not move, instead you tread water to stay afloat. If you fail by more than 10%, then you sink. Without aid, you cannot surface again until you succeed in a swim check -10%.

Spending PrP (1):

When buying this skill for the first time, you do not gain any bonus percentage, but rather change the negative modifier to -1% for every two pound of weight (other than your body weight), rather than every pound.

Spending more PrP (1):

Each time you spend a PrP on this skill (except the first time), you gain a +5% bonus to your swimming skill. The maximum is 99%.

**Weapon Smith:**

This highly specialized proficiency enables a character to perform the difficult and highly exacting work involved in making metal weapons, particularly those with blades.

Without spending PrP:

A character cannot create weapons without being trained in this skill.

Spending PrP (2):

The character blends some of the skill of the blacksmith with an ability to create blades of strength and sharpness. A fully equipped smithy is necessary to use this skill. The time and cost to make various types of weapons are listed below. You can use the below chart to figure out cost and type of weapons not listed (this can be done in spare time as long as the spare time is at least one hour):

<b>Weapon you want to create (or similar)</b>	<b>Time to create</b>	<b>Cost</b>
Arrowhead	10 per day	1 cp
Battle Axe	10 days	10 sp
Hand Axe	5 days	5 sp
Dagger	5 days	2 sp
Heavy Crossbow	20 days	10 sp
Light Crossbow	15 days	5 sp
Fork, Trident	20 days	10 sp
Spear, Lance	4 days	4 sp
Short Sword	20 days	5 sp
Long Sword	30 days	10 sp
Two handed weapons	45 days	2 gp

## Section Two: Illusionist Skills

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### **Ancient History:**

The character has learned the legends, lore, and history of some ancient time and place. The knowledge must be specific. How specific is up to your game master.

#### Without spending PrP:

You cannot use this skill. Only people trained in history may use this skill.

#### Spending PrP (1):

Pick one area (like a kingdom) or a timeframe (like 200-100 years ago). To that Kingdom or time frame, you have a 15% chance to gather information about any person, item, circumstance or history that has left its mark in history in that time/area.

#### Spending more PrP (1):

When spending more PrP on this skill, choose one of the following: Improve a current time/area or Add new time/area. If you improve a current time/area then you gain 10% to the likelihood of gaining the desired knowledge. The maximum possible is 95%. If you chose the other option, then choose a new time/area specifically.

### **Astrology:**

This proficiency gives the character some understanding of the supposed influences of the stars. Knowing the birth date and time of any person, the astrologer can study the stars and celestial events and then prepare a forecast of the future for that person. The astrologer's insight into the future is limited to the next 30 days, and his knowledge is vague at best.

#### Without Spending PrP:

You cannot use this skill. Only people trained in Astrology may use this skill.

#### Spending PrP (2):

The character has a 15% chance of divining correct information. If this check is failed by 1% to 5%, the information is wildly inaccurate. If a successful skill check is made, the astrologer can foresee some general event - a great battle, a friend lost, a new friendship made, etc. The GM decides the exact prediction (based on his intentions for

the next few gaming sessions). Note that the prediction does not guarantee the result - it only indicates the potential result. If the skill check is failed, no information is gained.

Spending more PrP (2):

The character gains a 5% bonus to the percentage. The maximum percentage is 80%.

**Etiquette:**

This proficiency gives the character a basic understanding of the proper forms of behavior and address required in many different situations, especially those involving nobility and persons of rank. Thus, the character will know the correct title to use when addressing a duke, the proper steps of ceremony to greet visiting diplomats, gestures to avoid in the presence of dwarves, etc.

Without spending PrP:

You are not skilled with nobility unless you spend PrP in this skill.

Spending PrP (1):

A skill check must be made for the character to know the proper etiquette for the situation (an imperial visit, for example, is a sufficiently rare event). However, having the character know what is correct and actually do what is correct are two different matters. The encounters must still be role-played by the character. Knowledge of etiquette does not give the character protection from a gaffe or faux pas; many people who know the correct thing still manage to do the exact opposite. The percentage is 25%.

Spending PrP (1):

A character can add additional PrP to gain a 5% bonus each time. The maximum is 80%.

**Gaming:**

The character knows most common games of chance and skill, including cards, dice, and chess.

Without spending PrP:

Anyone may play games of these types. The default is 10% chance to win (everyone in the game has the same percentage, unless they are trained in this skill). If no one wins, continue to roll percentile dice until someone does. This is explained as hands ending in a draw, extra hands, and ties or however best suits the situation.

Spending PrP (1):

Your base winning percentage is 15%. You may also "cheat" now. When you cheat, you add 5% to your winning percentage. However, if you miss winning by 1% to 5%, you were seen cheating and role play should take over from this point.

Spending more PrP (2):

The Character gains 5% to your winning percentage. Maximum percentage is 80%.

**Gem Cutting:**

A character with this proficiency can finish the rough gems that are discovered through mining at a rate of 1d10 stones per day. A gem cutter must work with a good light source and must have an assortment of chisels, small hammers, and especially hardened blades. Uncut gems, while still of value, are not nearly as valuable as the finished product. If the cutting is successful (as determined by a skill check), the gem cutter increases the value of a given stone by 10%.

Without spending PrP:

A character may not improve stone value without spending PrP.

Spending PrP (1):

A character's base percentage for gem cutting is 15%. If the Gem Cutter rolls a 5%, the value increases by 20% instead of 10%.

Spending more PrP:

Gain a 5% bonus to cutting gems. No further bonus to overall value can be gained (value remains at 20%).

**Heraldry:**

The knowledge of heraldry enables the character to identify the different crests and symbols that denote different persons and groups. Heraldry comes in many forms and is used for many different purposes. It can be used to identify noblemen, families, guilds, sects, legions, political factions, and castes. The symbols may appear on flags, shields, helmets, badges, embroidery, standards, clothing, coins, and more. The symbols used may include geometric patterns, calligraphic lines of script, fantastic beasts, religious symbols, and magical seals. Heraldry can vary from the highly formalized rules and regulations to the knowledge of different shield patterns and shapes.

Without Spending PrP:

No character may use this skill unless they are trained in its use.

Spending PrP (1):

The character automatically knows the different heraldic symbols of his homeland and whom they are associated with.

If the character makes a successful skill check (at 25%), he can correctly identify the signs and symbols of other lands, provided he has at least a passing knowledge of the inhabitants of that land. His heraldry skill is of little use upon first entering a foreign land.

Spending more PrP:

The character's percentage rises by 5%. The maximum is 80%.

**Local History:**

The character has learned the legends, lore, and current history of some place. The knowledge must be specific and only current history (within 1 racial life time). How specific is up to your game master.

Without spending PrP:

You cannot use this skill. Only people trained in local history may use this skill.

Spending PrP (1):

Pick one area (like a kingdom). To that Kingdom, you have a 15% chance to gather information about any person, item, circumstance or history that has left its mark in history in that area (within one life time of your race).

Spending more PrP (1):

When spending more PrP on this skill, choose one of the following: Improve a current area or add new area. If you improve a current area then you gain 10% to the likelihood of gaining the desired knowledge. The maximum possible is 95%. If you chose the other option, then choose a new area specifically.

### **Pottery:**

A character with this proficiency can create any type of clay vessel or container commonly used in the campaign world.

#### Without spending PrP:

You cannot gain any benefit if you are unskilled in pottery.

#### Spending PrP (2):

The character requires a wheel and a kiln, as well as a supply of clay and glaze. The character can generally create two small or medium-sized items or one large-sized item per day. The pieces of pottery must then be fired in the kiln for an additional day. The raw materials involved cost 3 cp to make a small item, 5 cp to make a medium sized item, and 1 sp to make a large item.

#### Spending more PrP:

You can only spend 2 PrP on this skill.

### **Riding, Aloft:**

The character is trained in handling a flying mount.

#### Without spending PrP:

You cannot use a flying mount unless you are trained in this skill. You can RIDE (only) a flying mount as long as there is someone with this skill guiding the mount.

#### Spending PrP (2):

The particular creature must be chosen when the skill is chosen. Additional skill slots can be used to learn how to handle other types of mounts. Unlike land-based riding, a character must have this proficiency (or ride with someone who does) to handle a flying mount. In addition, a skilled character can do the following:

- Leap onto the saddle of the creature (when it is standing on the ground) and spur it airborne as a single action. This requires no skill check.
- Leap from the back of the mount and drop 10 feet to the ground or onto the back of another mount (land-based or flying). Those with only light encumbrance can drop to the ground without a skill check. In all other situations, a skill check is required at 50%. A failed roll means the character takes normal falling damage (for falling flat on his face) or misses his target (perhaps taking large amounts of damage as a result). A character who is dropping to the ground can attempt an immediate melee attack, if his attack is made with a -4 penalty to the ability roll. Failure has the consequences given above.
- Spur his mount to greater speeds on a successful check (50%), adding 1d4 to the movement rate of the mount. This speed can be maintained for four consecutive rounds. If the check fails, an attempt can be made again the next round. If two checks fail, no attempt can be made for 10 minutes. After the rounds of increased speed, its movement drops to 2/3 its normal rate. These conditions last until the mount lands and is allowed to rest for at least one hour.
- The rider can guide the mount with his knees and feet, keeping his hands free. A skill check (50%) is made only after the character suffers damage. If the check is failed, the character is knocked from the saddle. A second check is allowed to see if the character manages to catch himself (thus hanging from the side by one hand or in some equally perilous position). If this fails, the rider falls.

#### Spending more PrP (1):

Each time you spend PrP on this skill, you select another flying creature you can mount.

## **Riding, ground:**

Those skilled in land riding are proficient in the art of riding and handling horses or other types of ground mounts.

### *Without spending PrP:*

You can only ride this mount. You may also attack, but at a -4 to your roll to hit. Other forms of "trick riding" are beyond your ability. You may only mount horses (of any type).

### *Spending PrP (1):*

When you spend PrP on this skill, the character must declare which type of mount he is proficient in. Possibilities include griffons, unicorns, dire wolves, and virtually any creatures used as mounts by humans, demihumans or humanoids. A character with riding proficiency can perform all of the following feats. Some of them are automatic, while others require a skill check for success.

