

# *Swordplay*

When an attacker is successful, the difference between Agility scores is the damage done to SP.

**Attribute:** Agility

## **Methods**

Lunge - Agility +1

Proper Form - Agility +1

Parry - Agility +2

Riposte - Agility +1

Disengage - Agility +1

Overhead Blow - Strength +2 Agility -1

Heavy Sword - Strength +1

Brace - Strength +1

Patience - Perception +2 Agility -1

Check Step - Perception +1

Invitation - Perception +1

## **Tricks**

Power Blow

Bluff

Charge

Follow Through

Disarm

## *Acrobatics*

This is the ability to tumble, flip and swing by ropes and bars. The methods and tricks are useful for evading harm and escaping from dangerous situations.

**Attribute:** Agility

### **Methods**

Flip - Agility +1

Twist - Agility +1

Swing - Agility +2

Flexible - Agility +1 Strength +1

Tumble - Strength +2

Leap - Strength +1

# *Climbing*

This is the ability to climb ropes, cliffs, mountains and even shear walls.

**Attribute:** Strength

## **Methods**

Lift With Legs - Strength +2

Close To The Wall - Strength +1

Tight Grip - Strength +1

Anchor - Strength +1

Only Safe Grips - Agility +2 Strength -1

Hop - Agility +2 Strength -3

Stretch - Agility +1

## **Tricks**

### **Maneuvering**

This trick is required when there is an agility test in climbing.

### **Endurance**

This trick is required when there is a will test in climbing.

## *Dance*

This skill is used to display grace and fitness in a social setting.

**Attribute:** Agility

### **Methods**

Timing - Agility +1

Elegance - Agility +1

Accurate Stepping - Agility +1

Vigorous - Agility +2

Coy - Charm +1

### **Tricks**

#### Off Her Feet

Using agility instead of Charm in wooing.

When an dancer has a higher agility score than their partner, the difference between the dancer's Agility scores is the amount the looser's SP is reduced.

#### Playful

This trick involves the character playfully making humorous movements and comments. This trick allows the dancer to add their Charm score to their agility score.

# *Repair*

The Agility difficulty based on SP being restored. Equipment below 0 SP has a difficulty twice the SP lost.

**Attribute:** Agility

## **Methods**

Replace - Agility +1

Reinforce Agility +1

Cover Up - Agility +1

Build - Agility +2

Precision - Perception +1

Level and Plumb - Perception +2

Measure - Perception +1

Clean - Perception +1

Plan - Intelligence +2

Connect - Intelligence +1

Cross Braced - Intelligence +1

Tear Out - Strength +1

Bend - Strength +1

Pry - Strength +1

## **Tricks**

Check It

Smart

Muscle

## *Fisticuffs*

When an attacker is successful, one SP is reduced.

**Attribute:** Agility

### **Methods**

Jab - Agility +1

Duck - Agility +1

Footwork - Agility +2

Block - Agility +1 Strength +1

Uppercut - Agility -1 Strength +2

Right Hook - Strength +1

Wind Up - Strength +1 Agility -1

### **Tricks**

Power Blow

Take It

Knock Out

# *Knife*

When an attacker is successful, the difference between the defender's Agility score and the Attacker's Agility score is the damage done to SP.

**Attribute:** Agility

## **Methods**

Stab - Agility +1

Slash - Agility +1

Throw - Agility +2 Strength -1

Guard - Agility +1

## **Tricks**

Hidden

The character using this trick has a hidden knife that they attack with. This requires the defender to beat the attacker's Perception score.

Twist

If the attacker does damage during the turn this trick is played, the attack does one more point of damage.

# *Marksmanship*

When an attacker is successful, the difference between the defender's Agility score and the Attacker's Agility score is the damage done to SP.

**Attribute:** Agility

## **Methods**

Pot Shot - Agility +1

Rapid Shot - Agility +1

Crouch - Agility +1

Prone - Agility +2

Hold Breath - Agility +1

Zigzag Run - Agility +1

Aim - Perception +2

Wait For It - Will +2

Focus - Will +1

## **Tricks**

Cover

Calm Nerves

Quick Draw



## *Pilot Airship*

Wind weather and clouds can play a significant role in airship movement. The GM should announce the wind direction at the start of action and each turn if it changes along with cloud status.

**Attribute:** Agility

### **Methods**

Dive - Agility +1

Ballast Drop - Agility +2

Reverse - Agility +1

With the Wind - Intelligence +1 Agility +1

Roll - Agility +1 Intelligence -2

Full Steam - Intelligence +2 Agility -1

Cloud Cover - Perception +2

Spotters - Perception +1

### **Tricks**

Evasive Maneuvers

Hide

Clever Rigging

# *Ropes and Knots*

The Agility score is the strength of the knot.

