

## Skill Descriptions

Skill descriptions are provided to clarify some of the more esoteric skills and to give the players and GM a common ground of understanding as to what possessing a given skill means in terms of ability.

In addition, some skills which call for specialization have some specialization examples included.

Sometimes the skills will have listed modifiers for various tasks. These modifiers are modifiers to the Difficulty, not to the actual roll itself.

### Accounting

Accounting is bookkeeping related to business transactions and costs. An accountant can make a detailed analysis of another's financial records. A skill rank of 1 in this gives limited bookkeeping skills. The higher the rank, the better the understanding of tax-laws and the better chances of deciphering intentionally convoluted books and records.

Use of the abacus is also included in accounting. The abacus was the medieval calculator. With it the accountant can easily keep track of large numbers and quickly add and subtract lists of values. One can only get so good with an abacus. Higher levels in mathematics skills allow for more complex usage of the abacus, however.

### Acrobatics (P)

Acrobatics includes tightrope walking, tricks on a bar or on rings, and complicated dives. Swinging on a bar is an easy task, while walking on a tightrope is of moderate in difficulty.

### Acting

It has been said that acting is the ability to live truthfully under imaginary circumstances. In addition to the more common use of acting, the level of this skill reflects the ability of a person to convincingly assume alternate roles in society.

### Alchemy

The alchemist works to create potions, salves, ointments, elixirs, and other potables that may or may not have a practical function. Certainly, some alchemists pursue the medieval ideal and strive to transmute lead to gold, but the Alchemy skill is primarily a basic chemistry skill. Alchemists gain formulae depending upon their initial rank in Alchemy. For further notes on alchemy, see the section on Alchemy.

### Animal Healing

Normally called veterinary medicine, animal healing focuses on medicine for animals. The difficulty of a healing maneuver should be based upon both the severity and rarity of the wound or affliction. The skilled veterinarian knows of a larger variety of ailments, and

will have a higher chance of healing an animal due to this knowledge. Wild animals may be treated, but healing a wild beast should be more difficult due to their fear of people and uncooperative nature.

### Appraisal: Armor

Not all armor is equivalent. Armor appraisal aims at determining a fair price for a piece of armor. It can also be used to determine origin, maker, or age of a piece of armor. The work of a dishonest but crafty craftsman should difficult to assess correctly.

### Appraisal: Artwork

Art appraisal includes some art history and a lot of qualitative evaluation. This skill only applies to forms of art with which the user has had contact; unless the character is a goblin or has lived with goblins for many years, he or she will not be able to assess the art of goblin skull decoration very well.

The appraiser can appraise known art types for quality and price. The difficulty of using this skill increases as the user becomes more unfamiliar with the art form or as the history of the field becomes more relevant to a piece's value. This, evaluation of art from the area might be a moderate task, while importers art might be extremely difficult.

### Appraisal: Clothing

This skill enables the user to appraise clothing and shoes for quality. This skill has little to do with taste or style but rather the ability to analyze clothing for skill of workmanship and excellence in materials. Clothing appraisal can also be used to place clothes in a time period or cultural context. The age and wear of clothing can be easily calculated by fingering, and at higher levels merely viewing, the garments. Higher levels of clothing appraisal enables the clothes connoisseur to potentially recognize an individual tailor or cobbler of an article of clothing by merely fingering or viewing it. Clearly this skill is a must for any sort of political spy as an in-depth analysis of clothing can provide a virtual plethora of information on the wearer.

### Appraisal: Gem

A character with gem appraisal may evaluate gemstones. Limbering the colors of various stones and gems is an easy task. The evaluation of unprocessed gems for cutting is very difficult, while recognizing counterfeits ranges anywhere between easy and practically impossible, depending upon the forgery. Appraisal of value of gems of normal sizes accurately is usually a moderate task.

### Appraisal: Goods

This general skill is of paramount importance for those interested in trading goods for profit. This skill allows for the quick judge of how valuable an object is in

some other market when true understanding of the object's underlying skill of construction or value is lacking. Although this skill does not permit evaluation of objects within specific fields, the user will be better able to determine a reasonable price for the object along with the resale price at a different location. The difficulty of appraisal depends upon the performer's familiarity with specific markets and various goods.

**Appraisal: Material**

This skill grants upon the user the ability to appraise any materials related to her craft. After study and testing procedures that take about 4 hours, the user may evaluate material quality as an easy task, unless the material is very strange indeed. Quick judgements of material quality are usually difficult.

**Appraisal: People**

The appraisal of people is the art of divining whether someone is rich or poor, nervous or bold, foreign or native, etc. The higher the skill, the more easy it is to penetrate disguises, recognize specific regions of origin, and guess as possible deceptions the observed person might have in operation.

This skill is crucial for the self respecting pick pocket as it allows for the detection of those who look poor to conceal their riches, and those who look wealthy to disguise their poverty.

**Appraisal: Slaves**

This useful skill gives the user the ability to identify a good, healthy slave. Careful study of a slave for about 15 minutes will allow a moderate evaluation, while momentary evaluations are most likely very difficult.

**Appraisal: Weapons**

The appraisal of weapons is crucial for any mercenary who has to supply himself. The skill allows for the easy detection of the flaws and features of a weapon. In addition this skill enables one to identify the geographical origins of weapons. The skill also imparts upon the appraiser a small knowledge of forging techniques and metal quality.

**Architecture**

Architecture is the art of designing buildings and edifices. Such buildings may be built for beauty, functionality, grandeur, etc. A small amount of civil engineering is contained within this skill; a good architect knows what structures can be constructed without collapsing. An architect may also examine existing pieces of architecture to determine its style, approximate date of construction, etc.

The Architecture skill includes the drafting knowledge associated with it.

**Book Restoration**

Books rot. Occasional upkeep is required to prevent books from decaying too quickly into dust. Book Restoration not only is the skill of book preservation, but is the skill of book repair.

**Brawling**

Brawling is the skill of using random implements (particularly those found in bar and tavern settings) as harmful, if not lethal, devices of combat. For any unfamiliar weapon used in a brawling setting use the Brawling skill as a skill rank for that device for determining combat classes.

**Calligraphy**

Calligraphy is the art of writing beautifully. The Calligraphy skill also includes the art of making illuminations.

A calligrapher does not necessarily know how to read. In the medieval times, it was not uncommon for scribes to recopy documents without understanding a word of the text. This is one of the reasons there are such bizarre and ridiculous mistakes in spelling or sentence construction in medieval documents.