- The character can vault onto a saddle whenever the horse or other mount is standing still, even when the character is wearing armor. This does not require a skill check. The character must make a check, however, if he wishes to get the mount moving during the same round in which he lands in its saddle (50%). He must also make a skill check if he attempts to vault onto the saddle of a moving mount. Failure indicates that the character falls to the ground--presumably quite embarrassed.
- The character can urge the mount to jump tall obstacles or leap across gaps. No check is required if the obstacle is less than 3 feet tall or the gap is less than 12 feet wide. If the character wants to roll a skill check (50%), the mount can be urged to leap obstacles up to seven feet high, or jump across gaps up to 30 feet wide. Success means that the mount has made the jump. Failure indicates that it balks, and the character must make another skill check (50%) to see whether he retains his seat or falls to the ground.
- The character can spur his steed on to great speeds, adding 6 feet per round to the animal's movement rate for up to four rounds. This requires a skill check each round (75%) to see if the mount can be pushed this hard. If the initial check fails, no further attempts may be made, but the mount can move normally. If the second or subsequent check fails, the mount immediately slows to a walk, and the character must dismount and lead the animal for 10 minutes. In any event, after four turns of racing, the steed must be walked by its dismounted rider for 10 minutes.
- The character can guide his mount with his knees, enabling him to use weapons that require two hands (such as bows and two-handed swords) while mounted. This feat does not require a skill check unless the character takes damage while so riding. In this case, a check is required (50%) and failure means that the character falls to the ground and sustains an additional 1d6 points of damage.
- The character can drop down and hang alongside the steed, using it as a shield against attack. The character cannot make an attack or wear armor while performing this feat. The character's Armor Class is lowered by 6 while this maneuver is performed. Any attacks that would have struck the character's normal Armor Class are considered to have struck the mount instead. No skill check is required.
- The character can leap from the back of his steed to the ground and make a melee attack against any character or creature within 10 feet. The player must roll hit attack with a -2 penalty to succeed. On a failed roll, the character fails to land on his feet, falls clumsily to the ground, and suffers 1d4 points of damage.

### Spending more PrP (1):

Each time you spend PrP on this skill, you select another ground-based creature you can mount (all horses are one type of creature).

### **Spell craft:**

Although this proficiency does not grant the character any spell casting powers, it does give him familiarity with the different forms and rites of spell casting.

### Without spending PrP:

A character cannot gain these abilities unless trained in spell craft.

### Spending PrP (1):

Base percentage is 10%. If he observes and overhears someone who is casting a spell, or if he examines the material components used, he can attempt to identify the spell being cast. A skill check must be rolled to make a correct identification. Wizard specialists gain a +5% bonus to the check when attempting to identify magic of their own school. Note that since the spell caster must be observed until the very instant of casting, the spell craft skill does not grant an advantage against combat spells. The skill is quite useful, however, for identifying spells that would otherwise have no visible effect. Those talented in this skill also have a chance of recognizing magical or magically endowed constructs for what they are.

### Spending more PrP (1):

A character gains a 10% bonus for each PrP spent here. The maximum is 75% chance (80% for specialist in the same school).

## **Section Two: Magic User Skills**

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### **Ancient History:**

The character has learned the legends, lore, and history of some ancient time and place. The knowledge must be specific. How specific is up to your game master.

### Without spending PrP:

You cannot use this skill. Only people trained in history may use this skill.

### Spending PrP (1):

Pick one area (like a kingdom) or a timeframe (like 200-100 years ago). To that Kingdom or time frame, you have a 15% chance to gather information about any person, item, circumstance or history that has left its mark in history in that time/area.

### Spending more PrP (1):

When spending more PrP on this skill, choose one of the following: Improve a current time/area or Add new time/area. If you improve a current time/area then you gain 10% to the likelihood of gaining the desired knowledge. The maximum possible is 95%. If you chose the other option, then choose a new time/area specifically.

### **Astrology:**

This proficiency gives the character some understanding of the supposed influences of the stars. Knowing the birth date and time of any person, the astrologer can study the stars and celestial events and then prepare a forecast of the future for that person. The

astrologer's insight into the future is limited to the next 30 days, and his knowledge is vague at best.

Without Spending PrP:

You cannot use this skill. Only people trained in Astrology may use this skill.

Spending PrP (2):

The character has a 15% chance of divining correct information. If this check is failed by 1% to 5%, the information is wildly inaccurate. If a successful skill check is made, the astrologer can foresee some general event - a great battle, a friend lost, a new friendship made, etc. The GM decides the exact prediction (based on his intentions for the next few gaming sessions). Note that the prediction does not guarantee the result - it only indicates the potential result. If the skill check is failed, no information is gained.

Spending more PrP (2):

The character gains a 5% bonus to the percentage. The maximum percentage is 80%.

**Etiquette:**

This proficiency gives the character a basic understanding of the proper forms of behavior and address required in many different situations, especially those involving nobility and persons of rank. Thus, the character will know the correct title to use when addressing a duke, the proper steps of ceremony to greet visiting diplomats, gestures to avoid in the presence of dwarves, etc.

Without spending PrP:

You are not skilled with nobility unless you spend PrP in this skill.

Spending PrP (1):

A skill check must be made for the character to know the proper etiquette for the situation (an imperial visit, for example, is a sufficiently rare event). However, having the character know what is correct and actually do what is correct are two different matters. The encounters must still be role-played by the character. Knowledge of etiquette does not give the character protection from a gaffe or faux pas; many people who know the correct thing still manage to do the exact opposite. The percentage is 25%.

Spending PrP (1):

A character can add additional PrP to gain a 5% bonus each time. The maximum is 80%.

**Gaming:**

The character knows most common games of chance and skill, including cards, dice, and chess.

Without spending PrP:

Anyone may play games of these types. The default is 10% chance to win (everyone in the game has the same percentage, unless they are trained in this skill). If no one wins, continue to roll percentile dice until someone does. This is explained as hands ending in a draw, extra hands, and ties or however best suits the situation.

Spending PrP (1):

Your base winning percentage is 15%. You may also "cheat" now. When you cheat, you add 5% to your winning percentage. However, if you miss winning by 1% to 5%, you were seen cheating and role play should take over from this point.

Spending more PrP (2):

The Character gains 5% to your winning percentage. Maximum percentage is 80%.

### **Gem Cutting:**

A character with this proficiency can finish the rough gems that are discovered through mining at a rate of 1d10 stones per day. A gem cutter must work with a good light source and must have an assortment of chisels, small hammers, and especially hardened blades. Uncut gems, while still of value, are not nearly as valuable as the finished product. If the cutting is successful (as determined by a skill check), the gem cutter increases the value of a given stone by 10%.

#### Without spending PrP:

A character may not improve stone value without spending PrP.

#### Spending PrP (1):

A character's base percentage for gem cutting is 15%. If the Gem Cutter rolls a 5%, the value increases by 20% instead of 10%.

#### Spending more PrP:

Gain a 5% bonus to cutting gems. No further bonus to overall value can be gained (value remains at 20%).

### **Heraldry:**

The knowledge of heraldry enables the character to identify the different crests and symbols that denote different persons and groups. Heraldry comes in many forms and is used for many different purposes. It can be used to identify noblemen, families, guilds, sects, legions, political factions, and castes. The symbols may appear on flags, shields, helmets, badges, embroidery, standards, clothing, coins, and more. The symbols used may include geometric patterns, calligraphic lines of script, fantastic beasts, religious symbols, and magical seals. Heraldry can vary from the highly formalized rules and regulations to the knowledge of different shield patterns and shapes.

#### Without Spending PrP:

No character may use this skill unless they are trained in its use.

#### Spending PrP (1):

The character automatically knows the different heraldic symbols of his homeland and whom they are associated with.

If the character makes a successful skill check (at 25%), he can correctly identify the signs and symbols of other lands, provided he has at least a passing knowledge of the inhabitants of that land. His heraldry skill is of little use upon first entering a foreign land.

#### Spending more PrP:

The character's percentage rises by 5%. The maximum is 80%.

### **Local History:**

The character has learned the legends, lore, and current history of some place. The knowledge must be specific and only current history (within 1 racial life time). How specific is up to your game master.

#### Without spending PrP:

You cannot use this skill. Only people trained in local history may use this skill.

#### Spending PrP (1):

Pick one area (like a kingdom). To that Kingdom, you have a 15% chance to gather information about any person, item, circumstance or history that has left its mark in history in that area (within one life time of your race).

Spending more PrP (1):

When spending more PrP on this skill, choose one of the following: Improve a current area or add new area. If you improve a current area then you gain 10% to the likelihood of gaining the desired knowledge. The maximum possible is 95%. If you chose the other option, then choose a new area specifically.

**Pottery:**

A character with this proficiency can create any type of clay vessel or container commonly used in the campaign world.

Without spending PrP:

You cannot gain any benefit if you are unskilled in pottery.

Spending PrP (2):

The character requires a wheel and a kiln, as well as a supply of clay and glaze. The character can generally create two small or medium-sized items or one large-sized item per day. The pieces of pottery must then be fired in the kiln for an additional day. The raw materials involved cost 3 cp to make a small item, 5 cp to make a medium sized item, and 1 sp to make a large item.

Spending more PrP:

You can only spend 2 PrP on this skill.

**Riding, Aloft:**

The character is trained in handling a flying mount.

Without spending PrP:

You cannot use a flying mount unless you are trained in this skill. You can RIDE (only) a flying mount as long as there is someone with this skill guiding the mount.

Spending PrP (2):

The particular creature must be chosen when the skill is chosen. Additional skill slots can be used to learn how to handle other types of mounts. Unlike land-based riding, a character must have this proficiency (or ride with someone who does) to handle a flying mount. In addition, a skilled character can do the following:

- Leap onto the saddle of the creature (when it is standing on the ground) and spur it airborne as a single action. This requires no skill check.
- Leap from the back of the mount and drop 10 feet to the ground or onto the back of another mount (land-based or flying). Those with only light encumbrance can drop to the ground without a skill check. In all other situations, a skill check is required at 50%. A failed roll means the character takes normal falling damage (for falling flat on his face) or misses his target (perhaps taking large amounts of damage as a result). A character who is dropping to the ground can attempt an immediate melee attack, if his attack is made with a -4 penalty to the ability roll. Failure has the consequences given above.
- Spur his mount to greater speeds on a successful check (50%), adding 1d4 to the movement rate of the mount. This speed can be maintained for four consecutive rounds. If the check fails, an attempt can be made again the next round. If two checks fail, no attempt can be made for 10 minutes. After the rounds of increased speed, its movement

drops to 2/3 its normal rate. These conditions last until the mount lands and is allowed to rest for at least one hour.

