

Skills

Skills include abilities, talents and powers. Collectively they're all just given the name "skills" for simplicity.

Class Skills

- A marked skill (*) is always at the same level as the character. How skills work is - they are compared to the obstacle, if they equal it or exceed it, the obstacle is overcome
- If multiple players do a task together, add their skills together. This basically means that lots of NRPs (Non-Roleplaying Players) with basic classes, can do the task of a character that has progression. Two Green = one Adventurer. Two Adventurer = one Veteran.
- NRPs are always regarded as Green level
- Noisy skills alert everyone

Name	Class Restriction	Description
Break Locks (*)	Warriors	A warrior can break down a door, or open a chest of their level if they place their hand on the thing to be opened and count to 20 without interruption. This is a Noisy skill
Brick	Barbarian	Barbarians count no armour as Light armour and Light armour as Medium armour
Cleave	Barbarian	Requires 2 handed bladed weapon. Does 1HP to shields only. Yell out Cleave when you hit a shield
Disarm Traps (*)	Rangers, Rogues	A rogue can disarm a non-magical trap of their level if they place their hand on the thing to be opened/bypassed and count to 40 without interruption. A ranger may do the same but only when outdoors
Disarm Magical Traps (*)	Alchemists	An alchemist can disarm a magical traps of their level if they place their hand on the thing to be opened/bypassed and count to 40 without interruption. The spell ball may then be gathered as a herb (see below)
Gather Herbs	Alchemists	Throughout a game an alchemist may gather discarded/used spell balls and distribute them amongst other spellcasters that use them. If a game has multiple phases, then instead every spell ball may be converted to a usable potion for the next game phase (the alchemist may exceed their normal 6 potion limit). Spell balls converted to potions are returned to their owners
Pick Locks (*)	Ninjas, Rogues	A rogue can pick the lock of a door, or open a chest of their level if they place their hand on the thing to be opened and count to 40 without interruption
Poisoned Arrows	Rangers	A ranger's arrows are poisoned. They cause 3hp damage when fired by the ranger
Poisoned Weapons	Ninjas	A ninja's thrown weapons are poisoned. They cause 2hp damage when thrown by the ninja
Set Trap (*)	Ninjas, Rangers	A ninja can place a trap of their level if they touch the location for the trap to go and count to 20 without interruption. A ranger may do the same but only when outdoors

Name	Class Restriction	Description
Sneak Attack	Ninjas, Rogues	A rogue or ninja, if able to reach around and hit the torso of someone from behind with a dagger or throwing weapon - and that person is unaware of the attack - instantly kills that person no matter how many hit points they have
Spellcaster	Battle Mage, Cleric, Mage, Necromancer	May cast any spell for their class and level
Steal Life	Necromancer	The necromancer may acquire extra HP up to twice their normal max HP (ie if they have a normal max HP of 9, they may steal an additional 18HP). This may only be obtained through multiple successful castings of the Harm spell. If a necromancer is Cured or Resurrected or respawned in a scenario - this skill does not apply (ie they only have their normal max HP)
Stealthy	Ninjas	A ninja ignores non-magical traps and may walk through them. They cannot disarm traps

Race Skills

- Racial skills don't improve with level

Name	Race Restriction	Description
Dwarf Armour	Dwarfs	Dwarfs wear layers, padding and mail being only two of them because they are able to carry great weights easily. Dwarfs treat Medium armour as Heavy armour
Ranged Affinity	Elves	Due to elven materials and their proficiency with missile weapons, Elves may carry 1.5 times as many missile weapons (18 arrows, 9 throwing weapons)
Tough Hide	Orcs	Orcs have exceptionally tough hides and a paranoid nature, they cannot be sneak attacked (no instakills) and they receive +1 HP

Learnable Skills

- Skills obtained through character progression

Restriction	Level	Name	Description
Alchemist	Adventurer	Phials	May carry 12 potions
	Veteran	Concentrated Philtres	You may have potions of the Adventurer level . You may use potions as magical traps. These behave as regular traps but cannot be disarmed except by alchemists and every other class activates them. They cause damage as the potion.
Barbarian	Adventurer	Hack	You may cleave with 1 handed axes as well
	Veteran	Tough Bastard	Improved Brick - Light armour now counts as Heavy armour
Battle Mage	Adventurer	Additional Spell	May have a second Green level Mage spell
	Veteran	Multi Class	You may have an additional two spells from any class of the Green level

Restriction	Level	Name	Description
Cleric	Adventurer	Spells	May cast Adventurer level spells
	Veteran	Paladin	You may cast Heal spells on yourself and other Clerics. When you use 2 handed weapons you may Cleave like a Barbarian
Dwarf	Adventurer	Low Light Vision	Do not need a torch in dark areas
	Veteran	Deep Delver	Axes and Hammers do an additional +1hp damage
Elf	Adventurer	Low Light Vision	Do not need a torch in dark areas
	Veteran	Sidhe	Arrows do an additional +1hp damage
Human	Adventurer	Luck	Yell out "Mulligan" and ignore the last killing blow you took from any source. Usable once per game phase
	Veteran	Multi Class	You may have one basic Green skill from any other class than your own, except for Spellcaster
Mage	Adventurer	Spells	May cast Adventurer level spells
	Veteran	Archmage	May use spell balls as magical traps. These behave as regular traps but cannot be disarmed except by alchemists and every other class activates them. They cause damage as the spell cast. You may also use Normal and Exotic weapons
Necromancer	Adventurer	Spells	May cast Adventurer level spells
	Veteran	Liche	May use spell balls as magical traps. These behave as regular traps but cannot be disarmed except by alchemists and every other class activates them. They cause damage as the spell cast. You may also use Normal and Exotic weapons
Ninja	Adventurer	Hide in Shadows	May take 4 steps in scenarios with missile fire from cover. Take 1hp damage less from missiles when in shadows
	Veteran	Shadow Walk	Once per game phase you may teleport from one shadow to any other shadow. Yell "Shadow Walk" and move to the other shadow, you cannot be harmed until you arrive at the destination
Orc	Adventurer	Low Light Vision	Do not need a torch in dark areas
	Veteran	Uruk	Corpses are good eating. You can heal yourself 1hp per corpse if you stay by the corpse for a 10 second count.
Ranger	Adventurer	Forage	May retrieve your own arrows when a combat has finished
	Veteran	... of the West	You may wander in the forests and gather Kingsfoil herbs. This is a 40 second count touching any tree. You may resurrect three people (including yourself) by touching them and saying "Cure" as the Cleric spell but without the word count
Rogue	Adventurer	Hide in Shadows	May take 4 steps in scenarios with missile fire from cover. Take 1hp damage less from missiles when in shadows
	Veteran	Master Thief	Traps and doors of lower level are overcome instantly, without a count

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