

Envenom

A DEX-based thief skill that allows the poisoning of knives, darts, etc. Success means the poison will stay on the blade for one strike. For each 4 the roll is made by, the blade will stay poisoned for an additional strike. Failure by 1 or 2 means half the poison was wasted and the dose will have ½ effect. Failure by 3 or more means that the full dose was wasted. Failure by 5 or more means a DEX check (at -2) is necessary to avoid being poisoned.

PS: Poisonmaker

A skill that allows the creation of poison from herbs and glands. Success means that the poison is converted to a useful form. By every 3 the roll is made by, the poison is more potent, and a -1 is given to victim's CON check. Every two points the roll is made by means double the number of doses of usable poison in the end. If the roll is made exactly, the poison is less effective (+1 CON check). If the skill is failed by more than 2, the poison is wasted. Failure by 5 or more means a DEX check (at -2) is necessary to avoid being poisoned. This skill requires several hours to use.

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