- The rider can guide the mount with his knees and feet, keeping his hands free. A skill check (50%) is made only after the character suffers damage. If the check is failed, the character is knocked from the saddle. A second check is allowed to see if the character manages to catch himself (thus hanging from the side by one hand or in some equally perilous position). If this fails, the rider falls.

Spending more PrP (1):

Each time you spend PrP on this skill, you select another flying creature you can mount.

**Riding, ground:**

Those skilled in land riding are proficient in the art of riding and handling horses or other types of ground mounts.

Without spending PrP:

You can only ride this mount. You may also attack, but at a -4 to your roll to hit. Other forms of "trick riding" are beyond your ability. You may only mount horses (of any type).

Spending PrP (1):

When you spend PrP on this skill, the character must declare which type of mount he is proficient in. Possibilities include griffons, unicorns, dire wolves, and virtually any creatures used as mounts by humans, demihumans or humanoids. A character with riding proficiency can perform all of the following feats. Some of them are automatic, while others require a skill check for success.

- The character can vault onto a saddle whenever the horse or other mount is standing still, even when the character is wearing armor. This does not require a skill check. The character must make a check, however, if he wishes to get the mount moving during the same round in which he lands in its saddle (50%). He must also make a skill check if he attempts to vault onto the saddle of a moving mount. Failure indicates that the character falls to the ground--presumably quite embarrassed.
- The character can urge the mount to jump tall obstacles or leap across gaps. No check is required if the obstacle is less than 3 feet tall or the gap is less than 12 feet wide. If the character wants to roll a skill check (50%), the mount can be urged to leap obstacles up to seven feet high, or jump across gaps up to 30 feet wide. Success means that the mount has made the jump. Failure indicates that it balks, and the character must make another skill check (50%) to see whether he retains his seat or falls to the ground.
- The character can spur his steed on to great speeds, adding 6 feet per round to the animal's movement rate for up to four rounds. This requires a skill check each round (75%) to see if the mount can be pushed this hard. If the initial check fails, no further attempts may be made, but the mount can move normally. If the second or subsequent check fails, the mount immediately slows to a walk, and the character must dismount and lead the animal for 10 minutes. In any event, after four turns of racing, the steed must be walked by its dismounted rider for 10 minutes.
- The character can guide his mount with his knees, enabling him to use weapons that require two hands (such as bows and two-handed swords) while mounted. This feat does not require a skill check unless the character takes damage while so riding. In this case,

a check is required (50%) and failure means that the character falls to the ground and sustains an additional 1d6 points of damage.

- The character can drop down and hang alongside the steed, using it as a shield against attack. The character cannot make an attack or wear armor while performing this feat. The character's Armor Class is lowered by 6 while this maneuver is performed. Any attacks that would have struck the character's normal Armor Class are considered to have struck the mount instead. No skill check is required.
- The character can leap from the back of his steed to the ground and make a melee attack against any character or creature within 10 feet. The player must roll hit attack with a -2 penalty to succeed. On a failed roll, the character fails to land on his feet, falls clumsily to the ground, and suffers 1d4 points of damage.

Spending more PrP (1):

Each time you spend PrP on this skill, you select another ground-based creature you can mount (all horses are one type of creature).

**Spell craft:**

Although this proficiency does not grant the character any spell casting powers, it does give him familiarity with the different forms and rites of spell casting.

Without spending PrP:

A character cannot gain these abilities unless trained in spell craft.

Spending PrP (1):

Base percentage is 10%. If he observes and overhears someone who is casting a spell, or if he examines the material components used, he can attempt to identify the spell being cast. A skill check must be rolled to make a correct identification. Wizard specialists gain a +5% bonus to the check when attempting to identify magic of their own school. Note that since the spell caster must be observed until the very instant of casting, the spell craft skill does not grant an advantage against combat spells. The skill is quite useful, however, for identifying spells that would otherwise have no visible effect. Those talented in this skill also have a chance of recognizing magical or magically endowed constructs for what they are.

Spending more PrP (1):

A character gains a 10% bonus for each PrP spent here. The maximum is 75% chance (80% for specialist in the same school).

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## ***Section Two: Paladin Skills***

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**Ancient History:**

The character has learned the legends, lore, and history of some ancient time and place. The knowledge must be specific. How specific is up to your game master.

Without spending PrP:

You cannot use this skill. Only people trained in history may use this skill.

Spending PrP (1):

Pick one area (like a kingdom) or a timeframe (like 200-100 years ago). To that Kingdom or time frame, you have a 15% chance to gather information about any person, item, circumstance or history that has left its mark in history in that time/area.

### Spending more PrP (1):

When spending more PrP on this skill, choose one of the following: Improve a current time/area or Add new time/area. If you improve a current time/area then you gain 10% to the likelihood of gaining the desired knowledge. The maximum possible is 95%. If you chose the other option, then choose a new time/area specifically.

### **Armorer:**

This character can make all of the types of armor listed in the OSRIC™ core book (or other books as allowed by the game master), given the proper materials and facilities.

#### Without spending PrP (1):

You cannot use this skill. Only people trained in Armorer may use this skill.

#### Spending PrP (1):

The time required to make armor is equal to two weeks per level of AC below 10. At the end of the work time, you have a 25% chance of making that piece of armor. If you fail by 1% to 10%, you create the piece of armor, but its AC value is worsened by one. You can also repair armor (see the Urth Campaign setting for more information on this) at 1 point per hour without needing toll roll dice.

#### Spending more PrP (1):

The character gains a 5% bonus to the percentage. The maximum percentage is 80%.

### **Astrology:**

This proficiency gives the character some understanding of the supposed influences of the stars. Knowing the birth date and time of any person, the astrologer can study the stars and celestial events and then prepare a forecast of the future for that person. The astrologer's insight into the future is limited to the next 30 days, and his knowledge is vague at best.

#### Without Spending PrP:

You cannot use this skill. Only people trained in Astrology may use this skill.

#### Spending PrP (2):

The character has a 15% chance of divining correct information. If this check is failed by 1% to 5%, the information is wildly inaccurate. If a successful skill check is made, the astrologer can foresee some general event - a great battle, a friend lost, a new friendship made, etc. The GM decides the exact prediction (based on his intentions for the next few gaming sessions). Note that the prediction does not guarantee the result - it only indicates the potential result. If the skill check is failed, no information is gained.

#### Spending more PrP (2):

The character gains a 5% bonus to the percentage. The maximum percentage is 80%.

### **Blind-fighting:**

Characters with this skill can fight more readily in low light and total darkness. All characters not trained in this skill suffer a 4 worse on their "to hit" roll in total darkness, or when blind.

#### Without spending PrP:

You gain no bonus to fighting in darkness and when blind unless you are trained too.

#### Spending PrP (1):

Your penalty to attack rolls is bettered by one, so if you are in darkness or blind, your attack penalty is 3 worse rather than 4.

Spending more PrP (1):

You reduce your penalty by one. You can only remove penalties in this fashion; you cannot "add bonuses".

**Endurance:**

A character with endurance skill is able to perform continual strenuous physical activity.

Without spending PrP:

This skill confers no bonus if you are not trained in it.

Spending PrP (2):

A character with endurance skill is able to perform continual strenuous physical activity for twice as long as a normal character before becoming subject to the effects of fatigue and exhaustion. Note that this proficiency does not enable a character to extend the length of time that he can remain unaffected by a lack of food or water.

Spending more PrP (0):

You may only buy this skill once.

**Etiquette:**

This proficiency gives the character a basic understanding of the proper forms of behavior and address required in many different situations, especially those involving nobility and persons of rank. Thus, the character will know the correct title to use when addressing a duke, the proper steps of ceremony to greet visiting diplomats, gestures to avoid in the presence of dwarves, etc.

Without spending PrP:

You are not skilled with nobility unless you spend PrP in this skill.

Spending PrP (1):

A skill check must be made for the character to know the proper etiquette for the situation (an imperial visit, for example, is a sufficiently rare event). However, having the character know what is correct and actually do what is correct are two different matters. The encounters must still be role-played by the character. Knowledge of etiquette does not give the character protection from a gaffe or faux pas; many people who know the correct thing still manage to do the exact opposite. The percentage is 25%.

Spending PrP (1):

A character can add additional PrP to gain a 5% bonus each time. The maximum is 80%.

**Fishing:**

The character is skilled in the art of fishing, be it with hook and line or net.

Without spending PrP:

Any character full equipped may attempt to fish. The skill check is 10% per hour (does not accumulate).

Spending PrP (1):

Each hour the character spends fishing, roll a skill check (25%). If the roll is failed, no fish are caught that hour. Otherwise, a hook and line or a spear will land fish to one day worth of food for one person. A net will catch three times this amount. Of course, no fish can be caught where no fish are found. On the other hand, some areas teem with fish, such as a river or pool during spawning season. The GM may modify the results according to the situation.

### Spending PrP (1):

A character can add additional PrP to gain a 5% bonus each time. The maximum is 90%.

### **Healing:**

A character proficient in healing knows how to use natural medicines and basic principles of first aid and doctoring.

#### Without spending PrP:

No bonus is give outside of the natural healing process as outlined in the OSRIC™ core book on page 124.

#### Spending PrP (2):

If the character tends another within one round of wounding (and makes a successful skill check at 25%), his assistance restore 1d4 hit points (but no more hit points can be restored than were lost in the previous round). Only one healing attempt can be made on a character per day. If a wounded character remains under the care of someone with healing skill, that character can recover lost hit points at the rate of +1 per day (on top of the hit points given in the OSRIC™ core book for natural healing) even when traveling or engaging in non-strenuous activity. If the wounded character gets complete rest, he can recover +2 hit points per day while under such care (on top of the hit points given in the OSRIC™ core book for natural healing). This care does not require a skill check, only the regular attention of the skilled character. Up to six patients can be cared for at any time. A character with healing skill can also attempt to aid a poisoned individual, provided the poison entered through a wound. If the poisoned character can be tended to immediately (the round after the character is poisoned) and the care continues for the next five rounds, the victim gains a +2 bonus to his saving throw (delay his saving throw until the last round of tending). No skill check is required, but the poisoned character must be tended to immediately (normally by sacrificing any other action by the proficient character) and cannot do anything himself. If the care and rest are interrupted, the poisoned character must immediately roll a normal saving throw for the poison. This result is unalterable by normal means (i.e., more healing doesn't help). A character with healing skill can also attempt to diagnose and treat diseases. When dealing with normal diseases, a successful skill check (at 25%) automatically reduces the disease to its mildest form and shortest duration. A skilled character can also attempt to deal with magical diseases, whether caused by spells or creatures. In this case, a successful skill check (at 25%) diagnoses the cause of the disease. However, since the disease is magical in nature, it can be treated only by magical means.