**Camouflage Techniques (S)**

The skill of concealing people and things in wilderness settings. The camouflage skill is region dependent, and the region of choice for the skill should be noted on the character sheet.

Hiding small structures, such as huts, or objects in 'complex' areas, like jungles and forests, is a moderate task. The difficulty of hiding small structures and objects in deserts and flat plains is complex.

Hiding rapidly moving objects is more difficult; this can be treated as an extreme task. Surreptitiously moving objects or persons, such as a man cleverly stalking a fish in the bushes with a twig on his fishing pole, may be camouflaged more easily; treat such tasks as difficult.

If this skill is used to thwart trackers, the camouflage skill shifts the difficulty upwards, making tracking much harder. Thus, a complex tracking maneuver becomes difficult, although the tracker's skills may reduce this.

**Camping (S)**

The camping skill consists of knowing how to find a good campsite, build a secure windbreaks, construct a usable latrine, and other skills needed to make camping more pleasant.

Camping includes cooking for the outdoors. The goal of campfire cooking is to prepare foods in such a way that they are safe to eat and still palatable, no small task when all one possesses is a campfire. Higher ranks increase chances of making horrid, rank, dead things into delicious, or at least edible, meals. A rank of 1 will allow generally safe meals to be created.

Camping also includes the ability to light fires in difficult circumstances. In an era when matches are the toys of Alchemists, fire starting without the aid of flint and steel is a must for any who wish to spend an extended period of time in the wilderness.

#### **Ceremony: Alter**

This is the skill of altering ceremonies and rituals to achieve different end results. This skill applies only to magic related ceremonies and not to the purely faith and religion driven ones. Please read the magic section for more details on this skill.

#### **Ceremony: Learn**

The skill of study and understanding the meanings and nuances of a ceremony is crucial before the actual ceremony may be performed. This skill is the academic aspects of the ceremony and it also includes some theory, history, and culture which motivates the format of the ceremony. Please read the magic section for more details on this skill.

#### **Ceremony: Perform**

This skill is the ability to execute ceremonies. This skill is obviously crucial to the miracle worker or mage. Please read the magic section for more details on this skill.

#### **Cleaning (S)**

Servants often need to carefully clean rooms and areas for their employers. The cleaning skill allows for this.

#### **Climbing (P)**

Climbing is the ancient art of ascending and descending various tall constructs. Rough surfaces with good hand holds is trivial. Rocks without some hand holds is moderately hard. Stone walls are very difficult to climb.

#### **Component Manipulation/Creation**

Component manipulation and creation is the ability to collect, purify, cook, clean, set up, take down, store, paint, carve, and otherwise prepare the materials for any spell or ceremony. The physical components of a magic spell encourages the spell to couple to the spirit realm in the proper configuration. Improperly created components alter spells in subtle ways, subvert intentions, and otherwise hinder the working mage. Please see the magic section of the rules for more information on this skill.

#### **Cooking (S)**

*“So pastry baking, as I say, is the flattery that wears the mask of medicine.”*

*-Socrates to Polus, Gorgias (465b) by Plato*

Plato stated that pastries are to the body what oratory is to the state. Both cover up the nastiness that may be

required for the good of the body in question; pastries are preferred to medicine, and oratory to justice. This wide-ranging skill covers all aspects of cooking, from the efforts of the peasant housewife to the deeds of the greatest chef.

#### **Craft**

Craft is the ability to create objects with ones hands. Some call it art, some call it skill; the issue is moot in the light of the fact that we call it craft. Craft ranges from stone masonry to delicate gem setting. When a character takes a craft skill, the character must choose the type of craft learned.

Some examples of craft are as follows:

#### **Blacksmithry (P)**

*Men, beat your anvils! Strike them hard! Smack them long! Make the fire of your soul evident through your hard steel!-*

*- Old Kudite Song*

Blacksmiths specialize in the production of finished iron goods.

#### **Brewing**

The study of beer making is a skill appreciated by all of the common people.

#### **Carpentry**

The art of building wooden structures such as houses, barns, chairs, and cabinets. If desired the carpenter can specialize in furniture or buildings.

#### **Cobbling**

The craft of manufacturing shoes and boots of all sorts. Most shoes were made of leather and therefore the carpenter has an ability with nails and leather working.

#### **Fletching**

The craft of making arrows. Higher level craftsmen can make arrows which go 10% further due to superior make. Fetchers can not make arrowheads, but can harden the shaft points to make non-headed arrows. They can also mount the heads on the shafts.

#### **Jeweler**

The craft of making jewelry. This includes small cold forged bronze, silver, and gold, casting of precious metals, setting gems, finished gemstones, making wire, and etching.

#### **Miller**

The craft of grinding grains into flour. Actually quite demanding, the miller knows how to keep his or her mill in good condition and how to best grind different kinds of grain.

#### **Parchment Making**

The craft of making parchment and paper.

#### **Pottery**

The craft of making earthenware pots and

objects. The potter knows how to use kilns and wheels. The potter also knows how to mix clay and glazes.

**Stonework (P)**

Stonework is laying walls and stone chipping. This is not the art of sculpture making. The stone smith knows something of architecture and the workings of gravity as related to buildings. The stone smith can also lay bricks.

**Tailoring**

The art of making clothing.

**Tanning**

The craft of tanning leather. This includes wilderness tanning, salt-curing, soot-curing, and intestine-bag making.

**Thatching (P)**

Thatching is using straw, not shingles, to make a roof for a house.

**Wine Making**

The study of wine making is a respectable and likable occupation.

**Dancing (P) (S)**

This skill pertains to all types of dancing known to the user. A novice can stumble through the correct steps in approximate time to any accompanying music. Higher ranks will allow dance improvisation and more grace in general when dancing.

**Darts**

This skill is concerned with the throwing of darts as a sport, and can be very useful in bars and taverns.

**Disguise/Costume (S)**

The art of disguise and the theory of costume. This skill may also be used to impersonate other persons.

**Drink Tolerance**

The owner of this skill can drink more before becoming incoherent due inebriation. The drinker gains a +1 to the roll for each rank of this skill for the purposes of RR rolls vs. Inebriation.

**Eccentric Hobby(Skill) (S)**

Any eccentric hobby of which the player can think. This is the cover-all for the good mage. Some exciting possibilities include Torture Small Animals, Spider web Weaving, Ornamental Horticulture, Cross Dressing, Cooking with the Ooze and Slime Family, or even such oddities as curing human flesh for consumption or bookbinding. The more tame, i.e. drab, mage might prefer such eccentric skills as underwater basket weaving or butterfly collecting (although the brutal murder of butterflies seems to be at least as repulsive as the consumption of human blood).

