

SUMMARY OF TESTS

For your reference, here is an index of Tests, sorted by the order you might want to use them, and an index of the pages that they are found on.

<i>I want to...</i>	<i>Test</i>	<i>Typical Dice Rolled</i>	<i>Page</i>
Argue over the price of something.	Haggle	Haggling vs. Haggling	137
Attack from surprise.	Ambush	Speed vs. Sixth Sense	127
Bend a bar.	Strength	Strength vs. difficulty	150
Bribe someone.	Bribe	Bribery vs. Will	132
Browbeat someone for information.	Interrogate	varies	140
Cast a spell.	Casting	Mind, Wizard Trait vs. difficulty	195, 133
Catch someone who's running away.	Chase	Speed vs. Speed	133
Change someone's mind.	Influence	Charisma, skill vs. difficulty & Will	139
Chat with folks, learn what's news.	Gossip	varies	137
Cheat at gambling.	Gamble	Gambling vs. Gambling	136
Entertain a crowd.	Perform	Performing skill vs. difficulty	145
Fight in a war.	Warfare	varies	152
Find out how much something is worth.	Appraisal	Mind, Career vs. difficulty	128
Find out where they sell something I want.	Availability	Area Size vs. difficulty	129
Find somebody who can do something I need done.	Availability	Area Size vs. difficulty	129
Find something hidden.	Search	Mind, Criminology, Observation vs. Mind, Camouflage	149
Fix something.	Repair	craft skill vs. difficulty	147
Forage for food in the wilderness.	Foraging	Mind, Survival vs. difficulty	135
Gamble.	Gamble	Gambling vs. Gambling	136
Get "the word on the street."	Gossip	varies	137
Get my spell points back, without sleeping.	Meditation	Meditation vs. difficulty	145
Get the drop on someone.	Ambush	Speed vs. Sixth Sense	127
Hear something.	Listen	Mind, Observation vs. difficulty	144
Hide.	Hide	Mind, Camouflage, Stealth vs. Mind and Observation	138
Hit someone with my weapon.	To-Hit	Speed, Weapon skill vs. Speed, defense	170, 151
Hunt for food.	Foraging	Mind, Survival vs. difficulty	135
Jump a great distance.	Jump	Body, Jumping	141
Keep my allies from fleeing or routing.	Leadership	Charisma, Leadership vs. difficulty	143
Know if someone's telling me the truth.	Bluff	Mind, Charisma, Fast-Talk vs. Mind and Psychology	131
Lead some folks into battle.	Leadership	Charisma, Leadership vs. difficulty	143

<i>I want to...</i>	<i>Test</i>	<i>Typical Dice Rolled</i>	<i>Page</i>
Lie to someone.	Bluff	Mind, Charisma, Fast-Talk vs. Mind and Psychology	131
Lift a gate.	Strength	Strength vs. difficulty	150
Live off the land.	Foraging	Mind, Survival vs. difficulty	135
Look something up in a library.	Research	Mind, Research vs. difficulty	147
Make someone do something.	Influence	Charisma, skill vs. difficulty & Will	139
Make something.	Build	Craft skill vs. difficulty	132
Move silently.	Sneak	Stealth vs. difficulty	149
Pick a lock.	Lockpicking	Dexterity, Lock-Picking vs. difficulty	144
Pick someone's pocket.	Pickpocket	Dexterity, Pickpocket, Sleight of Hand vs. Mind, Observation	145
Play dumb, pretend I don't know something I do.	Bluff	Mind, Charisma, Fast-Talk vs. Mind and Psychology	131
Remember something that my Character should know but I don't.	Know	Mind vs. difficulty	142
Repair something	Repair	craft skill vs. difficulty	147
Resist pain.	Resolve	Will, Resolve vs. damage dice	148
Resist supernatural fear.	Fear	Will, Resolve vs. difficulty	134
Run away.	Chase	Speed vs. Speed	133
See if I know something.	Know	Mind vs. difficulty	142
See something.	Spot	Mind, Observation vs. difficulty	150
Smell something.	Smell	Mind, Observation vs. difficulty	149
Sneak past someone.	Sneak	Stealth vs. difficulty	149
Torture someone.	Interrogate	varies	140
Use a gun.	Spark	Spark dice vs. conditions	177, 149
Use a machine.	Reliability	reliability dice vs. difficulty	146
Use my mighty strength.	Strength	Strength vs. difficulty	150
Walk a long distance.	Travel	Body, Hiking vs. difficulty	151
Work a crowd, picking random pockets for quick funds.	Pickpocket	Dexterity, Pickpocket, Sleight of Hand vs. Mind, Observation	145