#### Spending More PrP (1):

Gain 5% bonus. The maximum total is 75%.

### **Heraldry:**

The knowledge of heraldry enables the character to identify the different crests and symbols that denote different persons and groups. Heraldry comes in many forms and is used for many different purposes. It can be used to identify noblemen, families, guilds, sects, legions, political factions, and castes. The symbols may appear on flags, shields, helmets, badges, embroidery, standards, clothing, coins, and more. The symbols used may include geometric patterns, calligraphic lines of script, fantastic beasts, religious symbols, and magical seals. Heraldry can vary from the highly formalized rules and regulations to the knowledge of different shield patterns and shapes.

Without Spending PrP:

No character may use this skill unless they are trained in it's use.

Spending PrP (1):

The character automatically knows the different heraldic symbols of his homeland and whom they are associated with.

If the character makes a successful skill check (at 25%), he can correctly identify the signs and symbols of other lands, provided he has at least a passing knowledge of the inhabitants of that land. His heraldry skill is of little use upon first entering a foreign land.

Spending more PrP:

The character's percentage rises by 5%. The maximum is 80%.

**Herbalism:**

Those with herbalist knowledge can identify plants and fungus and prepare non-magical potions, poultices, powders, balms, salves, ointments, infusions, and plasters for medical and pseudo-medical purposes. They can also prepare natural plant poisons and purgatives. The DM must decide the exact strength of such poisons based on the poison rules in the OSRIC™ core book.

Without spending PrP:

A character gains no bonus when not trained in this skill.

Spending PrP (2):

In addition to the above information (concerning poisons), if you use this in conjunction with Healing (and you have spent time gathering and processing herbs), you may change the dice of returned hit points from 1d4 to 1d4+2. You also double any bonus given in healing for "per day" care. To prepare herbs (healing): You have a 25% percentile to finding herbs used in healing for each hour of searching. Each hour of searching, the percentage rises by 2%. Once successful, the character now has enough herbs for one does of healing (see the healing skill). You then must take 1 hour per does to prepare the herb for use (25%). If you fail, you must spend another hour to attempt another check. If you fail by greater than 25%, you also lose one does of herbs as it is ruined. You must have a container for holding the does as well as boiling water and a pestle and mortar to prepare the herb with. For poison and non-magical disease, the process is the same, except the base percentile is 15% and the hourly bonus is 1%.

Spending more PrP (1):

The character gains +5% to the base chance and +1% bonus to the hourly percentage increase. The base percentage maximum is 75% (and the hourly bonus cannot rise without raising the base).

**Local History:**

The character has learned the legends, lore, and current history of some place. The knowledge must be specific and only current history (within 1 racial life time). How specific is up to your game master.

Without spending PrP:

You cannot use this skill. Only people trained in local history may use this skill.

Spending PrP (1):

Pick one area (like a kingdom). To that Kingdom, you have a 15% chance to gather information about any person, item, circumstance or history that has left its mark in history in that area (within one life time of your race).

Spending more PrP (1):

When spending more PrP on this skill, choose one of the following: Improve a current area or add new area. If you improve a current area then you gain 10% to the likelihood of gaining the desired knowledge. The maximum possible is 95%. If you chose the other option, then choose a new area specifically.

**Religion:**

Characters with religion skill know the common beliefs and cults of their homeland and the major faiths of other regions.

Without spending PrP:

You gain no ability to use this skill unless trained in this skill.

Spending PrP (1):

Ordinary information (type of religious symbol used, basic attitude of the faith, etc.) of any religion is automatically known by the character. Special information, such as how the clergy is organized or the significance of particular holy days, requires a skill check at 25%.

Spending more PrP (1):

When you spend a PrP to upgrade this skill, you gain 5% to make this check. The maximum possible is 75%.

**Riding, Aloft:**

The character is trained in handling a flying mount.

Without spending PrP:

You cannot use a flying mount unless you are trained in this skill. You can RIDE (only) a flying mount as long as there is someone with this skill guiding the mount.

Spending PrP (2):

The particular creature must be chosen when the skill is chosen. Additional skill slots can be used to learn how to handle other types of mounts. Unlike land-based riding, a character must have this proficiency (or ride with someone who does) to handle a flying mount. In addition, a skilled character can do the following:

- Leap onto the saddle of the creature (when it is standing on the ground) and spur it airborne as a single action. This requires no skill check.
- Leap from the back of the mount and drop 10 feet to the ground or onto the back of another mount (land-based or flying). Those with only light encumbrance can drop to the ground without a skill check. In all other situations, a skill check is required at 50%. A failed roll means the character takes normal falling damage (for falling flat on his face) or misses his target (perhaps taking large amounts of damage as a result). A character who is dropping to the ground can attempt an immediate melee attack, if his attack is made with a -4 penalty to the ability roll. Failure has the consequences given above.
- Spur his mount to greater speeds on a successful check (50%), adding 1d4 to the movement rate of the mount. This speed can be maintained for four consecutive rounds. If the check fails, an attempt can be made again the next round. If two checks fail, no attempt can be made for 10 minutes. After the rounds of increased speed, its movement

drops to 2/3 its normal rate. These conditions last until the mount lands and is allowed to rest for at least one hour.

- The rider can guide the mount with his knees and feet, keeping his hands free. A skill check (50%) is made only after the character suffers damage. If the check is failed, the character is knocked from the saddle. A second check is allowed to see if the character manages to catch himself (thus hanging from the side by one hand or in some equally perilous position). If this fails, the rider falls.

Spending more PrP (1):

Each time you spend PrP on this skill, you select another flying creature you can mount.

**Riding, ground:**

Those skilled in land riding are proficient in the art of riding and handling horses or other types of ground mounts.

Without spending PrP:

You can only ride this mount. You may also attack, but at a -4 to your roll to hit. Other forms of "trick riding" are beyond your ability. You may only mount horses (of any type).

Spending PrP (1):

When you spend PrP on this skill, the character must declare which type of mount he is proficient in. Possibilities include griffons, unicorns, dire wolves, and virtually any creatures used as mounts by humans, demihumans or humanoids. A character with riding proficiency can perform all of the following feats. Some of them are automatic, while others require a skill check for success.

- The character can vault onto a saddle whenever the horse or other mount is standing still, even when the character is wearing armor. This does not require a skill check. The character must make a check, however, if he wishes to get the mount moving during the same round in which he lands in its saddle (50%). He must also make a skill check if he attempts to vault onto the saddle of a moving mount. Failure indicates that the character falls to the ground--presumably quite embarrassed.
- The character can urge the mount to jump tall obstacles or leap across gaps. No check is required if the obstacle is less than 3 feet tall or the gap is less than 12 feet wide. If the character wants to roll a skill check (50%), the mount can be urged to leap obstacles up to seven feet high, or jump across gaps up to 30 feet wide. Success means that the mount has made the jump. Failure indicates that it balks, and the character must make another skill check (50%) to see whether he retains his seat or falls to the ground.
- The character can spur his steed on to great speeds, adding 6 feet per round to the animal's movement rate for up to four rounds. This requires a skill check each round (75%) to see if the mount can be pushed this hard. If the initial check fails, no further attempts may be made, but the mount can move normally. If the second or subsequent check fails, the mount immediately slows to a walk, and the character must dismount and lead the animal for 10 minutes. In any event, after four turns of racing, the steed must be walked by its dismounted rider for 10 minutes.
- The character can guide his mount with his knees, enabling him to use weapons that require two hands (such as bows and two-handed swords) while mounted. This feat does not require a skill check unless the character takes damage while so riding. In this case,

a check is required (50%) and failure means that the character falls to the ground and sustains an additional 1d6 points of damage.

- The character can drop down and hang alongside the steed, using it as a shield against attack. The character cannot make an attack or wear armor while performing this feat. The character's Armor Class is lowered by 6 while this maneuver is performed. Any attacks that would have struck the character's normal Armor Class are considered to have struck the mount instead. No skill check is required.
- The character can leap from the back of his steed to the ground and make a melee attack against any character or creature within 10 feet. The player must roll hit attack with a -2 penalty to succeed. On a failed roll, the character fails to land on his feet, falls clumsily to the ground, and suffers 1d4 points of damage.

Spending more PrP (1):

Each time you spend PrP on this skill, you select another ground-based creature you can mount (all horses are one type of creature).

**Swimming:**

You can swim better than most, even while carrying weight.

Without spending PrP:

You can swim. Your base is 25%. Minus 1% for each pound (not including your body weight) you are carrying. If this check succeeds, you swim ½ your movement rate. If you fail by 1% to 10%, then you do not move, instead you tread water to stay afloat. If you fail by more than 10%, then you sink. Without aid, you cannot surface again until you succeed in a swim check -10%.

Spending PrP (1):

When buying this skill for the first time, you do not gain any bonus percentage, but rather change the negative modifier to -1% for every two pound of weight (other than your body weight), rather than every pound.

Spending more PrP (1):

Each time you spend a PrP on this skill (except the first time), you gain a +5% bonus to your swimming skill. The maximum is 99%.

**Weapon Smith:**

This highly specialized proficiency enables a character to perform the difficult and highly exacting work involved in making metal weapons, particularly those with blades.

Without spending PrP:

A character cannot create weapons without being trained in this skill.

Spending PrP (2):

The character blends some of the skill of the blacksmith with an ability to create blades of strength and sharpness. A fully equipped smithy is necessary to use this skill. The time and cost to make various types of weapons are listed below. You can use the below chart to figure out cost and type of weapons not listed (this can be done in spare time as long as the spare time is at least one hour):

<b>Weapon you want to create (or similar)</b>	<b>Time to create</b>	<b>Cost</b>
Arrowhead	10 per day	1 cp
Battle Axe	10 days	10 sp
Hand Axe	5 days	5 sp
Dagger	5 days	2 sp
Heavy Crossbow	20 days	10 sp
Light Crossbow	15 days	5 sp
Fork, Trident	20 days	10 sp
Spear, Lance	4 days	4 sp
Short Sword	20 days	5 sp
Long Sword	30 days	10 sp
Two handed weapons	45 days	2 gp

## ***Section Two: Ranger Skills***

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### **Agriculture:**

The character has knowledge of the basics of farming. This includes planting, harvesting, and storing crops.