Eccentric Skills are skills which a master might force a slave to learn. Knife sharpening, cleansing boots with

one's tongue, or silver polishing are all examples.

Some skills or hobbies which might be considered eccentric are:

**Dissection**

Dissection is a wonderful tool for increasing the body of data of anatomy. Dissection is not directly useful to either medicine or delicate handiwork, but seems to be the hobby of many eccentric chaps and ladies nonetheless.

**Falconry**

Large predatory birds can be extremely amusing, and falconry is the field that aims to maximize the amusement that such lowly animals can provide. Permits one to tend, train, and subsequently use falcons effectively.

**Style Sense**

Style sense is the development of the sensitivity to the aesthetic values of ones attire. It allows the dandy to dress appropriately for a given occasion, to choose good clothes from a rack, and to mix and match colors in a pleasing way.

**Taxidermy**

Taxidermy is the art of stuffing and mounting animals ranging from fish to bears. Included in this skill is the art of glass eye making, fur grooming, head mounting, and stuffing manufacture.

**Wine Tasting**

The true courtier needs to know the difference between fermented ratgrape brew and the delicate Northhill berry wines. This skill gives the courtier the ability to do this task. This skill also includes a knowledge of the various types of wine and their origins.

**Engineering**

Engineers create plans for devices and structures that are physically possible, and also develop techniques of learning what is in fact physically possible.

Engineering includes the drafting skills related to it. The first rank of the engineering skill is basically drafting skills.

Engineers can specialize in civil or military engineering.

**Etiquette**

*“The mouth should neither be tight-set, which denotes someone afraid of inhaling someone else's breath, nor gaping open like an idiot's, but formed with lips lightly touching one another. Nor is it very polite to be repeatedly pursing the lips as if making a clucking sound, although that gesture is excusable in grown-ups of high rank as they pass through the midst of a throng; for in the case of such people all things are becoming, while we are concerned in moulding a boy.”*

*-Erasmus, On Good Manners for Boyss*

This skill consists of the large plethora of tolerated and taboo actions in the high court. For example, this skill is very useful for determining which of the 75 odd utensils should be used for a given course. Etiquette includes generic good-manners.

The Etiquette skill is for those who wish to excel at manners and grace. Although one would most likely learn most of the values and taboos of a social group by living within it, special effort must be made to exemplify these views of virtue.

To emulate this, the Etiquette skill reflects expertise and grace within a group. Etiquette also permits its owner to generally appear graceful and poised in all walks of life; ‘virtu,’ or “artfulness,” is the goal of this skill.

### Farming (P)

This general skill has to do with all basic aspects of farming. Basic farm techniques as well as such rudimentary knowledge as the correct planting season and limited irrigation use are included. Increased farming skill results in less wasted field space, a larger harvest, and will aid in the cultivation of resistant terrain.

Farming includes the ability to fix, and sometimes even make, tools.

### “Fool”/Jester

The study of foolery in the court. This skill gives the fool ideas of what boundaries to cross and not cross as well as an ability to prejudge a person's sensitive areas. The skilled fool will be able to enrage and then befriend a courtier before being whipped or killed.

### Foraging (S)

*“One must sneak up upon fish. If one makes just the slightest bit of noise, they flee and you’ll never catch ‘em!”*

- Talbot the Fish Hunter

This skill allows one to gather edibles in the wilderness climate. The user must specialize Foraging in a specific area. Foraging includes the ability to fish, and, more importantly, the ability to find water.

Regarding the location of water, the user can elect to find water either through more “scientific” methods or through dousing.

The fishing element of this skill pertains to the

locating, identifying, stalking, and the catching of fish.

**Table 22: Some Sample Foraging Difficulties**

Climate	Dif.
Desert	Very Dif.
Forest	Mod.
Near River/Stream	-1 Dif.
Spring	-1 Dif.
Swamp	Mod.
Winter (rainy)	+1 Dif.
Winter (snowy)	+3 Dif.

### Forgery: Craft Specific

The ability to make fake items in the specified craft. For a person making coins this skill is called Counterfeiting. Forgery includes concealing shoddy construction or basic materials. The higher the skill the harder to detect the falsity of the object.

Counterfeiting is a specific field of forgery. Most counterfeiters are jewelers or smiths of precious metals. Counterfeiting aims at the creation of false coins that appear to be the real thing. As this skill increases, the chance that a person will discover that a coin is fake will decrease.

### Forgery: Paper/Documents

This skill allows the user to create fake passports, contracts, and other documents of government or business.

### Fortune Telling (S)

Fortune telling includes many different methods of divination. Tarot, hecatoscopy, astrology, and the examination of entrails are all standard practices. Fortune telling in the world of Tigmar is described on page 160. When taking the Fortune Telling skill, a player should choose a specific specialty of fortune telling which the character has learned.

### Fortune Telling: Astrology

Any who pride themselves in the field of knowledge should be able to read the main source of divine and cosmic information—i.e. the stars and the planets.

Specializing in Astrology makes Fortune Telling a scholarship skill.

### Galley Rowing (P)

This skill gives the user an ability to row in a galley as well as know the political structure of a galley ship. Higher levels of this skill allow the rower to weasel into better seats, fewer hours, more water, and superior partners.

### Gambling (S)

This skill includes both a knowledge of all common

gambling activities with which the user has contact and the ability to roughly estimate odds of winning and losing based upon experience. The gambling skill may also be used to cheat.

**Genealogy**

Genealogy is extremely important to the noble, for her or his genetic background entitles her or him to maintain titled status. Although some positions may be won through aptitude, at GM’s discretion, most nobility inherit their rank through their parents and ancestors. Claims to certain offices therefore often involve disputations of the genealogies of the candidates, and this skill enables one to both defend oneself and discredit others. This skill also helps one recognize another’s rank and tendencies by comparison to their parents.

**Herbal Healing**

Herbal Healing is the study of the use of herbs to cure disease and infection. This is described further in the Medicine section of the rule book on **PAGE #**.

**Herding (P)**

*“Your sheep,” I answered, “which are usually so tame and so cheaply fed, begin now, according to report, to be so greedy and wild that they devour human beings themselves and devastate and depopulate fields, houses, and towns.”*

*-Utopia by Thomas More*

Large packs of gregarious animals would soon devastate the landscape if not for the tireless efforts of the selfless herder. The herder aims at increasing a herd’s size, health, and value through selective breeding. The herder’s skill maintains the herd as one group and can move the herd to a desired location.

