LEVEL NINE: bypass 3-point magical defense (*Greater Barkskin*, *Greater Armor*) or 4 points of *Constitution*

LEVEL TEN: bypass all magical defense (*Grand Barkskin*), magical armor and shields, *Physical Defense*, and all *Constitution*

A *Killing Strike* may be made only for one strike with the weapon *per target per combat*. If the player misses or is blocked, then the *Killing Strike* is ruined for that target in that combat. The player must call "KILLING STRIKE!" plus the level when using this skill.

Language (x3/x2/x1)

This skill allows the character to read, write, and understand the language other than the Sar's Tongue, the common tongue of Archaea, and their native tongue. The languages of Archaea fall into eight families. Some provinces have a modern and an ancient form of their language.

This skill should be used primarily for reading and writing. To role-play speaking a different language is difficult though players may invent ways to facilitate a spoken language.

If the player wishes to understand multiple languages, he or she must purchase this skill for each language, modern or ancient, even if they belong to the same language family. This skill does not apply to special or organizational languages (though certain skills may offer the most basic of understanding, e.g. level 10 *Streetwise* grants the character a few words and phrases in *Thieves' Cant*).

The cost of each language equals the cost multiplier times the new number of languages the character knows. For example, learning one new language equals the cost multiplier times 1. Learning a second language equals the cost multiplier times 2. Learning a third language equals the cost multiplier times 3 and so on. The character may know a maximum of ten languages.

This skill may require the presence of an Elder.

Family	*Languages*
Ashuri, Ancient	Desert Languages, Foundling
Ashuri, Modern	Ashuri
	Etthari (w/ Marjoran & Talanti influences)
Atanan, Modern	Atanan, Asaran, Rigan
Curi, Ancient	Cuni (with Icuni influences)
Curi, Modern	Curi
Eban, Ancient	Ebanar, Ebani Sign-Speak
Eban, Modern	Eban
Eldan, Ancient	Elsan or Elsar
Eldan, Modern	Eldan, Eastern Ashuri, Jossuni, Lacian, Reiellan, Tausan, Astan, Ursia, Saran (Sar's Tongue)
Icuni, Ancient	Icuni (written only)
Marjoran, Ancient	Murgori, Winterkind
Marjoran, Modern	Marjoran, Baraki
Talanthi, Ancient	Talanthi, Ancient
Talanthi, Modern	Talanthi, Lakemen

Leadership (x3/x5/x5)

The *Leadership* ability allows the character, through words, actions, and presence, to influence others to stand in the face of fear. A character must have the ability *Immunity to Fear* before purchasing *Leadership*. Those affected by *Leadership* temporarily gain *Immunity to Fear*.

For every level the character has in this skill, he or she can influence one person. The character may have up to a maximum of 10 followers. This skill can be used multiple times as long as the Leader can exert his or her own *Immunity to Fear*.

The player must identify who he or she wishes to stand their ground. The player must shout "I GIVE YOU COURAGE!" and identify the person to remain.

The effects of *Leadership* last for the duration of an encounter and remain as long as the Leader remains. If the Leader is killed, mortally wounded, incapacitated, or routed, then the effect is broken. All those affected by the character must remain within melee distance of the Leader.

Legend Lore (x1)

A character with *Legend Lore* is familiar with the folktales, myths, fairy tales, and famous stories told by the different provinces of Archaea. *Legend Lore* provides information about superstitions, heroes of old, and other mysteries of the world. *Legend Lore* also gives the character some vague knowledge of the "Lost Age" or the "Age of the Icuni."

The higher the skill level, the more detailed the knowledge and the more the character will know. This skill requires the presence of an Elder.

LEVEL ONE: common lore
LEVEL THREE: uncommon lore
LEVEL FIVE: obscure lore
LEVEL SEVEN: rare lore
LEVEL TEN: lost lore

Lock Picking (x3/x1/x3)

A character with this skill has the ability to pick locks.

The presence of an Elder is recommended when using this skill. However, in the absence of an Elder, the player may encounter a lock marked with a difficulty level.

If the character's skill level is greater than or equal to the lock's difficulty, then he or she can pick the lock with ease. If the lock's difficulty is greater than the character's level by no more than three levels, then he or she can still pick the lock at double the time required. If lock's difficulty is greater than the character's skill level by more than three levels, then he or she cannot pick the lock.

The use of this skill is represented by a count. The count to pick a lock is equal to the difficulty level of the lock times ten. For example, a lock with a difficulty level of 5 requires a count of fifty to undo. The player must have both hands on the lock and must count clearly out loud. If the character is interrupted or stops counting, he or she must start again.

LEVEL ONE: pick a level 1 lock, base count of 10
LEVEL TWO: pick a level 2 lock, base count of 20
LEVEL THREE: pick a level 3 lock, base count of 30 and so on

Characters may use a set of Lock Picks to gain an additional level to their skill level. For example, the character's *Lock Picking* skill level is 5; with Lock Picks, it becomes level 6. Furthermore, the character's count is reduced by 10 to a minimum of 10. For example, the character is picking a level 6 lock; normally, the count would be 60, but with the Lock Picks, it is only 50. The character does not start with a set of Lock Picks. The *Artisan* skill can be used to make Lock Picks. A set of Lock Picks has a base cost of 70 crowns.

Looting (x3/x1/x3)

The skill *Looting* allows the character to quickly search the body of a helpless (e.g. dead, mortally wounded, paralyzed, waylaid) character or creature for any items of value without having to actually physically search through another player's things.

Without this skill, pouches and bags (and other separate, external accouterments) are the only things that can be physically searched; to prevent invasion, a player's person, pockets, and clothing cannot be searched through and should not be done even with permission.