#### *Without spending PrP:*

You can grow 10 lbs of a one crop per lot of land 100ft by 100ft large. This takes 52 weeks to mature to harvest. You must tend the field once per weeks for at least 1 hour. Every missed week lowers your yield by 10%. Your base crop yield is 1d100%. Remove from that your minus percentage for crop loss.

#### *Spending PrP (1):*

Your growing time shortens by two weeks. Also, crop tending is required every two weeks instead of every week. Your crop loss is 5% per every pair of weeks missed.

#### *Spending more PrP (1):*

Each time you spend a PrP on this skill, you shorten the grow time by two weeks.

### **Animal Husbandry:**

Skill in this area enables a character to exercise a greater than normal degree of control over natural animals.

#### *Without spending PrP:*

You cannot use this skill. Only people trained in Animal handling may use this skill.

#### *Spending PrP (2):*

You have a 20% chance to calming a natural Animal who is excited or a 15% chance to calm a natural animal who is hostile but has not yet entered combat.

#### *Spending more PrP (1):*

You gain a 5% bonus to both excited and hostile natural animals. Once the animals are in combat however, it is too late to attempt.

### **Animal Training:**

Characters with this skill can train one type of creature (declared when the proficiency is chosen). The creature must be a natural animal, though may be exotic.

#### *Without spending PrP:*

You cannot use this skill. Only people trained in Animal training may use this skill.

Spending PrP (1):

You must work with the animal for 1d10 weeks (though you can do so in your spare time). After that amount of time, you makes a percentile rolls. You have a 25% chance for training to succeed. If you succeed, rolls a 1d6. That is the amount of one word commands the animal has learned. If you fail the percentage roll, then you must start the training over again.

Spending more PrP (1):

The character gains a 5% bonus to the percentage. The maximum percentage is 90%.

**Astrology:**

This proficiency gives the character some understanding of the supposed influences of the stars. Knowing the birth date and time of any person, the astrologer can study the stars and celestial events and then prepare a forecast of the future for that person. The astrologer's insight into the future is limited to the next 30 days, and his knowledge is vague at best.

Without Spending PrP:

You cannot use this skill. Only people trained in Astrology may use this skill.

Spending PrP (2):

The character has a 15% chance of divining correct information. If this check is failed by 1% to 5%, the information is wildly inaccurate. If a successful skill check is made, the astrologer can foresee some general event - a great battle, a friend lost, a new friendship made, etc. The GM decides the exact prediction (based on his intentions for the next few gaming sessions). Note that the prediction does not guarantee the result - it only indicates the potential result. If the skill check is failed, no information is gained.

Spending more PrP (2):

The character gains a 5% bonus to the percentage. The maximum percentage is 80%.

**Bowyer:**

This character can make bows and arrows of the types given. A weapon smith is required to fashion arrowheads, but the bowyer can perform all other necessary functions.

Without spending PrP:

You cannot use this skill unless you are trained in the Bowyer.

Spending PrP (1):

The construction time for a long or short bow is one week, while long bows require two weeks, and 1d6 arrows can be made in one day. When the construction time for the weapon is completed, the player makes a skill check (25%). If the check is successful, the weapon is of fine quality and will last for many years of normal use without breaking. If the check fails, the weapon is still usable, but has a limited life span: An arrow breaks on the first shot; a bow breaks if the character using it rolls an unmodified 1 on his 1d20 attack roll.

Spending more PrP (1):

Rise the percentage 5% at a time. The maximum percentage is 80%.

### **Direction Sense:**

A character with this skill has an innate sense of direction. By concentrating for 1d6 rounds, the character can try to determine the direction the party is headed.

#### Without spending PrP:

You cannot use this skill without The Direction Sense skill.

#### Spending PrP (1):

You have a 50% chance to know your exact direction of travel.

#### Spending more PrP (1):

Gain a bonus of 10% to your percentage. The maximum is 99%.

### **Endurance:**

A character with endurance skill is able to perform continual strenuous physical activity.

#### Without spending PrP:

This skill confers no bonus if you are not trained in it.

#### Spending PrP (2):

A character with endurance skill is able to perform continual strenuous physical activity for twice as long as a normal character before becoming subject to the effects of fatigue and exhaustion. Note that this proficiency does not enable a character to extend the length of time that he can remain unaffected by a lack of food or water.

#### Spending more PrP (0):

You may only buy this skill once.

### **Fishing:**

The character is skilled in the art of fishing, be it with hook and line or net.

#### Without spending PrP:

Any character full equipped may attempt to fish. The skill check is 10% per hour (does not accumulate).

#### Spending PrP (1):

Each hour the character spends fishing, roll a skill check (25%). If the roll is failed, no fish are caught that hour. Otherwise, a hook and line or a spear will land fish to one day worth of food for one person. A net will catch three times this amount. Of course, no fish can be caught where no fish are found. On the other hand, some areas teem with fish, such as a river or pool during spawning season. The GM may modify the results according to the situation.

#### Spending PrP (1):

A character can add additional PrP to gain a 5% bonus each time. The maximum is 90%.

### **Gem Cutting:**

A character with this proficiency can finish the rough gems that are discovered through mining at a rate of 1d10 stones per day. A gem cutter must work with a good light source and must have an assortment of chisels, small hammers, and especially hardened blades. Uncut gems, while still of value, are not nearly as valuable as the finished product. If the cutting is successful (as determined by a skill check), the gem cutter increases the value of a given stone by 10%.

#### Without spending PrP:

A character may not improve stone value without spending PrP.

#### Spending PrP (1):

A character's base percentage for gem cutting is 15%. If the Gem Cutter rolls a 5%, the value increases by 20% instead of 10%.

Spending more PrP:

Gain a 5% bonus to cutting gems. No further bonus to overall value can be gained (value remains at 20%).

**Healing:**

A character proficient in healing knows how to use natural medicines and basic principles of first aid and doctoring.

Without spending PrP:

No bonus is given outside of the natural healing process as outlined in the OSRIC™ core book on page 124.

Spending PrP (2):

If the character tends another within one round of wounding (and makes a successful skill check at 25%), his assistance restores 1d4 hit points (but no more hit points can be restored than were lost in the previous round). Only one healing attempt can be made on a character per day. If a wounded character remains under the care of someone with healing skill, that character can recover lost hit points at the rate of +1 per day (on top of the hit points given in the OSRIC™ core book for natural healing) even when traveling or engaging in non-strenuous activity. If the wounded character gets complete rest, he can recover +2 hit points per day while under such care (on top of the hit points given in the OSRIC™ core book for natural healing). This care does not require a skill check, only the regular attention of the skilled character. Up to six patients can be cared for at any time. A character with healing skill can also attempt to aid a poisoned individual, provided the poison entered through a wound. If the poisoned character can be tended to immediately (the round after the character is poisoned) and the care continues for the next five rounds, the victim gains a +2 bonus to his saving throw (delay his saving throw until the last round of tending). No skill check is required, but the poisoned character must be tended to immediately (normally by sacrificing any other action by the proficient character) and cannot do anything himself. If the care and rest are interrupted, the poisoned character must immediately roll a normal saving throw for the poison. This result is unalterable by normal means (i.e., more healing doesn't help). A character with healing skill can also attempt to diagnose and treat diseases. When dealing with normal diseases, a successful skill check (at 25%) automatically reduces the disease to its mildest form and shortest duration. A skilled character can also attempt to deal with magical diseases, whether caused by spells or creatures. In this case, a successful skill check (at 25%) diagnoses the cause of the disease. However, since the disease is magical in nature, it can be treated only by magical means.

Spending More PrP (1):

Gain 5% bonus. The maximum total is 75%.

**Herbalism:**

Those with herbalist knowledge can identify plants and fungus and prepare non-magical potions, poultices, powders, balms, salves, ointments, infusions, and plasters for medical and pseudo-medical purposes. They can also prepare natural plant poisons and purgatives. The DM must decide the exact strength of such poisons based on the poison rules in the OSRIC™ core book.

Without spending PrP:

A character gains no bonus when not trained in this skill.

Spending PrP (2):

In addition to the above information (concerning poisons), if you use this in conjunction with Healing (and you have spent time gathering and processing herbs), you may change the dice of returned hit points from 1d4 to 1d4+2. You also double any bonus given in healing for "per day" care. To prepare herbs (healing): You have a 25% percentile to finding herbs used in healing for each hour of searching. Each hour of searching, the percentage rises by 2%. Once successful, the character now has enough herbs for one does of healing (see the healing skill). You then must take 1 hour per does to prepare the herb for use (25%). If you fail, you must spend another hour to attempt another check. If you fail by greater than 25%, you also lose one does of herbs as it is ruined. You must have a container for holding the does as well as boiling water and a pestle and mortar to prepare the herb with. For poison and non-magical disease, the process is the same, except the base percentile is 15% and the hourly bonus is 1%.

Spending more PrP (1):

The character gains +5% to the base chance and +1% bonus to the hourly percentage increase. The base percentage maximum is 75% (and the hourly bonus cannot rise without raising the base).

**Hunting:**

When in wilderness settings, the character can attempt to stalk and bring down game.

Without spending PrP:

The character may not be a primary hunter without being skilled in hunting.

Spending PrP (1):

A skill check must be made with a -2% penalty to the ability score for every non-skilled hunter in the party. If the die roll is successful (Base is 25%), the hunter (and those with him) has to come within 101 to 200 yards (100+1d100) of an (natural) animal. The group can attempt to close the range, but a skill check must be made for each 20 yards closed. If the stalking is successful, the hunter automatically surprises the game. The type of animal stalked depends on the nature of the terrain and the whim of the DM.

Spending more PrP (1):

A character gains 5% to base stalking percentage. If you are NOT the primary hunter, you add 1% to the primary hunter's base percentage for each PrP you have spent in this skill.

**Jumping:**

The character can attempt exceptional leaps both vertically and horizontally.

Without spending PrP: Anyone may attempt a jump. Without spending any PrP, simply use the rules below and divide the result by 2.

Spending PrP (1):

If the character has at least a 20-foot running start, he can leap 2d6+his level in feet. No character can broad jump more than six times his height, however. With the same start, he can leap vertically (high jump) 1d4 plus half his level in feet. No character can high jumps more than 1 time their own height. From a standing start, characters with this skill can broad jump 1d6 plus half his level in feet and high jump only three feet. The character can also attempt vaults using a pole. A vault requires at least a 30-foot

running start. If a pole is used, it must be four to 10 feet longer than the character's height. The vault spans a distance equal to 1 times the length of the pole. The character can clear heights equal to the height of the pole. He can also choose to land on his feet if the vault carries him over an obstacle no higher than the height of his pole. Thus, using a 12-foot pole, the character could either vault through a window 12 feet off the ground (tumbling into the room beyond), land on his feet in an opening six feet off the ground, or vault across a moat 18 feet wide. In all cases, the pole is dropped at the end of the vault.