**Horsemanship (P)**

Riding ability. A reliable leaping dismount requires a skill of +3 or better. Jumping requires a skill of +1 or better although getting a horse to jump to maximum potential and not balk at the six foot wall requires a skill of at least +4.

**Joust/Tilt**

This skill is treated as a weapon skill although the General Melee skill is not added to it. 1/4 the Horsemanship skill is added to the Joust/Tilt skill rank however.

Border Keep nobility feel this skill is a pathetic waste of time and often tell jousters what, exactly, they can do with their lances.

**Juggling (S)**

The art of throwing things into the air and catching them repeatedly. Juggling clubs is the standard easy juggling object. Balls are slightly easier to juggle than balls. Knives about as hard to jugglew as clubs, but more

dangerous. Rings are the easiest of all things to juggle. The following table is a list of sample juggling difficulties.

**Table 23: Juggling Difficulties**

Task	Difficulty
3 balls, clubs, or rings	Easy
4 clubs	2
4 balls, 5 clubs, 5 rings	3
9 balls or 13 rings for 30 seconds	15

Of course tricks greatly increase the difficulty of juggling. Things like under the leg or behind the back juggling are usually +1 rank needed. Things like juggling blindfolded or other bizarre and difficult tasks are considerably harder. However, if the juggler spends time (a month or so) practicing a specific set of tricks (5 or 6 of them, for example) she can make those specific tasks much easier. Unfortunately, this bonus only lasts for a few months after the juggler stops practicing.

**Law (S)**

*“Darkness is evil. Those who live in the dark are evil. Any who wander in the vile blackness of night without a lantern, sacred protector of our virtue, must intend evil or have committed an evil act. Hence it is decreed that any caught in the City of Light two hours after dusk until the mourn without light shall be punished by death, with no appeal possible. May Gaar consume followers of Dark!”*

*- Law of Orcheron, Section 4.3.2 Part (A)*

Law is specific to a given government although the law student could attempt to guess at what laws most likely exist in a similar government to the ones known. Skilled law students can use law to make convincing arguments for court battles or even talks with guardsmen.

**Learn Master's Skills**

A servant or slave may be employed in some capacity where she or he has the opportunity to learn skills not normally allowed. The slave or servant may choose one of his or her master’s skills. Note: GM discretion should be used to eliminate some master’s skills. We recommend, for example, that slaves and servants not be allowed to learn to joust.

**Library Research**

Libraries are often disorganized, or organized by the whim of the library’s owner. This skill permits the user to find desired books, or to research topics in such states of disorganization. This is critical to any sort of speedy scholarship unless one is in possession of a personal

library.

### **Lores and Histories (L/H)**

Lores and histories are essentially bodies of factual knowledge that may be mastered to various degrees. Those who have high skill ranks in a lore or history will not only know more esoteric facts but will also have a better command of basic information, and hence be better able to apply their knowledge (the difference can be imagined by one who has simply read a book on the subject vs. having studied and learned to apply one's knowledge). Below are several sample L/H skills. Players and GMs are encouraged to create their own.

#### **L/H:Anatomy**

The structure of living organisms has long fascinated the individual of a more scientific bent. The bodily structure of plants and animals and any of its parts, only parts visible to the naked eye in this era, forms the basic body of knowledge in anatomy. Anatomy is very useful in medicine, especially surgery, and conceivably some art skills.

#### **L/H:Animals**

Animal lore/history features both real and mythical elements. More rare animals, such as the terrible woman-eating yukka beast, will be familiar to the diligent student of animal lore. Generally, this information on furry and not-so-furry beasts applies to more common animals to the region studied by the character, to where such animals may be found, and to the typical behaviors of these animals.

#### **L/H:Ceremonial Lore**

A must for the thief of rituals, this lore/history skill pertains to knowing what rituals have been performed in the past by specific organizations, such as religions. The owner of this skill may have some knowledge about mythical rituals, now forgotten or lost, and the history of these rare arcana. If desired, this skill can be applied to specific rituals, informing the skill user of the rituals history and process of change through time.

#### **L/H:Coven**

Heritage! Tradition! Ancient honor! These form the cornerstones of covens, secret societies devoted to influencing society and increasing their own power. These special fraternities and sororities often demand that the initiate memorize a great deal of data about the past exploits, disasters, trials, and tribulations of the coven. This knowledge may be used to find historical enmities between groups, or can be used to determine what debts are owed to the coven.

#### **L/H:Craft**

Squabbling is the mainstay of small political

organizations like guilds. Craft lore/history not only gives knowledge related to various alliances between and within guilds, but also contains very important information about a craft. Such information includes what materials are best for certain tasks, where these materials can be found, good and bad omens during work, traditional actions within the craft, and which artisans within a field are the best at specific tasks. May include knowledge of legendary artisans.

#### **L/H:Demonology**

The arcane study of spirits and their relationship to the world, demonology records the appearances, personalities, and actions of demons throughout history. Useful for the wizard who needs to summon a demon, this skill also provides tricks for gaining what one wishes from a demon at minimum cost. See the section of demons for more information on this topic. See more about Demonology on page 168.

#### **L/H: Dueling**

The good rake always knows when it is safe to risk a duel. This lore/history both includes the deeds of legendary duelists and of excellent contemporary duelists. This knowledge can be very useful before agreeing to a duel.

#### **L/H:Fools & Jesters**

This lore/history focuses specifically on the role of jesters and fools and their past accomplishments. This lore can be useful for gauging exactly how far an entertainer can mock or advise a lord without risking death.

#### **L/H:Geography**

The Geography lore caters to those who wish to know the lay of the land. Useful for both finding one's way and for locating likely places for mineral deposits, water, and forests, geography tends to be specific to a region either researched or explored by the user, although this may occasionally not be the case.

#### **L/H:Great Voyages**

The skill records the mystical and mundane voyages of many famous captains. Useful for knowing what captain disappeared when and approximately where, this lore is useful both to sailors and treasure hunters. Sailors may use this skill to attempt a reconstruction of past voyages. Sailing lore also includes the history of ships and naval combat, along with various superstitions related to sea monsters, storms, drowning, and mutiny.