**Attribute:** Agility

## **Methods**

Tight - Agility +1

Bend - Agility +1

Bight - Agility +1

Dress The Knot - Agility +2

Hitch - Agility +1

Loop - Agility +1

## **Tricks**

Entangle

Noose

Lashing

## *Tactics*

This is a skill that shows a player knows how to out maneuver an opponent. This skill can be used individually or when a character is commanding a group.

**Attribute:** Intelligence

### **Methods**

Terrain - Intelligence +1

Weather - Intelligence +1

Surroundings - Intelligence +1

Discipline - Will +2

Scouting - Perception +1

Watchman - Perception +1

Keep Alert - Perception +1

### **Tricks**

Divide and Conquer

Ambush

## *Read @ Write*

Some reading tasks may have a difficulty of their own if the writing is damaged, in an old text or cryptically written.

**Attribute:** Intelligence

### **Methods**

Vocabulary - Intelligence +1

Understanding Theme - Intelligence +1

Main Ideas - Intelligence +1

Grasping Principle - Intelligence +1

### **Tricks**

Reading Up

Studying an Intelligence based skill not already possessed in a book. Intelligence score of Read @ Write test is highest the character can get for Intelligence score on skill being performed.

### **Correspondence**

Writing a letter that uses Intelligence score like it was Charm in a persuasion skill test.

## *Linguist*

The skill of speaking and understanding many languages.

**Attribute:** Intelligence

### **Methods**

Grammar - Intelligence +1

Pronunciation - Intelligence +1

Accent - Intelligence +1

Reference - Intelligence +1

Lexicon - Intelligence +2

### **Tricks**

Translation

Match the Intelligence score of the speaker to understand what they are saying.

Rough Understanding

Conveying simple concepts. Together must pass skill challenge with difficulty 12.

Ancient Text

For each word to be translated a Linguist test must be passed.

## *Gunnery*

When an attacker is successful, the difference between the defender's Intelligence score and the Attacker's Intelligence score is the damage done to SP. This figure may be influenced by a vessel's Gun Multiplier.

**Attribute:** Intelligence

### **Methods**

Windage - Intelligence +1

Elevation - Intelligence +1

Temperature - Intelligence +1

Temperature of the air and powder are

Tables - Intelligence +2

Point Blank - Intelligence +2

Rough Guess - Perception +2 Intelligence -1

Last Shot - Perception +1

### **Tricks**

Reckoning

Indirect Fire

Target Infantry

# *Arithmetic*

This math skill helps most other  
Intelligence based skills

**Attribute:** Intelligence

## **Methods**

Operation - Intelligence +1

Taking two or more values producing a new value.

Calculation - Intelligence +1

Calculations help with mental tasks.

Equation - Intelligence +2

Equations are useful for finding solutions when some values are missing.

Probability - Intelligence +1

Understanding and calculating likelihood.

## *Boilers*

This skill is a knowledge of how steam boilers work and how to repair them when they don't.

**Attribute:** Intelligence

### **Methods**

Diagnostic - Intelligence +2

Check Gauges - Intelligence +1

Study - Intelligence +1

Double Check - Intelligence +1

Trace Out - Perception +1

Fine Tooth Comb - Perception +2

Pry Bar - Strength +2

Hammer - Strength +1

### **Tricks**

Brute Force

Using strength score to overcome the difficulty.

Examination

This trick should be used when a problem has a Perception difficulty.



# *Medicine*

Pause a condition that causes a loss of SP or transfer SP from themselves or others to a character. Difficulty of this process is Intelligence difficulty based on the SP being transferred. Dropping below 0 SP requires 2x SP as were lost to restore to SP of 1.

**Attribute:** Intelligence

## **Methods**

For Medicinal Purposes - Intelligence +1

Stimulant - Intelligence +1

Bandage - Intelligence +1

Bed Rest - Intelligence +2

Steady Hand - Agility +2

## **Tricks**

Surgery

This trick allows the doctor to add their Agility score to their Intelligence score.

Amputation

Patient loses 4 Agility to gain 6 SP.

Requires: Surgery

## *Science*

Used in Science Intelligence tests.

**Attribute:** Intelligence

### **Methods**

Theory - Intelligence +1

Logic - Intelligence +1

Principal - Intelligence +1

Experiment - Intelligence +2

Examination - Perception +1

Monitor - Perception +1

Probe - Perception +2

### **Tricks**

Observation

By watching measuring and recording the scientist is able to form theories and establish facts. This trick must be used to pass a Science perception challenge.

# *Animal Handling*

This is the skill of caring for and training animals. **Attribute:** Will

## **Methods**

Reward - Will +2

Punish - Will +1

Constancy - Will +1

Body Language - Charm +1

Soothing Touch - Charm +1

Reactions - Perception +1

## **Tricks**

### **Train**

Animals may be taught to obey a command by passing a Will challenge against the animal's Will score and spending one SP.