Looting can be used to discover objects that have been hidden on a body with the skill *Concealing*. The character's *Looting* skill level must be greater than the *Concealing* skill level used to hide the item.

To use the skill, the player must present his or her *Looting* card to the person being searched. Then the looter must specify the hit location being searched. The player being search must answer whether or not any valuables are found and hand over all transferable loot.

The time required to loot a hit location is represented by a count. The player must touch the hit location and count clearly out loud. If the player is interrupted or stops counting, he or she must start over. The higher the character's skill level, the less time is required:

LEVEL ONE:	loot a hit location in a count of 30
LEVEL THREE:	loot a hit location in a count of 25
LEVEL FIVE:	loot a hit location in a count of 20
LEVEL SEVEN:	loot a hit location in a count of 15
LEVEL TEN:	loot a hit location in a count of 10

Searching all the hit locations constitutes a *complete* search. For example, a character with the *Looting* skill decides to search the body of a dead creature. The player presents his or her *Looting* card. The looter asks, "I am searching your left arm." The searched player responds, "Nothing." The looter continues through each hit location—the right arm, the left leg, the torso, and the head. Weapons, pouches, and other accouterments are considered part of the torso. Everything in the immediate vicinity of the searched character is considered looted through.

Magic Ability (x10/x5/—)

Only characters of the discipline Rule of Knowledge begin with the ability to wield magic. However, with *Magic Ability*, characters of Rule of Arms and Rule of Skill can gain the power to cast and understand the arche. Before the character can buy *Magic Ability*, he or she must have some skill in *Magic Lore*.

The player must decide whether character will be a specialist mage or a generalist mage. See Chapter Five for details on specialization or generalization.

Buying *Magic Ability* once grants the player access to one Arche of spells and the Arche of Power for specialists or just the General Arche for generalists. If the character is a specialists and wishes to access additional arche, then *Magic Ability* must be bought multiple times at the appropriate multiplier. For example, for a Rule of Arms character, access to the first arche is 10 points, access to the second arche is 20 points, the third arche is 30 points and so on. Generalist casters need only buy access to the General Arche once.

Access does not grant the character any levels in the chosen arche. The player must then spend points to buy level one in the chosen arche. Depending on the character's discipline and specialization or generalization, the cost for a level varies. Rule of Arms characters have a x5 multiplier for each level in a specialization arche or a x20 multiplier for each level in the General Arche. Rule of Skill characters have a x4 multiplier for each level in a specialization arche or a x15 multiplier for each level in the General Arche. Rule of Knowledge charactesr have a x3 multiplier for each level in a specialization arche or a x5 multiplier for each level in the General Arche.

See Chapter Five for details on gaining levels as well as restrictions on the maximum level a character can reach in an arche.

Magic Lore (x3/x2/x1)

A character with *Magic Lore* has studied the history of magic and magical research. This skill grants knowledge concerning major magical events, people, discoveries, and enchantments. This skill also allows the character to identify spells by their invocation or resulting effects. However, this skill does not grant the character the ability to cast magic.

The higher the skill level, the more detailed the knowledge and the more the character will know. This skill requires the presence of an Elder.

LEVEL ONE:	common lore, identify a level 1 spell or effect
LEVEL THREE:	uncommon lore, identify a level 3 spell or effect
LEVEL FIVE:	obscure lore, identify a level 5 spell or effect
LEVEL SEVEN:	rare lore, identify a level 7 spell or effect
LEVEL TEN:	lost lore, identify a level 10 or greater spell or effect, basic familiarity with *Magespeak*

Magic Research (x5/x3/x2)

Magic Research allows the player to create scrolls, potions, magic items, and eventually new spells.

First, the character must have the ability to cast magic to use this skill. Next, the character must have the skill *Magic Lore* before he or she may buy *Magic Research*. The character's *Magic Lore* skill level must equal or exceed the character's *Magic Research* skill level. Once the character reaches level ten in *Magic Lore*, he or she need not go any higher. Furthermore, before the character can buy *Magic Research* level eleven or greater, he or she must have some skill in *Animal Lore*, *Artisan*, *Plant Lore*, and *Mineral Lore*.

Finally, characters must have a Research Kit in order to use this skill. The kit contains the necessary materials and equipment to use this skill. Initially, the character gains a free Research Kit. The Research Kit can be used over and over again. If the Research Kit is lost or destroyed, another one must be bought or found. A Research Kit has a base cost of 100 crowns.

LEVEL ONE:	create a level 1 potion or scroll
LEVEL TWO:	create a level 2 potion or scroll
LEVEL THREE:	create a level 3 potion or scroll
LEVEL FOUR:	create a level 4 potion or scroll
LEVEL FIVE:	create a level 5 potion or scroll and so on
LEVEL TEN:	create a level 10 potion or scroll
LEVEL ELEVEN:	create a level 1 magic item
LEVEL TWELVE:	create a level 2 magic item
LEVEL THIRTEEN:	create a level 3 magic item
LEVEL FOURTEEN:	create a level 4 magic item
LEVEL FIFTEEN:	create a level 5 magic item and so on
LEVEL TWENTY:	create a level 10 magic item, create a new spell

The player may not create a scroll, potion, or item with a spell that he or she cannot cast. The level of the character's *Magic Research* must be equal to or greater than the level of the spell to be placed in a scroll, potion, or item. The Elder of the Realm must approve all items.

To make a scroll or potion, the player must have the presence of an Elder.

Scrolls and potions are items that have been enchanted with a specific spell or effect. The magic of a scroll usually affects the reader unless it is