Spending more PrP (2):

The maximum distances based on character height is now doubled. You can spend no more PrP on this skill.

**Leatherworking:**

This skill enables a character to tan and treat leather and to make clothing and other leather objects. The character can make leather armor, as well as backpacks, saddlebags, saddles, and all sorts of harnesses.

Without spending PrP:

You cannot use this skill without being trained in Leatherworking.

Spending PrP (1):

This character can make backpacks, saddlebags, saddles, and all sorts of harnesses without rolling any dice (although they still need the supplies, either by hunting (see the hunting skill) or by buying leather. Further, this character can make cloth type or leather armor (including studded leather). The time required to make armor is equal to two weeks per level of AC below 10. At the end of the work time, you have a 25% chance of making that piece of armor. If you fail by 1% to 10%, you create the piece of armor, but its AC value is worsened by one. You can also repair armor (see the Urth Campaign setting for more information on this) at 1 point per hour without needing toll roll dice.

Spending more PrP (1):

The character gains a 5% bonus to the percentage. The maximum percentage is 80%.

**Local History:**

The character has learned the legends, lore, and current history of some place. The knowledge must be specific and only current history (within 1 racial life time). How specific is up to your game master.

Without spending PrP:

You cannot use this skill. Only people trained in local history may use this skill.

Spending PrP (1):

Pick one area (like a kingdom). To that Kingdom, you have a 15% chance to gather information about any person, item, circumstance or history that has left its mark in history in that area (within one life time of your race).

Spending more PrP (1):

When spending more PrP on this skill, choose one of the following: Improve a current area or add new area. If you improve a current area then you gain 10% to the likelihood of gaining the desired knowledge. The maximum possible is 95%. If you chose the other option, then choose a new area specifically.

### **Mining:**

A character with mining skill is needed to site and supervise the operations of any mine.

#### Without spending PrP:

You cannot supervise a mine or gain other benefits without being trained in mining.

#### Spending PrP (2):

First, the character can attempt to determine what types of ores or gems can be found in a given area. To do this, he must spend at least a week searching a five-square-mile area. The DM may rule that more area must be searched to find anything of value and may thus increase the amount of time required. At the end of the search, the character can say what is likely to be found in this area. After this, the character can cite the mine. On a successful skill check (made secretly by the DM, 25%), the character has found a good site to begin mining for any minerals that may be in the area. The check does not guarantee a successful mine, only that a particular site is the best choice in a given area. The DM must determine what minerals, if any, are to be found in the region of the mine. On a failed check, the character only thinks he has found a good site. Much effort is spent before the character is proved wrong, of course. Once the mine is in operation, a character with mining skill must remain on site to supervise all work. Although this is a steady job, most player characters will find it better to hire an NPC for this purpose. This mine, if a good one, can provide you minerals for making armor or similar. See "labourer" in the OSRIC™ core book. The rate at which NPCs can produce is ½ the value at which they are hired per month.

#### Spending more PrP (1):

Gain 5% bonus, to a maximum of 60%.

### **Mountaineering:**

A character with this skill can make difficult and dangerous climbs up steep slopes and cliffs with the aid of spikes, ropes, etc.

#### Without spending PrP:

There is no change to crossing mountains without someone trained in this skill.

#### Spending PrP (1):

If a character with mountaineering proficiency leads a party, placing the pitons (spikes) and guiding the others, all in the party can gain the benefit of his knowledge. A mountaineer can guide a party up a cliff face it could not otherwise climb. A character with this proficiency gains a 10% bonus per PrP spent to his chance to climb any surface. Note that mountaineering is not the same as the thief's climbing ability, since the latter does not require aids of any sort.

#### Spending more PrP (1):

The character gains 10% to this skill for each PrP spent in this skill.

### **Riding, Aloft:**

The character is trained in handling a flying mount.

#### Without spending PrP:

You cannot use a flying mount unless you are trained in this skill. You can RIDE (only) a flying mount as long as there is someone with this skill guiding the mount.

#### Spending PrP (2):

The particular creature must be chosen when the skill is chosen. Additional skill slots can be used to learn how to handle other types of mounts. Unlike land-based riding, a

character must have this proficiency (or ride with someone who does) to handle a flying mount. In addition, a skilled character can do the following:

- Leap onto the saddle of the creature (when it is standing on the ground) and spur it airborne as a single action. This requires no skill check.
- Leap from the back of the mount and drop 10 feet to the ground or onto the back of another mount (land-based or flying). Those with only light encumbrance can drop to the ground without a skill check. In all other situations, a skill check is required at 50%. A failed roll means the character takes normal falling damage (for falling flat on his face) or misses his target (perhaps taking large amounts of damage as a result). A character who is dropping to the ground can attempt an immediate melee attack, if his attack is made with a -4 penalty to the ability roll. Failure has the consequences given above.
- Spur his mount to greater speeds on a successful check (50%), adding 1d4 to the movement rate of the mount. This speed can be maintained for four consecutive rounds. If the check fails, an attempt can be made again the next round. If two checks fail, no attempt can be made for 10 minutes. After the rounds of increased speed, its movement drops to 2/3 its normal rate. These conditions last until the mount lands and is allowed to rest for at least one hour.
- The rider can guide the mount with his knees and feet, keeping his hands free. A skill check (50%) is made only after the character suffers damage. If the check is failed, the character is knocked from the saddle. A second check is allowed to see if the character manages to catch himself (thus hanging from the side by one hand or in some equally perilous position). If this fails, the rider falls.

Spending more PrP (1):

Each time you spend PrP on this skill, you select another flying creature you can mount.

**Riding, ground:**

Those skilled in land riding are proficient in the art of riding and handling horses or other types of ground mounts.

Without spending PrP:

You can only ride this mount. You may also attack, but at a -4 to your roll to hit. Other forms of "trick riding" are beyond your ability. You may only mount horses (of any type).

Spending PrP (1):

When you spend PrP on this skill, the character must declare which type of mount he is proficient in. Possibilities include griffons, unicorns, dire wolves, and virtually any creatures used as mounts by humans, demihumans or humanoids. A character with riding proficiency can perform all of the following feats. Some of them are automatic, while others require a skill check for success.

- The character can vault onto a saddle whenever the horse or other mount is standing still, even when the character is wearing armor. This does not require a skill check. The character must make a check, however, if he wishes to get the mount moving during the same round in which he lands in its saddle (50%). He must also make a skill check if he attempts to vault onto the saddle of a moving mount. Failure indicates that the character falls to the ground--presumably quite embarrassed.
- The character can urge the mount to jump tall obstacles or leap across gaps. No check is required if the obstacle is less than 3 feet tall or the gap is less than 12 feet wide. If the character wants to roll a skill check (50%), the mount can be urged to leap

obstacles up to seven feet high, or jump across gaps up to 30 feet wide. Success means that the mount has made the jump. Failure indicates that it balks, and the character must make another skill check (50%) to see whether he retains his seat or falls to the ground.

- The character can spur his steed on to great speeds, adding 6 feet per round to the animal's movement rate for up to four rounds. This requires a skill check each round (75%) to see if the mount can be pushed this hard. If the initial check fails, no further attempts may be made, but the mount can move normally. If the second or subsequent check fails, the mount immediately slows to a walk, and the character must dismount and lead the animal for 10 minutes. In any event, after four turns of racing, the steed must be walked by its dismounted rider for 10 minutes.
- The character can guide his mount with his knees, enabling him to use weapons that require two hands (such as bows and two-handed swords) while mounted. This feat does not require a skill check unless the character takes damage while so riding. In this case, a check is required (50%) and failure means that the character falls to the ground and sustains an additional 1d6 points of damage.
- The character can drop down and hang alongside the steed, using it as a shield against attack. The character cannot make an attack or wear armor while performing this feat. The character's Armor Class is lowered by 6 while this maneuver is performed. Any attacks that would have struck the character's normal Armor Class are considered to have struck the mount instead. No skill check is required.
- The character can leap from the back of his steed to the ground and make a melee attack against any character or creature within 10 feet. The player must roll hit attack with a -2 penalty to succeed. On a failed roll, the character fails to land on his feet, falls clumsily to the ground, and suffers 1d4 points of damage.

Spending more PrP (1):

Each time you spend PrP on this skill, you select another ground-based creature you can mount (all horses are one type of creature).

**Rope Use:**

This skill enables a character to accomplish amazing feats with rope. A character with rope use skill is familiar with all sorts of knots and can tie knots that slip, hold tightly, slide slowly, or loosen with a quick tug (without a skill check).

Without spending PrP:

You cannot use rope outside of basic climbing effectively if you are not trained in Rope use.

Spending PrP (1):

Base rope use is 25%. If the character's hands are bound and held with a knot, he can roll a skill check (with a -10% penalty, or with a penalty equal to the rope use percentage, whichever is greater) to escape the bonds. This character gains a +2 bonus to all attacks made with a lasso. The character also receives a +10% bonus to all climbing checks made while he is using a rope, including attempts to belay (secure the end of a climbing rope) companions.

Spending more PrP (1):

The character's base percentage rises by 5%.

### **Running (overland):**

This allows characters to move much faster than normal during overland movement (only).

#### Without spending PrP:

There is no change to your overland movement unless you have this skill.

#### Spending PrP (2):

The character can move at twice his normal movement rate for a day. At the end of the day he must sleep for eight hours. After the first day's movement, the character must roll a skill check for success (75% - 5% per day running). If the die roll succeeds, the character can continue his running movement the next day. If the die roll fails, the character cannot use his running ability the next day. If involved in a battle during a day he spent running, he suffers a -1 penalty to his attack rolls.

#### Spending PrP (0):

You cannot spend any more PrP on this skill.

### **Survival:**

You have become skilled in survival in your area, and maybe even other areas.

