



### Crafting

INT		DEX	
ATTRIBUTE 1	BONUS	ATTRIBUTE 2	BONUS

**DESCRIPTION**  
 You know a trade skill that produces a product. You know how to make items in that trade skill, where to get the raw materials, how to market it, how to fix them, and how to work all the tools required.

You have trained in a specific craft or discipline. This craft is:

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**Sample Tasks:**

- Craft/Make an item
- Repair an item
- Appraise an item
- Craft under poor or excellent conditions
- Reduce time required to craft
- Craft an item of excellent or outstanding Quality
- Craft an item of poor quality or jury rig an item

BOOK 3RD PARTY

### Farming

WIS		CON	
ATTRIBUTE 1	BONUS	ATTRIBUTE 2	BONUS

**DESCRIPTION**  
 You know how to work the land and raise livestock, including areas of animal husbandry, growing and crop rotation, fixing basic blight and disease as well as knowing the growing seasons, types of soil, etc.

**Sample Tasks:**

- Perform farming tasks, growing food and raising livestock
- Remember farming techniques and procedures
- Remedy poor farming conditions
- Alleviate pests/blight
- Veterinary skills
- Get a lay of the land for cultivation purposes, including soil conditions, irrigation, etc

BOOK 3RD PARTY

### Influence

CHA		WIS	
ATTRIBUTE 1	BONUS	ATTRIBUTE 2	BONUS

**DESCRIPTION**  
 You know people, and people know you. You hold sway over others, you network and you use people resources around you either through your position of authority, your nobility, or simply through cultivating contacts. This influence gives you access to people, resources and favours not available to most.

**Sample Tasks:**

- Get favours performed
- Cut through bureaucratic tape
- Find someone, or find information about someone
- Find/obtain something out of the ordinary
- Influence someone fearful or reverent of what you represent
- Get an audience with an important personage
- Boost your presence and 'importance' to someone or a crowd
- Deliver a rising speech
- Organize a party to do a task for you

BOOK 3RD PARTY

### Learned

INT		WIS	
ATTRIBUTE 1	BONUS	ATTRIBUTE 2	BONUS

**DESCRIPTION**  
 You are the walking library. You don't just know things; you know things about a lot of things. Over time you have gained many bits of knowledge from many different fields, leaving you rarely without an answer.

**Sample Tasks:**

- Perform cryptanalysis
- Read and decipher ancient languages and linguistics
- Recall artifact lore
- Apply bits of engineering knowledge
- Remember ancient schema and prophecies
- Remember lost and ancient history beyond the realm of most scholars
- Remember and apply obscure knowledge

BOOK 3RD PARTY

### Performance

CHA		DEX	
ATTRIBUTE 1	BONUS	ATTRIBUTE 2	BONUS

**DESCRIPTION**  
 You know how to entertain a crowd, often through the use of an instrument (which you know how to play well) or through signing, oratory, or other means. This skill also includes reading the crowd and working your performance to create beauty and excellence beyond pure technical mastery.

You have trained in a specific performance type. This is:

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**Sample Tasks:**

- Perform an art and entertain people
- Manage a good performance in difficult conditions
- Influence the mood or disposition of an audience
- Make some coin performing

BOOK 3RD PARTY

### Read the Land

WIS		DEX	
ATTRIBUTE 1	BONUS	ATTRIBUTE 2	BONUS

**DESCRIPTION**  
 You don't just know about the wilderness, you experience it. Some may say it talks to them, others just can sense when something is different or off. However it is for you, you have an uncanny ability to read and react to things in the uncultivated areas of the land. The way the animals are and the sounds they are making (or not making), the look of the plants, the patterns of growth, they all inform you.

**Sample Tasks:**

- Sense something is 'off' from a normal wilderness area
- Get a sense of the general health of a wilderness area, and detect damage
- Deduce the history of a wilderness area
- Use natural plants and roots for medicinal purposes
- Increase overland speed through difficult terrain
- Move through the wilderness, leaving no tracks behind
- Know how to use the land for the best tactical advantage
- Create mundane equipment from wilderness resources

Special: This skill can be used in place of Perception in wilderness areas, including for tracking.

BOOK 3RD PARTY

### Scoundrel

CHA		INT	
ATTRIBUTE 1	BONUS	ATTRIBUTE 2	BONUS

**DESCRIPTION**  
 You get along in the seedier parts of society. Whether criminal or not, the underworld of a city is your stomping grounds. You know the ins, the outs, the big bosses and the providers, and you know the tools and the skills to go along with it. You have contacts and ways of communicating that leave you covered and traceless at the same time.

**Sample Tasks:**

- Navigate the sewers in a large city
- Set up a dead drop
- Appraise an Object
- Read lips
- Plan an ambush
- Speak in code or thieves' cant
- Forge documents
- Fence an item
- Ask a favour from the local underworld
- Perform basic forensics
- Improvise an item for use

BOOK 3RD PARTY

### Seafaring

INT		CON	
ATTRIBUTE 1	BONUS	ATTRIBUTE 2	BONUS

**DESCRIPTION**  
 You know the ways of the seas and the way of the boat. This includes managing a ship, paddling and steering smaller craft, basic maintenance thereof, as well as navigating both on the open seas and across narrower waterways. You also have knowledge of the oceans and lakes, and can read waterways as one might read the land or a city.

**Sample Tasks:**

- Know and remember useful bits of boating techniques and procedures
- Instruct a crew to get a ship underway
- Plot a course and stay on it
- Deal with unforeseen conditions, weather and perils
- Deal with a shoddy boat
- Run a ship with less than optimal crew

BOOK 3RD PARTY

### Soldiering

INT		WIS	
ATTRIBUTE 1	BONUS	ATTRIBUTE 2	BONUS

**DESCRIPTION**  
 The military runs in your veins. You know what it takes to be a good member of an organized martial force. You know the drills, how to follow the lay of a battlefield and how to maintain order and equipment. You know what it looks like to be a good fighter... and who is pretending.

**Sample Tasks:**

- Set up proper watches to patrol an area
- Create a defensive line with many troops
- Perform basic repairs and maintenance on armour and weapons
- Set up a basic fort-like structure
- Recognize a trained military man
- Recognize a fighting style or strategy
- Notice pinch points on a battlefield or spots for an ambush
- Remember battle-specific or military history
- Recognize battlefield heraldry

BOOK 3RD PARTY

### Travel

INT		CON	
ATTRIBUTE 1	BONUS	ATTRIBUTE 2	BONUS

**DESCRIPTION**

It is more than simply getting from point A to point B. The others might not understand that, but you do. You know the means and the ways to journey across great distances, and you can successfully lead a large group in this endeavour. This includes navigation, path finding, basic land vehicle maintenance, planning for the trip, supply management, and more.

Sample Tasks:

- Teamster, driving pack animals, etc
- Find a safe place to rest and set up a camp defensively
- Use maps, know checkpoints, border crossings, etc
- Find a suitable path where no roads exist
- Navigate by landmarks
- Avoid enemy patrols
- Deal with unforeseen conditions, weather and perils
- Deal with broken or shoddy travel gear
- Repair saddles, shoeing horses, maintaining wagons
- Manage the minutia of a caravan, including equipment, cargo and personnel

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