

General Skills	Index Sheet		
Skill Name	Skill Cost	Pre-requisites	Description
Crush	5	Special, Quad Strength	Allows characters to do one crush call per day, must use a blunt weapon and must have at least triple strength
Mortal	5	Special, Combat Reflex's 4	Allows characters to do one mortal per day, must have at least combat reflexes level 3 and must use a bladed weapon
General: +1 Loc	5	None	Grants +1 loc to all locations
General: +2 Loc	10	Plus 1 Loc	Grants +2 total loc to all locations
General: +3 Loc	15	Plus 2 Loc	Grants +3 total loc to all locations
General: +4 Loc	20	Plus 3 Loc	Grants +4 total loc to all locations
General: +5 Loc	25	Plus 4 Loc	Grants +5 total loc to all locations
General: +6 Loc	30	Plus 5 Loc	Grants +6 total loc to all locations
Armour Care	1	None	Must be bought before a character can wear armour. Once this skill has been bought a character can wear any type of armour he chooses and can adjust it as mentioned in the armour section.
Combat Reflex's 1	3	None	<p>Combat Reflexes will allow a character to:</p> <ul style="list-style-type: none"> • Use a dodge to avoid the effect of non-magical traps (must purchase dodges separately) <ul style="list-style-type: none"> • To escape any non-magical bonds in 8 minutes • To call Knockdown TWICE Per combat
Combat Reflex's 2	5	Special, Combat Reflex's 1	<p>Combat Reflexes will allow a character to:</p> <ul style="list-style-type: none"> • Use a dodge to avoid the effect of ranged attacks (must purchase dodges separately) <ul style="list-style-type: none"> • To escape any non-magical bonds in 6 minutes • To call Knockdown FOUR times per combat
Combat Reflex's 3	7	Special, Combat Reflex's 2	<p>Combat Reflexes 3 will allow a character to:</p> <ul style="list-style-type: none"> • Use a dodge to avoid the effect of attacks from behind • To escape any non-magical bonds in 4 minutes • To call Knockdown SIX times per combat • Allows purchase of MORTAL's for use with daggers
Combat Reflex's 4	9	Special, Combat Reflex's 3	<p>Combat Reflexes 4 will allow a character to:</p> <ul style="list-style-type: none"> • Use a dodge to avoid the effect of spells, allows a dodge to half the damage of any spell even AoE effects <ul style="list-style-type: none"> • To escape any non-magical bonds in 2 minutes • To call Knockdown EIGHT times per combat • Allows purchase of MORTAL's for use with single handed swords
Diagnose	1	None	Allows a character to determine how bad another character's wounds are. A close inspection of the character is required.
Discern Disease	1	None	Allows a character to determine what type of disease another character is inflicted with. The initial effects of the disease must be visible before it can be diagnosed.
Discern Poison	1	None	Allows a character to determine if another player has been poisoned. As with diseases, the initial effects of the poison must be visible before you can diagnose its effects. Please note that this ability does not allow you to tell if an item or liquid is poisoned only a person.
Disguise	1	Special, None	Allows a character to change his appearance enough to fool people who are looking for him. It is not good enough to hold up under close scrutiny nor can he use it to look like someone specific.
Dodge	2	None	This skill, when used, allows a character to avoid the effects of a single blow that would normally have damaged him. It cannot be used if a character is wearing metal armour. The character must have seen the blow coming for this to work. It is possible to dodge touch spells. If you do, the touch spell is wasted and must be cast again.

Double Strength	5	Special, Strength	<p>Double Strength allows the character:</p> <ul style="list-style-type: none"> To carry two people at walking pace or one at normal speed. To break light chains To call knockback 10ft FOUR times during any combat
First Aid 1	2	None	Using bandages, character may heal a single point of damage to one location. The character also has a chance to cure poisons and diseases. For more information see the healing and death section. Bandages are required to use this skill.
