

This skill need only be bought once. This skill may require the presence of an Elder.

Status (x5)

Status grants the character the perks and advantages associated with social rank and good birth. Characters with a high *Status* will often be treated with more respect and shown greater favor. *Status* grants the character some access to the life of the upper crust though, without the skill *Courtier*, the character is without social graces. Finally, *Status* is complimentary to the character ability *Wealth*. The player should decide how the character gains in status (e.g. earned through experience, favor from the Sar, officially recognized by the family).

The greater the character's *Status*, then the greater their social and political standing. The character's standing can range from *favored family*, who are not true nobility but have earned the admiration, trust, or acknowledgment of the aristocracy (or the Sar), to the status of *heir*, a prince or princess in line to be Lord Sovereign of a province or to the Crown itself. Remember, however, that a high *Status* can be a disadvantage (e.g. more public scrutiny, target for assassination, competition for power, responsibility to the family or Crown).

LEVEL ONE:	Lord or Lady, favored family
LEVEL TWO:	Baronet, lesser nobility
LEVEL THREE:	Baron or Baroness, lesser nobility
LEVEL FOUR:	Viscount or Viscountess, middle nobility
LEVEL FIVE:	Count or Countess, middle nobility
LEVEL SIX:	High Count or High Countess, middle nobility
LEVEL SEVEN:	Marquess, high nobility
LEVEL EIGHT:	Duke or Duchess, high nobility
LEVEL NINE:	High Duke or High Duchess, high nobility
LEVEL TEN:	Grand Duke or Grand Duchess, Prince or Princess, heir

Streetwise (x1)

A character with *Streetwise* has knowledge and experience with the darker and seamier side of civilization. The character can gain information from underground and black market sources. The character is aware of the rumors and movement of rogues, con men, spies, and organized crime. The higher the level, the more information the character discovers.

This skill requires the presence of an Elder.

LEVEL ONE:	rumor, common information, some truth
LEVEL THREE:	uncommon information, half truth
LEVEL FIVE:	information from good sources, privileged information
LEVEL SEVEN:	information from reliable source, most truth
LEVEL TEN:	information from source itself, all truth, highly secretive information, basic familiarity with <i>Thieves' Cant</i>

Survival (x1)

The *Survival* skill allows the character to live off the land, to find shelter, to subsist in wilderness away from civilization, and to perform simple tasks with no or rudimentary tools and materials. This skill also gives the character very basic familiarity and knowledge of the plants, animals, and resources of the land.

At level one, *Survival* grants skill at starting a small fire and skill at swimming.

Survival also allows the character to forage enough food for one meal for one person. The Elder may modify the amount of food depending on

the season and terrain. The higher the character's level, the more food foraged.

Survival also allows the character to fashion out of found materials a temporary *Aid Kit* to be used by the *Aid* skill. The temporary *Aid Kit* can only be used once and is represented in-game by a small bundle of leaves. The higher the character's level, the more kits can be foraged in a day. The foraged kit must be used immediately and cannot be saved.

At level two, the character can locate or fashion a basic shelter in easy terrain. The higher the character's level, the better the character can survive in tougher terrain and harsher conditions. Also at level two, the character can locate fresh or potable water.

At level three, the character can hunt as well as forage for food. The skill at hunting grants the character basic knowledge of how to find and hunt animals and may grant bonuses to skills such as *Tracking* or *Animal Lore* or *Find/Remove Traps*.

At level four, the character can forage enough material for a simple *Mending Kit* to be used by the skills *Armorsmithing* or *Weaponsmithing* to fix only cloth, leather, or wood items. Like the temporary *Aid Kit*, the foraged *Mending Kit* can only be used once and must be used immediately. The higher the character's level, the more kits can be foraged in a day. The temporary *Mending Kit* is represented in-game as a small bit of leather and wood.

At level five, the character can perform simple first aid to bind a Light or Critical wound as per the *Aid* skill. However, the time required to use the skill is a count of 120. The *Survival* skill does not allow the character to bind a Mortal wound or heal wounds. The character must have an *Aid Kit* to perform first aid. If the character already possesses the *Aid* skill, then *Survival* shortens the count to bind a Light or Critical wound by 5.

At level seven, *Survival* allows the character to make simple home remedies to slow poison and disease (as per the *Aid* skill). The time required to use the skill is a count of 120. This skill does not allow the character to purge poison or cure disease. The character must have an *Aid Kit* to use a remedy. If the character already possesses the *Aid* skill, then *Survival* shortens the count to slow poison or disease by 5.

At level eight, the foraged *Mending Kit* can now include materials to mend metal items.

This skill may require the presence of an Elder.

LEVEL ONE:	start a small fire, skill at swimming, find food for 1 person, fashion a temporary <i>Aid Kit</i>
LEVEL TWO:	find shelter in easy terrain, find fresh water, find food for 2 people, fashion 2 <i>Aid Kits</i>
LEVEL THREE:	skill at hunting, find food for 3 people, fashion 3 <i>Aid Kits</i>
LEVEL FOUR:	find shelter in moderate terrain, find food for 4 people, fashion 4 <i>Aid Kits</i> , fashion a simple <i>Mending Kits</i> (cloth, leather, and wood items)
LEVEL FIVE:	skill at first aid, find food for 5 people, fashion 5 <i>Aid Kits</i>
LEVEL SIX:	find shelter in difficult terrain, find food for 6 people, fashion 6 <i>Aid Kits</i> , fashion 2 simple <i>Mending Kits</i>
LEVEL SEVEN:	skill at home remedies, find food for 7 people, fashion 7 <i>Aid Kits</i>
LEVEL EIGHT:	find shelter in scarce/harsh terrain, find food for 8 people, fashion 8 <i>Aid Kits</i> , fashion 3 simple <i>Mending Kits</i> (metal items)
LEVEL NINE:	find food for 9 people, fashion 9 <i>Aid Kits</i>
LEVEL TEN:	find shelter in severe terrain, find food for 10 people, fashion 10 <i>Aid Kits</i> , fashion 4 simple <i>Mending Kits</i>

Chapter Three

Tracking (x2/x1/x5)

This skill allows the character to find and identify tracks left by individuals, groups, or creatures across most types of terrain. The character can tell from the tracks how many have passed, how long ago, and roughly what made the tracks. Without the skill *Animal Lore*, the character cannot exactly identify a creature by its tracks. The higher the level, the more information the character receives. This skill requires the presence of an Elder.