#### Without spending PrP:

You cannot survive on your own unless you are trained in this skill

#### Spending PrP (1):

This proficiency must be applied to a specific environment - i.e., a specific type of terrain and weather factors. Typical environments include arctic, woodland, desert, steppe, mountain, or tropical. The character has basic survival knowledge for that terrain type. A character skilled in survival has a basic knowledge of the hazards he might face in that land. He understands the effects of the weather and knows the proper steps to lessen the risk of exposure. He knows the methods to locate or gather drinkable water. He knows how to find basic, not necessarily appetizing, food where none is apparent, thus staving off starvation. Furthermore, a character with survival skill can instruct and aid others in the same situation. When using the skill to find food or water, the character must roll a skill (at 25%) check. If the check is failed, no more attempts can be made that day. The survival skill in no way releases the player characters from the hardships and horrors of being lost in the wilderness. At best it alleviates a small portion of the suffering. The food found is barely adequate, and water is discovered in minuscule amounts. It is still quite possible for a character with survival knowledge to die in the wilderness. Indeed, the little knowledge the character has may lead to overconfidence and doom! When providing food and water, if the skill check is successful, the character barely finds enough food and water to provide for one person. You can identify plants and animals with the same percentage.

#### Spending more PrP (1):

Each time you spend PrP on this skill, you choose to either learn survival in another terrain type (at base skill 25%) or to improve a survival in a current terrain type (increase by 5%). The maximum percentage is 75%.

### **Swimming:**

You can swim better than most, even while carrying weight.

#### Without spending PrP:

You can swim. Your base is 25%. Minus 1% for each pound (not including your body weight) you are carrying. If this check succeeds, you swim ½ your movement rate. If you fail by 1% to 10%, then you do not move, instead you tread water to stay afloat. If you fail by more than 10%, then you sink. Without aid, you cannot surface again until you succeed in a swim check -10%.

Spending PrP (1):

When buying this skill for the first time, you do not gain any bonus percentage, but rather change the negative modifier to -1% for every two pound of weight (other than your body weight), rather than every pound.

Spending more PrP (1):

Each time you spend a PrP on this skill (except the first time), you gain a +5% bonus to your swimming skill. The maximum is 99%.

**Tracking:**

This replaces the official OSRIC™ tracking system in the core book, however, the Ranger class gets this skill for free, and can continue to improve it.

Spending PrP (1): Free one for rangers.

The Base percentage is 25%. Characters with tracking proficiency are able to follow the trail of creatures and characters across most types of terrain. Characters that are not rangers roll a skill check with a -10% penalty to their skill; rangers have no penalty. In addition, other modifiers are also applied to the attempt, according to the below:

<b>Tracking Modifiers</b>	<b>Change</b>
Soft or muddy ground	+15%
Thick brush, vines, or reeds	+3%
Occasional signs of passage, dust	+2%
Normal ground, wood floor	0%
Rocky ground or shallow water	-10%
Every two creatures in the group	+5%
Every 12 hours since trail was made	-5%
Every hour of rain, snow, or sleet	-5%
Poor lighting (moon or starlight)	-10%
Tracked party attempts to hide trail	-5%
Tracked party attempts to hide / has a Ranger in the group	-10%
If the tracking character is a ranger	0%
If Ranger has bonus damage against the tracked creature	+5%

The modifiers are cumulative - total the modifiers for all conditions that apply. For tracking to succeed, the creature tracked must leave some type of trail. Thus, it is virtually impossible to track flying or non-corporeal creatures. The DM may allow this in rare instances, but he should also assign substantial penalties to the attempt. To track a creature, the character must first find the trail. Indoors, the tracker must have seen the creature in the last 30 minutes and must begin tracking from the place last seen. Outdoors, the tracker must either have seen the creature, have eyewitness reports of its recent movement ("Yup, we saw them goblin just high-tail it up that trail there not but yesterday."), or must have obvious evidence that the creature is in the area (such as a

well-used game trail). If these conditions are met, a skill check is rolled. Success means a trail has been found. Failure means no trail has been found. Another attempt cannot be made until the above conditions are met again under different circumstances. Once the trail is found, additional skill checks are rolled for the following situations:

- The chance to track decreases (terrain, rain, creatures leaving the group, darkness, etc.).
- A second track crosses the first.
- The party resumes tracking after a halt (to rest, eat, fight, etc.).

Once the tracker fails a skill check, another check can be rolled after spending at least one hour searching the area for new signs. If this check is failed, no further attempts can be made. If several trackers are following a trail, a +5% bonus is added to the skill of the most adept tracker. Once he loses the trail, it is lost to all. If the modifiers lower the chance to track below 0% the trail is totally lost to that character and further tracking is impossible (even if the chance later improves). Other characters may be able to continue tracking, but that character cannot. A tracking character can also attempt to identify the type of creatures being followed and the approximate number by rolling a skill check. All the normal tracking modifiers apply. One identifying check can be rolled each time a check is rolled to follow the trail. A successful check identifies the creatures (provided the character has some knowledge of that type of creature) and gives a rough estimate of their numbers. Just how accurate this estimate is depends on the DM. When following a trail, the character (and those with him) must slow down to  $\frac{1}{4}$  Ranger's movement speed.

Spending more PrP (1):

The character gains 5% to tracking base and gains  $\frac{1}{4}$  movement speed (to a maximum of  $\frac{3}{4}$  movement speed). The maximum percentage is 99%.

**Tumbling:**

The character is practiced in all manner of acrobatics - dives, rolls, somersaults, handstands, flips, etc.

Without spending PrP:

You do not gain any benefit if you are not skilled in this skill.

Spending PrP (1):

The base percentage is 25%. Tumbling can only be performed while not suffering encumbrance. Aside from entertaining, the character with tumbling proficiency can improve his Armor Class by 4 against attacks directed solely at him in any round of combat, provided he has the initiative and foregoes all attacks that round. When in unarmed combat he can improve his attack roll by 2. On a successful skill check, he suffers only one-half the normal damage from falls of 60 feet or less and none from falls of 10 feet or less. Falls from greater heights result in normal damage.

Spending more PrP (1):

The character adds 10% to the base percentage. The maximum is 75%.

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## ***Section Two: Thief Skills***

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### **Appraising:**

This skill allows characters to estimate the value and authenticity of antiques, art objects, jewelry, cut gemstones, or other crafted items they find (although the GM can exclude those items too exotic or rare to be well known). The character must have the item in hand to examine.

#### Without spending PrP:

You cannot use this skill. Only people trained in Appraising may use this skill.

#### Spending PrP (1):

You have a 25% chance of determining the exact value of the item. If you miss by 1% to 10%, then you learn approximate value only. Missing by more than 10% means the value of the item escapes you.

#### Spending more PrP (1):

The character gains a 5% bonus to the percentage. The maximum percentage is 90%.

### **Direction Sense:**

A character with this skill has an innate sense of direction. By concentrating for 1d6 rounds, the character can try to determine the direction the party is headed.

#### Without spending PrP:

You cannot use this skill without The Direction Sense skill.

#### Spending PrP (1):

You have a 50% chance to know your exact direction of travel.

#### Spending more PrP (1):

Gain a bonus of 10% to your percentage. The maximum is 99%.

### **Forgery:**

This proficiency enables the character to create duplicates of documents and handwriting and to detect such forgeries created by others.

#### Without Spending PrP:

A Character must be trained in this skill to use it.

#### Spending PrP (1):

To forge a document (military orders, local decrees, etc.) where the handwriting is not specific to a person, the character needs only to have seen a similar document before. To forge a name, an autograph of that person is needed, and skill checks with a 15% percentile roll to succeed. To forge a longer document written in the hand of some particular person, a large sample of his handwriting is needed, with 10% likelihood. It is important to note that the forger always *thinks* he has been successful; the DM rolls the character's skill check in secret and the forger does not learn of a failure until it is too late. If the check succeeds, the work will pass examination by all except those intimately familiar with that handwriting or by those with the forgery proficiency who examine the document carefully. If the check is failed, the forgery is detectable to anyone familiar with the type of document or handwriting--if he examines the document closely. Furthermore, those with forgery skill may examine a document to learn if it is a forgery. On a successful Skill roll, the authenticity of any document can be ascertained. If the die roll is failed, the answer is unknown.

#### Spending more PrP (1):

Gain a 5% bonus. The Maximum is 80%.

### **Gaming:**

The character knows most common games of chance and skill, including cards, dice, and chess.

#### *Without spending PrP:*

Anyone may play games of these types. The default is 10% chance to win (everyone in the game has the same percentage, unless they are trained in this skill). If no one wins, continue to roll percentile dice until someone does. This is explained as hands ending in a draw, extra hands, and ties or however best suits the situation.

#### *Spending PrP (1):*

Your base winning percentage is 15%. You may also "cheat" now. When you cheat, you add 5% to your winning percentage. However, if you miss winning by 1% to 5%, you were seen cheating and role play should take over from this point.

#### *Spending more PrP (2):*

The Character gains 5% to your winning percentage. Maximum percentage is 80%.

### **Gem Cutting:**

A character with this proficiency can finish the rough gems that are discovered through mining at a rate of 1d10 stones per day. A gem cutter must work with a good light source and must have an assortment of chisels, small hammers, and especially hardened blades. Uncut gems, while still of value, are not nearly as valuable as the finished product. If the cutting is successful (as determined by a skill check), the gem cutter increases the value of a given stone by 10%.

#### *Without spending PrP:*

A character may not improve stone value without spending PrP.

#### *Spending PrP (1):*

A character's base percentage for gem cutting is 15%. If the Gem Cutter rolls a 5%, the value increases by 20% instead of 10%.

#### *Spending more PrP:*

Gain a 5% bonus to cutting gems. No further bonus to overall value can be gained (value remains at 20%).

### **Jumping:**

The character can attempt exceptional leaps both vertically and horizontally.

*Without spending PrP:* Anyone may attempt a jump. Without spending any PrP, simply use the rules below and divide the result by 2.

#### *Spending PrP (1):*

If the character has at least a 20-foot running start, he can leap 2d6+his level in feet. No character can broad jump more than six times his height, however. With the same start, he can leap vertically (high jump) 1d4 plus half his level in feet. No character can high jumps more than 1 time their own height. From a standing start, characters with this skill can broad jump 1d6 plus half his level in feet and high jump only three feet. The character can also attempt vaults using a pole. A vault requires at least a 30-foot running start. If a pole is used, it must be four to 10 feet longer than the character's height. The vault spans a distance equal to 1 times the length of the pole. The character can clear heights equal to the height of the pole. He can also choose to land on his feet if the vault carries him over an obstacle no higher than the height of his pole. Thus, using a 12-foot pole, the character could either vault through a window 12 feet off the

ground (tumbling into the room beyond), land on his feet in an opening six feet off the ground, or vault across a moat 18 feet wide. In all cases, the pole is dropped at the end of the vault.