#### **L/H: Heraldry and History of Kingdom**

It is usually best to know who you are about to insult before doing any drastic and irreparable damage to another's honor. Heraldry, the art of identifying persons and families from their crests, symbols, can be crucial on a battlefield where all

helmets are closed and faces cannot be seen, as it can be impossible to figure out which combatant belongs to which side if one is not skilled at reading heraldic emblems.

This general history contains the political, religious, military, philosophical, and scientific histories of a nation or state. Very general in scope, this lore/history is most often used as a pool of general knowledge. High levels of History of Kingdom enable the user to trace individual histories, argue from history effectively, and know helpful but rare information from the far past about such topics as the secret entrances to keeps.

**L/H: Herbs and Fungus**

The magical power of herbs to heal and kill has often been noticed and recorded by healers and alchemists. Primarily a source of information on where and how herbs should be collected, this lore also contains information on herbs and their various medicinal and religious uses. Herbal healing is only effective if the correct herbs may be located; L/H: Herbs occupies itself with this. This lore tends to be specific to certain regions, but any good healer will know about the most famous herbs from other locations.

The fungus side of things involves mushrooms, fungus, truffles, and molds which can all nicely augment the food supply of a prisoner. The possessor of this lore can identify fungus into safe and poisonous categories, and will often have some idea of where such tasty edibles can be located.

**L/H: History of Magic**

The who's who and what's what of the magic world, this skill provides a familiarity with the major wizards of the past and contemporary ages and their works. Knowledge of major historical organizations, such as powerful covens, is also part of this lore.

There is a specialization of this, namely Magical Contraptions.

Due to the negative influence of the mystic arts upon the psyche, wizards and mages tend to become stark, raving lunatics. Such useful creations as the wondrous hat of torso invisibility (the arms, legs, and head are still visible), the venomous fanged crawling yam of many tendrils, and the hair-pins of increased blood loss are the topic of this lore. This lore/history traces various magical contraptions through time, taking note of their last known whereabouts and uses, and their purported creator. Note that items that have a conceivable use are covered also.

*Master: "Now, my apprentice, behold my creation! Wonder at its power and might! Its beauty!"*

*Apprentice: "Uh... it's a fork, Master."*

*Master: "SHUT-UP! Go wash the dishes..."*

**L/H: Legendary Heroes**

This lore consists of the various legends, ballads, and stories about the heroes of old. In addition, the student of these legends has a better idea than most of which legends are more truthful.

**L/H: Masonry**

This is a knowledge of both fortifications and their construction. Some actual masons may be known, but generally this lore/history provides information about stone structures, their weaknesses, and their strengths, especially situated in history (i.e., the castle Borne seems to suffer from low walls and is easily taken due to this oversight).

**L/H: Military**

Military history is a must for the aspiring megalomaniac with an army. This includes knowledge of past strategic and tactical actions taken by other commanders, the types of warfare practiced by other races, and the weapons, armor, and siege equipment believed to be the most effective.

**L/H: Military Unit**

This lore is the lore of one's military unit. It consists of a list of all the commanders, what feats had been performed in the past, what honors the unit has won, etc. This skill is a must for any soldier who has pride in his unit.

**L/H: Plants**

*"Although at first glance plants appear to be but leafy and green, upon further inspection plants will prove to be leafy, green, and usually soft."*

*- Great Naturalist Jahn Ad'a of the Tandus Wastes (when first exposed to plants)*

Different plants grow in various locales and have divergent uses, and plant lore/history provides information about many common plants, their life spans, and temperature and soil preferences.

**L/H: Political**

This history specializes in following and analyzing the political history of a specific nation or empire. Major political events outside of the nation, such as civil wars, rebellions, and wars, will be known, but more minor events will be overlooked. This history is useful for manipulating politics and for understanding the current state of governmental affairs.

**L/H: Regional**

This lore/history is the general version of History of Kingdom available to almost all professions. This history tends less towards scholarly analysis and more towards the knowing of what party did what at what date, or at what relative time. This history is useful in that it represents the body of cultural data accessible by all.

**L/H: Religious**

Amaze your friends! Awe your teachers! Impress your in-laws! Religious lore/history is filled with such useful information as the number of fingers that your favorite religious hero owned after an especially brutal torture session. Religious lore/history covers all topics of religion, from its inception to its present status and practices. Religious history is very useful to priests and scholars, and the lore can be very useful for convincing weak-minded and superstitious peasants that one has the power of the gods on one's side.

#### **L/H:Sailing**

This lore contains general information on ships. Parts of the ship, standard nautical maneuvers, rigging styles and even a bit about the construction and repair of ships fall into the jurisdiction of this skill.

#### **L/H:Sea Animals**

Many a sailor has returned from an especially harrowing voyage with tales of horrors that roam the immensity of the ocean. This lore/history skill both provides a body of information about common animals, such as desirable fish and where they are often located, and the more uncommon sea monster.

This true aficionado of fish can specialize this lore as the lore of fish stalking methods.

#### **L/H: Soil & Rocks**

This lore/history is much more useful than it may first appear. This skill permits the user to gauge the arable worth of a certain soil, and will know where good soil is to be found in general. The rock specialist knows where some rare minerals and metals are to be found in the world. This skill is very useful to both farmers and miners.

#### **L/H:Wilderness**

Forest lore/history is a generic lore pertaining to specific wilderness areas. The user should choose a special area of lore, such as forest, desert, steppe, etc. The lore for the chosen area provides knowledge about common animals, survival tricks, main thoroughfares, and similar useful information. The user may develop this lore in different wilderness types, but must start from rank 0 again.

#### **Magic: Modeling**

#### **Magic: Physical**

#### **Magic: Quality**

#### **Magic: Spirit**

Please see the magic section which begins on page 179 for information on these skills.

#### **Management**

The management skills have to do with the business aspects of conducting a household or fiefdom or even

empire. The skills enable to the manager to allocate resources, distribute money effectively and spot shoddy servants or lackadaisical workers.

#### **Map Use**

This skill permits the user to make sense of maps. Maps in this age are unreliable, poorly drawn, and often unrealistic, if imaginative. Most at this time are not able to interpret maps in a useful way. Maps are extremely useful for sailing purposes, even if inaccurate.

#### **Mathematics**

Mathematics is the study of numbers and logical relations. Not only does mathematics allow one to add and subtract numbers at the lower levels, but at higher levels it is organized, logical thought, fairly complex geometry, and perhaps even rudimentary trigonometry. The ability of conceptualizing things in terms of numbers increases ones capabilities of devising theories for observed phenomenon, and also allows one to devise clever gambling schemes which make lots of money.