First Aid 2	3	First Aid 1	Using stitching techniques and bandages, a player may heal two points to one location. The character's chance of curing poisons and diseases in another is increased. In order to use this skill a player must have bandages and a needle with thread. You must have First Aid 1 before you can buy this skill.
First Aid 3	4	Special, First Aid 2	This skill allows the character to heal 3 points of damage to any location with a bandage. Their chance of curing poisons and diseases is increased but most importantly they know how to splint crushed locations to allow the bones to heal
First Aid 4	6	Special, First Aid 3	This skill allows the character to heal 4 points of damage to any location with a bandage. Their chance of curing poisons and diseases is increased but now they can use 3 bandages per location instead of the usual 2.
First Aid 5	8	Special, First Aid 4	This is the pinnacle of the art of First Aid. The character can heal 5 points of damage with a bandage. They can cure all but the most potent diseases and poisons and use all of the skills and knowledge they have gained through their training to bring people back from the brink of death. A character with First Aid 5 has a chance to bring a character back to life if the body is intact and has been dead for less than 2 minutes.
Knowledge (1 Point)	1	None	Grants a 1 point Knowledge Skill
Knowledge (2 Points)	2	None	Grants a 2 point Knowledge Skill
Knowledge (3 Points)	3	None	Grants a 3 point Knowledge Skill
Knowledge (4 Points)	4	None	Grants a 4 point Knowledge Skill
Knowledge (5 Points)	5	None	Grants a 5 point Knowledge Skill
Knowledge (6 Points)	6	None	Grants a 6 point Knowledge Skill
Make Artificer Leather Armour	5	Special, Make Master Crafted Leather Armour	This skill allows a character to make artificer leather armour. The properties of the armour depend on the recipes that the character has.
Make Artificer Metal Armour	5	Special, Make Master Crafted Metal Armour	This skill allows a character to make and repair artificer metal armour. The properties of the armour depend on the recipes that the character has.
Make Artificer Metal Shield	5	Special, Make Master Crafted Metal Shield	This skill allows a character to make and repair artificer metal shields. The properties of the shields depend on the recipes that the character has.
Make Artificer Metal Weapon	5	Special, Make Master Crafted Metal Weapon	This skill allows a character to make and repair artificer metal weapons. The properties of the weapons depend on the recipes that the character has.
Make Artificer Wooden Bow	5	Special, Make Master Crafted Wooden Bow	This skill allows a character to make artificer wooden bows. The properties of the bow depend on the recipes that the character has.
Make Artificer Wooden Shield	5	Special, Make Master Crafted Wooden Shield	This skill allows a character to make artificer wooden shields. The properties of the shields depend on the recipes that the character has.
Make Artificer Wooden Arrows/Bolts	5	Special, Make Master Crafted Wooden Arrows/Bolts	This skill allows a character to make artificer wooden arrows or bolts. The properties of the arrows/bolts depend on the recipes the character has.
Make Master Crafted Leather Armour	3	Special, Tanner	This skill allows a character to make master crafted fur and leather armours, Such armour provides +1 point of protection
Make Master Crafted Metal Armour	3	Special, Improved Smith	This skill allows a character to make and repair master crafted metal armour. Such armour grants +1 point of protection.
Make Master Crafted Metal Shield	3	Special, Improved Smith	This skill allows a character to make and repair master crafted metal shields. Such shields resist the first attempt to destroy them.
Make Master Crafted Metal Weapon	3	Special, Improved Smith	This skill allows a character to make and repair master crafted metal weapons. Such weapons resist the first attempt to destroy them.
Make Master Crafted Wooden Shield	3	Special, Woodcraft	This skill allows a character to make master crafted wooden shields. Such shields resist the first attempt to destroy them.

Make Master Crafted Wooden Arrows/Bolts	3	Special, Woodcraft	This skill allows a character to make master crafted wooden arrows/bolts, Such arrows/bolts do +1 damage.