### **Heal**

Sick or wounded animals may be treated using this skill and investing SP in them up to the point where they have 0 SP. Any animal with less than 0 SP can only be treated with the Medicine skill.

# *Clockworks*

This is a knowledge of gears, gear ratios, spring powered mechanisms and how to transfer stored tension energy from one part of a machine to another.

**Attribute:** Perception

## **Methods**

Magnify - Perception +2

Proper Greasing - Perception +1

Check Balance Wheel - Perception +1

Wear or scratches - Perception +1

Gear Mesh - Perception +1

Check For Slippage - Perception +1

Tweezers - Agility +1

Hold It Together - Agility +1

Ratios - Intelligence +1

Assembly Order - Intelligence +1

## **Tricks**

Fine Motor Skills

Keen Mind

# *Thief*

This skill represents a general knowledge of how to move undetected and defeat security measures.

**Attribute:** Perception

## Methods

Sneak - Perception +1

Scope Out - Perception +1

Cover of Darkness - Perception +2

Misdirection - Perception +1

No One's Looking - Perception +1

Feather Touch - Perception +1

Quick as Lighting - Agility +1

Ram - Strength +2

Kick - Strength +1

Shoulder - Strength +1

## Tricks

Slight of Hand

Smash

## *Foraging*

Different environments will have differing difficulty values to find food.

Failing the Intelligence score of a foraging test means that a dangerous item is found rather than a beneficial one such as poisonous plants instead of eatable.

**Attribute:** Perception

### **Methods**

Observation - Perception +1

Follow Signs - Perception +1

Examine Environment - Perception +1

Identify - Intelligence +1

Bitter to Sweet - Intelligence +1

Energy Conservation - Will +1

Suffer the Bitter - Will +2

### **Tricks**

Persistence

Local Expertise

## *Command*

In order to successfully command another character, the command must appeal to something in the listener's Personal Code. The character receiving the command must comply or their Honor attribute is reduced.

**Attribute:** Honor

### **Methods**

Noble - Honor +1

Bark - Honor +1

Shout - Honor +1

Authority - Honor +2

Consequence - Honor +1 Intelligence +1

Greater Good - Charm +1

Fear - Charm +2

### **Tricks**

Inspire

Wise

## *Etiquette*

Passing or failing an etiquette challenge means that the character either gains or loses a point of their honor attribute. Alternatively the player may opt to gain or lose an SP.

**Attribute:** Honor

### **Methods**

Proper - Honor +1

Respect - Honor +2

Manners - Honor +1

Couth - Honor +1

Hold Your Tongue - Honor + 1

Enunciation - Honor +1 Charm +1

Look them in the eye - Charm +1

Funny - Charm +2 Honor -1

### **Tricks**

Chat

Many social situations require the character to enter polite conversation. This trick brings the Charm attribute into play for etiquette challenges.



## *Begging*

To successfully beg from another character, the beggar must appeal to the listener's personal code, the listener must comply or their Honor attribute is reduced.

**Attribute:** Charm

### **Methods**

Please Sir - Charm +1

Sob Story - Charm +1

Nuisance - Charm +1

Pitch - Charm +1

Entertainer - Charm +2

Follow A Crowd - Perception +1

### **Tricks**

#### **Pity**

This trick removes the requirement of the Personal Code hook if the beggar's Honor score is greater than the listener's Honor score.

#### **Aware of the Crowd**

This trick must be used for Perception difficulties on Begging challenges.

## *Acting*

This skill is used to trick someone into thinking the character is someone they are not. Alternatively disguise can be used to hide one's identity.

**Attribute:** Charm

### **Methods**

Imitation - Charm +1

Expression - Charm +1

Voice - Charm +2

Wardrobe - Perception +1

Disguise - Perception +2

### **Tricks**

Attention To Detail

This allows an actor to add their Perception score to their Charm score.

Impress

The actor is pretending to be someone important, they may use the Charm score of this test as if it were there Honor score for the command skill.

## *Persuasion*

The difference between the character's Charm scores is the damage done to SP.

Attribute: Charm

### **Methods**

Compliment - Charm +1

Warm Smile - Charm +1

Common Ground - Charm +1

Leading Questions - Intelligence +1

For The Good Of The . . . - Honor +1

Repetition - Will +1

Vitriol - Charm -1 Honor -1 Will +2

### **Tricks**

Honorable

Requires that the person being persuaded also beats the persuader's Honor score.

Logical Arguments

Requires the person being persuaded also beats the persuader's Intelligence score.

Stubborn Refusal

Requires the persuader's Will score to beat the Will score of person being persuaded.