#### **Medicine, Academic**

This is the academic study of medicine and surgery. Please see the Medicine section of the rule book. See Medicine on page 100 for more details.

#### **Medicine, Practical**

Practical medicine is primarily concerned with the treating of injuries. The treatment of diseases is more commonly practiced by academic physicians and herbal healers.

Low levels of this skill act as first aid. The skill user may set bones, clean wounds, etc. A rank of 4 or higher is required before any deep surgery may be attempted.

Practical medicine also includes midwifery. Midwives are people who deliver babies. Midwifery includes knowledge relating to easing birth and menstrual pains, and a large body of lore about the menstrual cycle and its power and effects than the average doctor. Doctors can specialize in midwifery if desired.

See Medicine on page 100 for more information.

#### **Meditation**

Mediation is what monks do. It allows for the slowing of ones heart rate and looking serene in the face of danger. Just having the meditation skill without bonus gives the user the ability to make impressive 'ohm' sounds over long periods of time, and to sit very still.

Aside from spiritual effects meditation allows for complete resting in short periods of time. For each rank of meditation, the meditator can completely rest in one hour less than a full eight hours of sleep by replacing it with 5 minutes of meditation.

**Mining (P)**

The skill of removing precious metals from the ground. This includes knowledge of how to shore tunnels and prospect for various metals.

**Music Theory/Composition**

The theory of music is more important than the theory of God for the theory of music leads to productive art. Or so many bards claim. However, most people know that bards, for this very claim, were burned by the Church of Aranity a few decades ago.

However, Music Theory is still taught and it still aids the idle in the creation of song and music.

**Natural History**

Natural history is the medieval version of science. It is a study of how the world works and what the things in the world are.

Natural history allows for the identification of rocks, guesses as to how rain works, an appreciation of the mysteries of gravity, a few facts such as knowledge of caterpillars turning into butterflies, and other such scientific kitch.

A specialization of this skill is Biology, which is the study of life. Biology includes plant and animal identification, basic anatomy, life history, and life theory (i.e., where and why life originates). Higher levels impart upon the user the workings of butterflies and larvae, and a tentative grasp of genetics (on a macroscopic result-based level).

**Navigation**

This skill at lower levels gives the user a concept of which stars are where and how they move in general terms. Higher level skill in Navigation allows the navigator to plot safe courses, although the skill of Map Use is a must for such ventures. The use of position-fixing equipment, such as the astrolabe, are included with this skill.

**Painting/Drawing**

Painting and drawing is the skill of creating fine art. The skill includes a knowledge of the basic media available, an understanding of shape and form, and an ability to observe the qualities of light. It also imparts upon the artist a large and impressive vocabulary of obscure, and somehow depressing seeming, terms.

**Performance Art (S)**

Performance Artists are people who do things like sword swallowing or fire breathing to shock or impress the crowd into giving them money. There are a variety of performance arts. The character should choose one of their own or one listed below.

**Contortion**

The contortionist has an amazing amount of flexibility. Contortionists may squeeze themselves

into small spaces, escape from handcuffs and ropes, and may perform other useful feats.

**Fire Breathing**

Mother always said that this would ruin your lungs. Fire breathing is the collection of skills related to oral fire use. The user may extinguish torches with her or his mouth and may hold burning objects in their mouths and then return them to view, their mouths unharmed. Proper fire breathing is the taking of some inflammable fluid into the mouth, and then the subsequent propulsion and ignition of said fluid. This skill is good for impressing the neighbors and terrifying harmless little children. As the rank of this skill increases, the risk of unfortunate mishaps decreases, and the volume of the flaming cloud may be slowly increased.

**Stage Magic**

Stage Magic is the study of stage tricks such as sawing people in half, making them fly, causing doves to appear and disappear, etc. It is primarily a study of the stage magic machinery and large scale tricks. Smaller tricks and card tricks are more a slight of hand skill.

**Sword Swallowing**

This skill covers the swallowing of swords and other pole-like apparatus. The higher the skill, the more varied and bizarre the selection of swallowable implements. The skill includes a knowledge of health maintenance and tool maintenance.

**Philosophy (S)**

Philosophy, love of wisdom, is the combined knowledge of both the history of philosophy and analytical philosophy. Not a very practical skill, philosophy is nevertheless extremely important in scholarly debates. This skill also includes natural philosophy, the study of the Nature and her laws.

**Physical Exercise (P)**

This is either a skill representing time spent walking, running, or engaged in other physical activities or labor. If desired the character can specialize in moving heavy objects, and this skill is then the body of knowledge of how to move large things with a minimal amount of effort and, if desired, a maximal amount of time. Note that this skill counts as two physical skills per rank for physicality calculations.

**Pick Locks**

A common lock can be easily picked by a locksmith with a skill of 2 or more provided the proper tools are in hand. More difficult locks are, of course, more complex tasks and the GM should rate their difficulty or ease accordingly.

Note that a character may attempt to pick a lock as

many times as desired; only time is a constraint. It takes around 4 minutes to pick a normal lock with the right tools. Doing it faster makes it harder.

### Pick Pockets

This includes cutting purses and pilfering candy in a store. Refer to the following table for guidelines on the difficulty of picking pockets. Difficulty is highly situation dependant, and a GM should feel free to change the suggested difficulties.

**Table 24: Pick Pockets Table**

Task	Dif.
Pilfer candy from table	Easy
Cut hanging purse	Mod.
Pick exterior pockets/backpacks	Dif.
Pick back pockets on pants	Very Dif.
Pick front pocket on loose pants	Ext. Dif.
Object owned by alerted person	+1 Dif. Level

### Play Games (S)

Play Games is a skill relating to common board, card, dice, and strategy games played in the world. The player can specialize in a specific game instead of having a general understanding of games, and double the effective rank for that game.

Some Board Games of Tigmar are described below.

#### Murd

Murd is a game played on a triangular board tiled with little triangles, seventeen to a side. Two players, black and red, play stones on the tips of the little triangles or move their stones down lines, in an effort to make a hexagon two stones to a side.

Murd is played throughout the Holy Empire, and was spread throughout the lands by the armies of Sampson when he conquered Tigmar.

#### Slurry

Slurry is a dice gambling game played with eight sided dice called points. It is very similar to craps and is the soldier's game of choice.

#### Junket

The Sander Nomads originally played this game but it spread to the Bastard Oots and people of Trading Post. Now it sometimes appears in the Holy Empire and Farman. Junket is a board game played by two players. It is usually played in dirt with twigs which are either stripped of bark or not. The board grows as pieces are added on. The object is to make certain point winning designs and thwart ones opponent from doing the same.