Quad Strength	9	Special, Triple Strength	Quad Strength allows the character: <ul style="list-style-type: none"> • To carry four people at walking pace or three at normal speed. • To break magical bindings • To call knockback 10ft EIGHT times during any combat • To purchase the crush call to use with single handed blunt weapons
Resist Disease	1	Special	1 point will allow the character to resist 5 levels of disease per day
Resist Fear	1	Special	1 point will allow the character to resist 3 fears per day
Resist Poison	1	Special	1 point will allow the character to resist 3 levels of poison per day
Resist Undead	2	Special	Works as per a normal resist however only vs undead but it also allows the user to resist undead abilities as well as their spells.
Sense Hidden	2	Special	Allows a character to sense if there are hidden creatures or people around. Does not allow them to sense number or where the hidden persons are just that they are present.
Shield Use	1	None	Allows a Character to use a shield
Smith (Basic)	3	None	The 3 point version of this skill will allow you to repair any metal armour or shield or weapon that has been damaged. It takes 20 minutes to repair one shield, weapon or armour for one location.
Smith (Improved)	2	Smith (Basic)	This skill allows you to make any metal armour, shield or weapon. It takes one hour to make a shield, sword or armour to cover one location. The repair time for armour, shields and weapons is also reduced to 10 minutes.
Speak Dark Elf	1	None	Allows the character to speak the dark elf language
Speak Dwarven	1	None	Allows the character to speak the dwarven language
Speak Elven	1	None	Allows the character to speak the elven language
Speak Lizard-Kin	1	None	Allows the character to speak the lizard-kin language
Speak Ogre	1	None	Allows the character to speak the ogre language
Speak Pit Troll	1	Special	Allows the character to speak the pit troll language
Speak Troll	1	None	Allows the character to speak the troll language
Speal Orcish	1	None	Allows the character to speak the orcish language
Spell Resist	2	None	This skill allows a character to resist ONE spell or power per day of any level, i.e. the spell does not affect you. Shout RESIST when a spell is cast at you to let the caster know you have resisted the spell
Strength	3	None	The strength skill allows the character: <ul style="list-style-type: none"> • To carry one person at walking pace. • To break ropes if they are tied with them • To call knockback 10ft TWICE during any combat
Tanner	3	None	Allows a character to repair any damaged furs, leather or studded leather armour. It takes 10 minutes to repair the armour on one location. This skill also allows you to make armour of up to studded leather. For you to do so, you must collect the relevant skins from creatures and have suitable tools to phys-rep the action of making the armour. It takes 30 minutes to make a piece of armour big enough to cover one location. A referee will inform you how much skin you get from any creature you attempt to skin.
Tracking	2	Special	This skill allows a character to get information about tracks, quantity, size and suchlike
Triple Strength	7	Special, Double Strength	Triple Strength allows the character: <ul style="list-style-type: none"> • To carry three people at walking pace or two at normal speed. • To break any non magical bindings • To call knockback 10ft SIX times during any combat • To purchase the crush call to use with two handed blunt weapons
Use Bow	2	None	Allows a character to use a Bow, bows do Thru damage as basic
Use Crossbow	2	None	Allows a character to use a crossbow, crossbows do Thru damage as basic
Use Dagger	1	None	Allows a character to use any dagger
Use Polearm	1	None	Allows a character to use any pole weapon

Use Single Handed Weapon	1	None	Allows a character to use any single handed weapon
Use Thrown Weapon	1	None	Allows a character to use any thrown weapon
Use Two Handed Weapon	1	None	Allows a character to use any two handed weapon
Wild Psion - Level 1 Power	4	None	Wild Psions are very different to True Psions. Any class can buy the Wild Psion Skill at the listed cost. This is NOT increased if Psion is not your primary class. The skill gets you the ability and the 3 Power points per level of ability. Wild Psions only gain back power points by a good nights sleep and as such once they have used their power points they cannot regain them until the following day. This ability can be bought multiple times.