Tracking can be used to cover and hide tracks as well. The player must take the time and effort to hide his or her tracks and can only move at a slow walk. A *Tracking* skill level higher than the character's skill level will discover the tracks. Furthermore, *Tracking* can be used to discover those hidden with *Concealing*. The player's *Tracking* skill level must be greater than the *Concealing* skill level.

LEVEL ONE:	follow easy tracks, general information about the tracked
LEVEL THREE:	identify the number of tracks and age of tracks
LEVEL FIVE:	track in difficult conditions, identify general condition, disposition, and nature of tracked (e.g. tired, wounded, searching, fleeing, stealthing)
LEVEL SEVEN:	identify a few out of many tracks
LEVEL TEN:	track in near impossible conditions, identify one out of many tracks

Waylay (x3/x3/x5)

This maneuver allows the character to render a target unconscious either with a strike to the head from behind or by grappling and a submission hold.

The presence of an Elder is recommended when using this skill.

First, the player may strike the target on the back and shout "WAYLAY!" The strike on the back represents a strike to the head or neck; players should never actually hit another player in the head or neck. If the target is wearing head or neck armor, the *Waylay* maneuver will not work. *Waylay* will not affect a target under the protection of spells such as *Barkskin* or *Armor*; however, the *Waylay* does count as a hit. The character ability *Constitution* will protect a target versus *Waylay*; however, the *Waylay* does count as a Light hit. Finally, *Waylay* will ignore the first two levels of the ability *Physical Defense*; if a target has enough *Physical Defense* to be immune to Light weapons, he or she becomes immune to a *Waylay* strike.

On the other hand, the player may make a grapple and submission hold. The player must grab the target in a bear hug and call "WAYLAY!" and count to ten out loud. The hug represents a choke hold, a submission hold, a pressure point hold; players should be very careful when grappling. If the target does not break free from the hold by the count of ten, he or she is rendered unconscious. If the target is wearing bulky or rigid neck armor, the *Waylay* maneuver will not work. However, a grappling *Waylay* will ignore *Barkskin*, *Armor*, *Constitution*, and *Physical Defense*.

This skill allows the character to knock a target unconscious for 5 minutes once per day. This skill can be bought multiple times to increase the number of *Waylay* maneuvers the player can make per day. The character may have a maximum of 10 *Waylay* attacks.

Wealth (x5)

A character with *Wealth* gains the perks and benefits of having money. In game terms, the character gains income per event. The player should decide how the character gains his or her money (e.g. from a business, from a rich family, from a personal benefactor).

Depending on the level of *Wealth*, the income earned will vary:

LEVEL ONE:	Layman's Wealth, 1 crown per skill level per event (the player must choose one appropriate skill to represent the character's profession; the skill level determines the crowns earned per event)
LEVEL TWO:	Merchant's Wealth, 20 crowns per event
LEVEL THREE:	Merchant's Wealth, 30 crowns per event
LEVEL FOUR:	Noble's Wealth, 40 crowns per event
LEVEL FIVE:	Noble's Wealth, 50 crowns per event
LEVEL SIX:	Aristocrat's Wealth, 60 crowns per event
LEVEL SEVEN:	Aristocrat's Wealth, 70 crowns per event
LEVEL EIGHT:	Aristocrat's Wealth, 80 crowns per event
LEVEL NINE:	Aristocrat's Wealth, 90 crowns per event
LEVEL TEN:	Heir's Wealth, 100 crowns per event

Weaponsmithing (x1/x2/x3)

The *Weaponsmithing* skill grants the character knowledge of the care and construction of blades, axes, bows, fletching, polearms, staves, and other weapons. On the battle field, the character can make quick, emergency repairs to damaged or destroyed weapons so that they can be used again.

Characters must have a Mending Kit in order to use the *Weaponsmithing* skill. The kit contains all the necessary materials and tools to use the skill. Initially, the character gains a free Mending Kit. The Mending Kit can be used over and over again. If the Mending Kit is lost or destroyed, another one must be bought or found. A Mending Kit has a base cost of 50 crowns.

Depending on the level of the character's skill, the type of weapon the character can mend and the time required will vary. The time required is represented by a count. The player must touch the weapon to be mended and count clearly out loud. The character must fully concentrate to use this skill. The character cannot move, fight, or use another skill while mending his or her weapon.

LEVEL ONE:	mend a Light weapon in a count of 120, mend an arrow in a count of 30
LEVEL TWO:	mend a Critical weapon in a count of 120
LEVEL THREE:	mend a Mortal weapon in a count of 120
LEVEL FOUR:	mend a Bow or Crossbow in a count of 120
LEVEL FIVE:	mend a Death weapon in a count of 120
LEVEL SIX:	mend any non-magical weapon in a count of 105, mend an arrow in a count of 15
LEVEL SEVEN:	mend any non-magical weapon in a count of 90
LEVEL EIGHT:	mend any non-magical weapon in a count of 75
LEVEL NINE:	mend any non-magical weapon in a count of 60
LEVEL TEN:	mend a magical weapon in a count of 120 (granted the enchantment has not been broken)