### Play Instrument

Play Instrument is an instrument specific skill. A

player with a rank of 5 or higher is considered a professional player and easily employable, given an average dexterity. Many bar players and street players have ranks of 3 or so. A high dexterity makes a low ranked player much better, however, so someone with a DEX of 40 and a 3 in Play Harp would be able to pass herself off as an excellent musician.

### Poetry

Poetry is the skill of writing poetry and ballads. Lyrics to songs also fall under the poetry class although the accompanying music it would fall under the Music Theory/Composition skill.

### Prose

Prose is the skill of writing prose fiction and nonfiction. It is a basic understanding of the use of metaphor, simile, hyperbole, irony, and imagery to obtain whatever ends desired in a written work.

### Rabble Rousing

Raising rabble is public speaking to the uneducated. It allows the rabble rouser to raise riots and incite crowds to do things like rip down fences.

### Read/Write Foreign Language

For the medievalist, reading and writing in a foreign language is more translating the language to the primary tongue than anything else. The Read/Write Foreign Language skill can never be higher than the primary tongue's reading and writing skill.

However, if the language in question is both spoken at a rank of +7 or higher and read at a rank equivalent to the primary tongue, then the person can become bilingual, and from then on automatically increase in both tongues due to the general Scholarship skill rating.

For example, Jante the mage is a native speaker of Tiganese and also speaks Hanch at a rank of +8. Jante has a scholarship skill of +3 and then through a few years of study brings his Read/Write Hanch skill up to +3 also. At this point Hanch is effectively bilingual in a literate sense, and if his Scholarship goes up to +4 Jante will have a +4 for reading and writing both Tiganese and Hanch.

In addition, if a character can read and write a tongue, learning to speak it is 1/2 cost and vice versa. So if a native Hanch speaking character has a +2 Speak Samptin and wants to read and write it as well, it would only cost 1 development point to bring the nonexistent Read/Write Samptin skill to a +1.

### Recital

Recital is the recital of metered poetry and ballads.

### Religion

Religion is a knowledge of a single religion. This skill is what an average religious person would have. It

consists of such knowledge as the names of the gods in ones pantheon, what their holy days are, a bunch of mythology relating to their divine beings, etc.

**Rhetoric**

Rhetoric is the art of making arguments to the educated. It is, redundantly speaking, the skill of lawyers and liars.

In fact there are two true forms of Rhetoric. One is the philosophy of argument, the other is the disguise of argument via the intricacies of language. This skill makes no allusions.

**Rope Use**

The study of knots can prove useful in a large variety of ways. Low levels of rope use allow the user to quickly tie knots that will not slip and to lash things down securely. Higher levels allow the user to make slip knots which seem firm, to tie up escape artists so they can not escape and to pick apart complex knots blindfolded or in dire circumstances.

**Running (P)**

With the running skill, the runner can run further without rest. Alternatively the runner can run faster than the normal unskilled individual.

**Sacrifice**

*“If the blood is pure, then the gods will heed our righteous pleas.”*

*- Grand Master Talon, before being consumed by a summoned demon*

The skill of sacrifice is mostly a physical skill. The practitioner learns how to restrain, bleed, torture, and kill victims in an appropriately sacrificial way. This skill is specific to religions as the possessor of this skill also learns when and how certain sacrifices should be performed to please specific gods.

**Sailing**

Sailing includes a knowledge of winds, sails large and small, the various terms for the various parts of a boat, canvas stitching, deck mopping, and spotting. The good sailor can usually make a boat sail safely, but not necessarily know how to get anywhere in particular.

**Self Control**

Self Control is the ability to ignore physical and emotional pain so as to keep a level head. The combat section describes how Self Control is used in combat situations. A loose rule of thumb is outlined on the

following table:

**Table 25: Sample Pain Situations**

Event	Dif.
Smash thumb but remain silent	Mod.
Broken leg but walking	Dif.
Severely burned but remain conscious	Very Dif.
Voluntarily pulling out an arrow	Dif.

**Sewing**

Sewing relates to needle and thread. This includes embroidery. It also includes some knowledge of thread quality. The skill allows for the design of clothing, the ability to follow patterns, and the ability to cut cloth before sewing it.

**Singing (S)**

Singing is the art of creating melodious sounds with the vocal cords. There are a variety of singing styles one can learn. To represent this, we list some common types of singing below. The singer should know any type that fits with the character's history. For example, if a character has spent many years as a noble then the singer will be very familiar with Ballads while a character who has been a farmer for years will know folk songs and little else.

Types of singing:

**Ballads**

Ballads are the more heroic versions of Bawdy Folk songs, with a better vocabulary.

**Folk Songs, Bawdy or Other**

Bawdy Folk songs are the kinds of songs found in taverns, hurled out by drunkards. They are amusing, usually about cuckolds and theft, and seem silly to the sober person.

**Ootish Ballads**

The long, beautiful songs of the Oots.

**Sea Shanties**

Sea Shanties are Bawdy Folk songs with a ocean background and the occasional sea monster.

**Whistling**

Whistling is the art of creating piercing shrieks and annoying wines by pushing air through puckered lips.

**Skinning**

Skinning is not tanning, but merely the ability to remove the skin from an animal without harming it much. Skinning also allows the hunter to carve up animals into

the standard pieces, as well as gut fish and clean fowl.

### Sleight of Hand (S)

The learner of this high art form learns to conceal objects on his or her person in such ways that they are not easily discovered and are not likely to be dropped. Higher skill allows larger objects to be concealed, and decreases the chance that an item will be discovered during a search. The skill user also knows how to distract others to make the hiding of an object easier.

The user of this skill can also specialize in card tricks. Card tricks employ sleight of hand, memorization of card orders, and logic tricks. Rank 1 allows the user to perform simple card tricks flawlessly. Skill rolls are required for more intensive tricks.

### Speak Foreign Language

This skill can be learned multiple times for different languages. A rank of 2 is a heavy accented but usable tongue, 4 is a slight accent, and 7 and up is perfectly fluent, but with a very slight accent if the language was not learned before the age of 15.

### Sport: General

The possessor of this skill becomes practiced at a specific sport, such as Dak. The skill alone provides a knowledge of all rules and basic strategies employed in the game, while higher ranks improve one's playing ability and understanding of game strategy.

### Stealth

Stealth combines two basic skills, namely Move Silently and Hide in Shadows.

