Skills	
acrobatics	jumping, balancing, etc.
awareness	watching, listening, keeping aware of impending threats
bartering	buying or selling: success = price reduced/increased 20%, Dragon = reduced 50%, demon = other party refuses entirely
beast lore	identify animal or monster and basic info, plus potential weaknesses
bluffing	use RP to get a boon/bane
bushcraft	lead the way through the wilderness, make camp, cook food, or stay warm in cold weather
crafting	create or fix mundane gear. Typically, it takes one shift to repair a damaged item, and you need access to the appropriate tools
evade	dodge or flee
healing	name says it all - good for helping allies heal
hunting and fishing	name says it all
languages	To understand foreign or ancient languages, roll for this skill
myths & legends	When trying to remember stories of old times or distant lands, or trying to understand links to the past, roll for this skill
perfor-mance	When singing a song, reading a poem, making jokes or in some other way try to amuse a crowd,

Skills (cont)	
persuasion	Roll for PERSUASION to make another person see things your way. If you succeed, you achieve your stated objective, and the NPC does what you want. However, they might demand something in return – the GM decides what that entails. If what you are asking for requires the NPC to sacrifice or risk something important, the roll is more difficult – it becomes an opposed r
riding	basic riding doesn't require skills, combat riding or performing complex moves, does
seamanship	not needed for simply rowing a boat or canoe, but steer or navigate a ship this is needed
sleight of hand	pick a lock, pickpocket, or do anything with fine motor skills, use this
sneaking	use vs foe's awareness. You can only sneak vs something you can see, you can't "just in case" sneak
spot hidden	look for concealed items. Takes a STRETCH
swimming	all heroes can SWIM without needing the skill. To do advanced things, like dive, stay under for long times, fight a strong current, etc. requires this skill

mementos
trusty old shoes
silver medallion (non magical)
letter from a friend
old journal
family heirloom bracelet
carved wooden figure you got as a kid
a strangely shaped stone
a copper coin from a treasure your parents found

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mementos (cont)
an old tankard
a monster's horn taken as a trophy
a beast's fang taken as a trophy
some simple bone dice
a locket with a bit of a friend's hair
an ornate key
a hand drawn map
a ring with an inscription
a bone whistle
one of your parents' ragged old hats
a griffin feather
a hand carved pipe

Age			
Roll	Age	Skills	Bonus
1-3	Young	6+2	AGL +1 and CON +1
4-5	Adult	6+4	None
6	Old	6+6	STR + AGL + CON all -2 ea | INT and WIL both +1

STR/AGI Combat Bonuses	
Score	Bonus
<=12	None
13-16	1d4
17-18	1d6

Movement	
Kin	Speed
Human or Elf	10
Halfling, Dwarf, Mallard	8
Wolfkin	12
AGI <= 6	-4
AGI 7-9	-2
AGI 13-15	+2
AGI 16-18	+4

Base Bonuses	
Attrib	Base Chance
1-5	3
6-8	4
9-12	5
13-15	6
16-18	7

weaknesses
gullible
greedy
thin skinned - easily provoked
foolhardy - dives into danger
faint hearted - hides at back of group
Wants to kill all monsters
intolerant of humanoid monsters - will try to kill them
lazy - constantly tries to rest
gluttonous - takes every chance to take a snack break
klepto - can't stop stealing
vain - will help anyone who praises them
reckless - loves taking big risks
dislikes magic and mages
obsessed with learning and knowledge
will never sleep indoors
boastful
violent - doesn't often negotiate
overbearing and bossy
cynic - expects the worst
haughty - looks down on everyone

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