

Obsidian Studios

“From out of the Void... Endless possibilities”

It's All In What You Know

Next up, it's time to choose what Skill Sets your Character has knowledge and experience in. These Skill Sets cover a wide range of training, education, and applied know-how. Each Option Point placed in a Skill Set gives it a +1 rating; if you put 4 Option Points in Interaction, you have a rating of 4 in that Skill Set.

Listed with each Skill Set is a default **Characteristic** that is added to the Skill Set value whenever rolling for an Action. However, there may be times when the Game Master decides that a different Characteristic is appropriate. For example, most of the time Athletics is based on the Combat (COM) Characteristic. However, when your Character is climbing a rope, the Game Master may decide you need to replace Combat with your Physical (PHY) value instead.

ATHLETICS (COM): An overall ability to use the body in physical pursuits including climbing, acrobatics, horse riding, wagon driving, sailing, feats of strength, and evading Ranged Attacks.

ARCHERY (COM): A measure of the Character's skill with Bows and Crossbows.

DRUID (MEN): A Character's specific training in the Paths and the use of Druidic gifts.

HAND TO HAND (COM): The Character's training in bare-handed combat as well as the use of Staves, Clubs, and related weapons. This also includes evading Hand to Hand Attacks.

INTERACTION (MEN): All facets of using one's personality to accomplish things. This includes acting, performance, courtier, dance, interrogation, intuition, and merchant skills.

LANGUAGES: No rolls are involved with Languages. Every Option Point spent in this set lets you speak one additional language beyond your own race's. Talk to the Game Master about what Languages exist in the game you are playing. Note: Reading and writing require points in Lore.

LORE (MEN): The scholarly Characters have good scores here; this set includes alchemy, history, politics, research, and teaching ability, as well as any special lore or expertise not covered elsewhere. You must have at least one point in Lore to be able to read and write whatever languages you speak.

MAGE (MEN): A Character's specific training in the Pattern and the use of Mage spells.

MECHANICAL (MEN): A Character's ability to work with tools and simple machines. This includes artisan skills, inventing, using siege weapons, and smithing.

MELEE (COM): Training in melee weapons, as well as evading Melee Attacks.

MIND (MEN): The Character's concentration and focus ability.

PERCEPTION (MEN): The Character's skills in observation and awareness, including investigation and tactical alertness.

RANGER (MEN): The Character's skills in animal handling, binding wounds, ranger training, and wilderness lore.

SCOUNDREL (MEN): A Skill Set oriented towards nefarious dealings, including: concealment, cryptography, disguise, forgery, gambling, lip reading, mimicry, streetwise, and ventriloquist.

SNEAK (COM): Skills related to doing things that others should not see, such as lockpicking, sleight of hand, and stealth.

THROWING (COM): The Character's skill in all thrown weapons and Slings.