Move Silently is study of moving silently is an important one to the cat burglar and even to the cowardly thug. Some sample difficulty ratings are listed below.

**Table 26: Moving Silently**

Circumstances	Dif.
Cobble street	Easy
Creeping up within 7'	+1 Dif.
With ambient noise	-2 Dif.
Wooden floor	Dif.
Opening door	Dif.
Climbing wooden stairs	Ext. Dif.
Victim listening	+2 Dif.
Victim drunk	-3 Dif.

Hide in Shadows is the art of self concealment. The following gives a general idea of ability to skill level.

Some sample difficulty ratings are listed below.

**Table 27: Hiding in Shadows**

Circumstances	Dif.
Night alley nook	Easy
Night in main street nook	Mod.
Daylight in alley nook	Mod.
Daylight in forest	Mod.
When sought	+2 Dif.

### Storytelling

Storytelling is the skill of being able to engage audiences with tales of various sorts. It also is the ability to evaluate what kinds of stories certain kinds of people would like.

### Swimming (P)

Swimming is just that. A rank of 2 allows for a rough crawl and breaststroke. A rank of 1 allows for a sloppy doggy paddle, the treading of water, and the ability to float for extended periods of time.

### Tactics/Strategy

Tactics are the art of fighting battles. In this time period they don't get very complex. A rank of 1 allows our eminent general to launch cavalry charges in a sane way. (i.e. not into ditches or swamps). A rank of 2 or 3 allows the general to understand the use of reserves. At higher levels this allows the general to have an inkling that infantry might be useful.

Strategy is the art of fighting wars and maneuvering armies on grand scale.

### Teaching

The art of patience. Teaching also relates to knowledge of how one could conceivably transmit information to another person, and also the ability to ignore this knowledge.

### Tend/Train Animals (S)

Tending animals is more complex than many admit. Tending animals skill gives the animal tender knowledge of what kinds of feed to give, how to oversee animal delivery, a limited medical skill in relation to animals, milking ability, grooming, feeding, etc., and also, depending upon the animal, experience in training.

### Tend Children (P)

A variant of Tend Animal.

### Theology

Theology, the study of the supernatural, or perhaps natural, has fascinated humankind for as long as people have possessed the ability to be fascinated by anything.

Theology is religion dependent; a large part of theology is the assimilation of rhetoric and convention. A knowledge of theology gives an understanding of what elements may or may not exist in a religion, etc.

**Tracking**

Tracking is the study of footprints and marks left by the passing of beasts and people. The difficulty of tracking something has a large number of variables associated with it. The following table should prove useful for determining the ease of the given situation for the tracker. Trackers, when tracking, normally move around 1/4 their normal walking speed.

**Table 28: Tracking Table**

Base Terrain	Dif.
Snow	Triv.
Soft Ground	Easy
Firm Ground	Mod.
Caked Dirt	Dif.
Gravel	Very Dif.
Boulders	Very Dif.
Flat Rock Plain	Ext. Dif.

**Table 29: Additional Features to Tracking**

Feature	Mod
Heavy underbrush	-3
Medium underbrush	-1
Rained recently	*
Victim trying to hide tracks	**
Tracker going 1/2 walking speed	+1
Tracker walking at normal speed	+3
Tracker jogging	+5
Tracker running	+7
Victim running or frantic	-1
Tracks one hour old	-1
Age of tracks	***
Rained since tracks were made	+5
Snowed since tracks were made	+6
For determining age of tracks	-3

\*Makes firm ground soft and caked dirt firm.  
 \*\*+1 + Camouflage & Tracking modifiers. See the Camouflage skill and the text further below.  
 \*\*\*+# of days since tracks were made.

If the tracker loses the trail, then make another roll at

the equivalent difficulty. If the second roll is failed, the tracker has wandered off the trail, following some red herring, and needs another 20 minutes or so to return to the known track. Otherwise the tracker has failed to find the trail and can change her strategy by slowing down or some other thing and try again, or give up.

The tracker needs to make a roll for every kilometer. Occasionally the victim will lay tricks out for the tracker. A separate roll must be made to observe these tricks. Determining the age of a set of tracks also requires a separate roll, but the Determine Age bonus applies to it, making it far easier.

If a tracker is attempting to hide his tracks, add the tracking skill to the difficulty level of the tracking tracker. Camouflage may also apply here. If a tracker is concealing his tracks, he needs to move at 1/4 rate. He can move at 1/2 rate and only add 1/2 his skill to his opponent. Alternatively, he can move full rate and add 1/4 his skill to his opponent. Any faster than that, it becomes impossible to conceal tracks easily, except for choosing harder ground to run across.

**Trapping**

Knowledge of how to set up traps, dead falls, and nooses to capture small game.

**Use Shield**

This skill is used to compute the defense class for a Class E (Shield Block) maneuver in combat. See the combat section on page 121 in the rules for more about this.

This skill also allows people to do minor repairs on their shields.

**Use Siege Machinery (S)**

Contemporary siege machinery consists primarily of the ballistae and the catapult. The skill enables the user to assemble, load, aim, and fire siege machinery. It also allows for the limited maintenance of these huge weapons. This skill, at level of 2 or higher, allows the user to direct a squad of solders to use a large piece of machinery. A person well acquainted with the Use Siege Machinery skill could also direct appropriately skilled people to build a piece of siege equipment (or do it herself).

**Use Armor**

This skill is needed to be able to function in heavy armor. If the skill is not possessed, the armor wearer will suffer sever penalties when trying to run or jog, as well as fight. The chance of falling in armor is greatly increased if one does not know how to balance and carry the weight of the armor easily and the GM should take this into account when the wearer attempts to run or jump.

Wear Armor also includes the ability to maintain armor, clean armor, and repair small defects in armor.



This skill also allows its user to put on armors more rapidly.

**Weapon: Any**

Weapons are the tool of violence and any thug must know how to use them. Included with the ability to use a weapon is the ability to clean it, sharpen it, and maintain it.

**Weather Watching**

This skill is either the development of intuition about the coming weather or a more scientific observation of the elements to predict the weather. The player could also use this skill as a more mystic, religious oriented skill, if desired.

For example, an Earth priest might determine the weather by casting Rainstones while an adventurer might determine the weather by the cramp in his knee.

**Weaving**

Weaving is the study of the use of the loom. In addition the weaver knows how to card, spin, and comb wool into a usable format. The weaver also picks up some knowledge of dying fabric and sewing through the exposure to these subjects by necessity.