Wild Psion - Level 2 Power	8	None	Wild Psions are very different to True Psions. Any class can buy the Wild Psion Skill at the listed cost. This is NOT increased if Psion is not your primary class. The skill gets you the ability and the 3 Power points per level of ability. Wild Psions only gain back power points by a good nights sleep and as such once they have used their power points they cannot regain them until the following day. This ability can be bought multiple times.
Wild Psion - Level 3 Power	12	None	Wild Psions are very different to True Psions. Any class can buy the Wild Psion Skill at the listed cost. This is NOT increased if Psion is not your primary class. The skill gets you the ability and the 3 Power points per level of ability. Wild Psions only gain back power points by a good nights sleep and as such once they have used their power points they cannot regain them until the following day. This ability can be bought multiple times.
Woodcraft (Basic)	2	None	The two point skill allows a character to make a wooden shield, assuming he has access to sufficient natural resources and some phys-rep tools. It takes 20 minutes to make a wooden shield
Woodcraft (Improved)	1	Woodcraft(Basic)	The three point skill will also allow the character to make any wooden weapon, including bows and arrows. It takes 20 minutes to make one weapon and 5 minutes for one arrow. Again you must have sufficient raw materials and appropriate phys-rep tools.
R/W Troll	1	None	Allows the character to read and write in the troll language
Ambidexterity	2	None	Allows a character to use a single-handed weapon in both hands at the same time.
Herbalism	2	None	Deals with the identification and collection of all kinds of herbs that will be useful in the creation of potions. This skill allows a character to start each day of an event with a number of herbs equal in value to his Make Herbal Rank x 20. Ingredients do not last long and must either be used at the event they are gathered.
Mineralism	2	None	Deals with the identification and collection of all kinds of minerals that will be useful in the making of potions. This skill allows a character to start each day of an event with a number of herbs equal in value to his Make Alchemy Rank x 20. Ingredients do not last long and must either be used at the event they are gathered.
Animalism	2	None	Deals with the identification and collections of animal/reptile/insect parts that will be useful in making potions. This skill allows a character to start each day of an event with a number of herbs equal in value to his Make Poison Rank x 20. Ingredients do not last long and must either be used at the event they are gathered.
Make Herbal Rank	1	None	You can't make herbal potions of a certain complexity without the required skill to do so. Can be bought multiple times
Make Poison Rank	1	None	You can't make Poison potions of a certain complexity without the required skill to do so. Can be bought multiple times
Make Alchemy Rank	1	None	You can't make Alchemy potions of a certain complexity without the required skill to do so. Can be bought multiple times
Make Hedgebrew Rank	2	None	You can't make Hedgebrew potions of a certain complexity without the required skill to do so. Can be bought multiple times. Hedgebrew is harder to learn as it requires using materials of all three types
Discern Beneficial/Harmful/Other	2	None	Allows the apothecary to determine if a potion is likely to hurt him, harm him or do something other. Can only be bought by someone with make potion ranks

ID School	1	None	Allows the Apothacary to identify which of the 4 schools the potion is likely to be part of.	
Analyse Potion Rank 1	2	None	Allows rough identification of the potion – destroys a potion in the process. Does not work on magical potions.	
Analyse Potion Rank 2	2	Analyse Potion Rank 1	Allows basic understanding of the recipe, Apothicary can start learning the recipe, may take the destruction of several potion before all ingredients becomes clear. Does not work on magical potions.	
Horticulture	1	None	An Apothacary with this skill can start the event with a certain amount of ingredients in their possession. The skill can be bought multiple times to build up how many herbs you get at the start of the event. Each level entitles the character to 20 crowns worth of herbs.	
Mining	1	None	As per Horticulture but for mineral ingredients	
Farming	1	None	As per Horticulture but for animal/insect etc ingredients	
Hand to Hand fighting	1	None	Allows character to fight using hand to hand skills	
Cure Shard	1	Special, First Aid 3	Allows a character with first aid to cure wounds inflicted by the shard call. It takes 5 minutes to remove one shard from a target.	