Spending more PrP (2):

The maximum distances based on character height is now doubled. You can spend no more PrP on this skill.

**Leatherworking:**

This skill enables a character to tan and treat leather and to make clothing and other leather objects. The character can make leather armor, as well as backpacks, saddlebags, saddles, and all sorts of harnesses.

Without spending PrP:

You cannot use this skill without being trained in Leatherworking.

Spending PrP (1):

This character can make backpacks, saddlebags, saddles, and all sorts of harnesses without rolling any dice (although they still need the supplies, either by hunting (see the hunting skill) or by buying leather. Further, this character can make cloth type or leather armor (including studded leather). The time required to make armor is equal to two weeks per level of AC below 10. At the end of the work time, you have a 25% chance of making that piece of armor. If you fail by 1% to 10%, you create the piece of armor, but its AC value is worsened by one. You can also repair armor (see the Urth Campaign setting for more information on this) at 1 point per hour without needing toll roll dice.

Spending more PrP (1):

The character gains a 5% bonus to the percentage. The maximum percentage is 80%.

**Local History:**

The character has learned the legends, lore, and current history of some place. The knowledge must be specific and only current history (within 1 racial life time). How specific is up to your game master.

Without spending PrP:

You cannot use this skill. Only people trained in local history may use this skill.

Spending PrP (1):

Pick one area (like a kingdom). To that Kingdom, you have a 15% chance to gather information about any person, item, circumstance or history that has left its mark in history in that area (within one life time of your race).

Spending more PrP (1):

When spending more PrP on this skill, choose one of the following: Improve a current area or add new area. If you improve a current area then you gain 10% to the likelihood of gaining the desired knowledge. The maximum possible is 95%. If you chose the other option, then choose a new area specifically.

**Reading Lips:**

The character can understand the speech of those he can see but not hear.

Without spending PrP:

This skill cannot be used unless you are trained in this skill.

Spending PrP (1):

When this skill is chosen, the player must specify what language the character can lip read (it must be a language the character can already speak). To use the skill, the character must be within 30 feet of the speaker and be able to see him speak. A skill check is made at 25%. If the check fails, nothing is learned. If the check is successful, 75% of the conversation is understood. Since certain sounds are impossible to differentiate, the understanding of a lip-read conversation is never better than this.

Spending more PrP (1):

When you spend a PrP to upgrade this skill, you gain 5% to make this check. The maximum possible is 75%.

**Riding, Aloft:**

The character is trained in handling a flying mount.

Without spending PrP:

You cannot use a flying mount unless you are trained in this skill. You can RIDE (only) a flying mount as long as there is someone with this skill guiding the mount.

Spending PrP (2):

The particular creature must be chosen when the skill is chosen. Additional skill slots can be used to learn how to handle other types of mounts. Unlike land-based riding, a character must have this proficiency (or ride with someone who does) to handle a flying mount. In addition, a skilled character can do the following:

- Leap onto the saddle of the creature (when it is standing on the ground) and spur it airborne as a single action. This requires no skill check.
- Leap from the back of the mount and drop 10 feet to the ground or onto the back of another mount (land-based or flying). Those with only light encumbrance can drop to the ground without a skill check. In all other situations, a skill check is required at 50%. A failed roll means the character takes normal falling damage (for falling flat on his face) or misses his target (perhaps taking large amounts of damage as a result). A character who is dropping to the ground can attempt an immediate melee attack, if his attack is made with a -4 penalty to the ability roll. Failure has the consequences given above.
- Spur his mount to greater speeds on a successful check (50%), adding 1d4 to the movement rate of the mount. This speed can be maintained for four consecutive rounds. If the check fails, an attempt can be made again the next round. If two checks fail, no attempt can be made for 10 minutes. After the rounds of increased speed, its movement drops to 2/3 its normal rate. These conditions last until the mount lands and is allowed to rest for at least one hour.
- The rider can guide the mount with his knees and feet, keeping his hands free. A skill check (50%) is made only after the character suffers damage. If the check is failed, the character is knocked from the saddle. A second check is allowed to see if the character manages to catch himself (thus hanging from the side by one hand or in some equally perilous position). If this fails, the rider falls.

Spending more PrP (1):

Each time you spend PrP on this skill, you select another flying creature you can mount.

**Riding, ground:**

Those skilled in land riding are proficient in the art of riding and handling horses or other types of ground mounts.

### Without spending PrP:

You can only ride this mount. You may also attack, but at a -4 to your roll to hit. Other forms of "trick riding" are beyond your ability. You may only mount horses (of any type).

### Spending PrP (1):

When you spend PrP on this skill, the character must declare which type of mount he is proficient in. Possibilities include griffons, unicorns, dire wolves, and virtually any creatures used as mounts by humans, demihumans or humanoids. A character with riding proficiency can perform all of the following feats. Some of them are automatic, while others require a skill check for success.

- The character can vault onto a saddle whenever the horse or other mount is standing still, even when the character is wearing armor. This does not require a skill check. The character must make a check, however, if he wishes to get the mount moving during the same round in which he lands in its saddle (50%). He must also make a skill check if he attempts to vault onto the saddle of a moving mount. Failure indicates that the character falls to the ground--presumably quite embarrassed.
- The character can urge the mount to jump tall obstacles or leap across gaps. No check is required if the obstacle is less than 3 feet tall or the gap is less than 12 feet wide. If the character wants to roll a skill check (50%), the mount can be urged to leap obstacles up to seven feet high, or jump across gaps up to 30 feet wide. Success means that the mount has made the jump. Failure indicates that it balks, and the character must make another skill check (50%) to see whether he retains his seat or falls to the ground.
- The character can spur his steed on to great speeds, adding 6 feet per round to the animal's movement rate for up to four rounds. This requires a skill check each round (75%) to see if the mount can be pushed this hard. If the initial check fails, no further attempts may be made, but the mount can move normally. If the second or subsequent check fails, the mount immediately slows to a walk, and the character must dismount and lead the animal for 10 minutes. In any event, after four turns of racing, the steed must be walked by its dismounted rider for 10 minutes.
- The character can guide his mount with his knees, enabling him to use weapons that require two hands (such as bows and two-handed swords) while mounted. This feat does not require a skill check unless the character takes damage while so riding. In this case, a check is required (50%) and failure means that the character falls to the ground and sustains an additional 1d6 points of damage.
- The character can drop down and hang alongside the steed, using it as a shield against attack. The character cannot make an attack or wear armor while performing this feat. The character's Armor Class is lowered by 6 while this maneuver is performed. Any attacks that would have struck the character's normal Armor Class are considered to have struck the mount instead. No skill check is required.
- The character can leap from the back of his steed to the ground and make a melee attack against any character or creature within 10 feet. The player must roll hit attack with a -2 penalty to succeed. On a failed roll, the character fails to land on his feet, falls clumsily to the ground, and suffers 1d4 points of damage.

### Spending more PrP (1):

Each time you spend PrP on this skill, you select another ground-based creature you can mount (all horses are one type of creature).

### **Rope Use:**

This skill enables a character to accomplish amazing feats with rope. A character with rope use skill is familiar with all sorts of knots and can tie knots that slip, hold tightly, slide slowly, or loosen with a quick tug (without a skill check).

#### Without spending PrP:

You cannot use rope outside of basic climbing effectively if you are not trained in Rope use.

#### Spending PrP (1):

Base rope use is 25%. If the character's hands are bound and held with a knot, he can roll a skill check (with a -10% penalty, or with a penalty equal to the rope use percentage, whichever is greater) to escape the bonds. This character gains a +2 bonus to all attacks made with a lasso. The character also receives a +10% bonus to all climbing checks made while he is using a rope, including attempts to belay (secure the end of a climbing rope) companions.

#### Spending more PrP (1):

The character's base percentage rises by 5%.

### **Swimming:**

You can swim better than most, even while carrying weight.

#### Without spending PrP:

You can swim. Your base is 25%. Minus 1% for each pound (not including your body weight) you are carrying. If this check succeeds, you swim ½ your movement rate. If you fail by 1% to 10%, then you do not move, instead you tread water to stay afloat. If you fail by more than 10%, then you sink. Without aid, you cannot surface again until you succeed in a swim check -10%.

#### Spending PrP (1):

When buying this skill for the first time, you do not gain any bonus percentage, but rather change the negative modifier to -1% for every two pounds of weight (other than your body weight), rather than every pound.

#### Spending more PrP (1):

Each time you spend a PrP on this skill (except the first time), you gain a +5% bonus to your swimming skill. The maximum is 99%.

### **Tightrope Walking:**

The character can attempt to walk narrow ropes or beams with greater than normal chances of success.

#### Without spending PrP:

A surface wider than one foot requires no check for characters under normal circumstances that are not moving more than their speed, and not being attacked.

#### Spending PrP (1):

The base is 25%. The character can negotiate any narrow surface not angled up or down greater than 45 degrees. Each round the character can walk 60 feet. One skill check is made every 60 feet (or part thereof), with failure indicating a fall. The check is made

with a -5% penalty to the ability score if the surface is one inch or less in width (a rope), a -2% penalty if two inches to six inches wide, and unmodified if seven inches to 12 inches wide. Use of a balancing rod reduces the penalties by 2%. Winds or vibrations in the line increase the penalties by 2% to 6%. The character can attempt to fight while on a tightrope, but he suffers a -5 penalty to his attack roll and must roll a successful skill check at the beginning of each round to avoid falling off. Since the character cannot maneuver, he gains no adjustments to his Armor Class for Dexterity. If he is struck while on the rope, he must roll an immediate skill check to retain his balance.

Spending more PrP (1):

The character gains 5% bonus to the base check. The maximum is 75% base.

**Tumbling:**

The character is practiced in all manner of acrobatics - dives, rolls, somersaults, handstands, flips, etc.

Without spending PrP:

You do not gain any benefit if you are not skilled in this skill.

Spending PrP (1):

The base percentage is 25%. Tumbling can only be performed while not suffering encumbrance. Aside from entertaining, the character with tumbling proficiency can improve his Armor Class by 4 against attacks directed solely at him in any round of combat, provided he has the initiative and foregoes all attacks that round. When in unarmed combat he can improve his attack roll by 2. On a successful skill check, he suffers only one-half the normal damage from falls of 60 feet or less and none from falls of 10 feet or less. Falls from greater heights result in normal damage.

Spending more PrP (1):

The character adds 10% to the base percentage. The maximum is 75%.

