

CHAPTER 1 : CREATE YOUR HERO

Welcome to the character creation section of the rule book! In this section, we will guide you through the process of creating your own unique character to use in the game. Character creation is an important step in any tabletop RPG, as it allows you to craft a character that fits your own personal style and preferences. By choosing your character's skills, stats, and backstory, you can create a character that is truly your own and that will help to shape the story of the game. SnS has extensive, flexible and very satisfying character creation rules. There is something for everyone to enjoy and play. So without further ado, let's get started on creating your very own RPG character!

YOUR CHARACTER?

Your character is your alter ego in the world of SnS, it is your avatar in a fantasy land full of magic, horror, magic, beasts and opportunities for heroic deeds. In a roleplaying game, your character is defined by some mathematical numbers and some possible actions you can take and how well you can perform these, and this section will set up the framework for making your creation.

Your character will grow by gaining experience and improving slowly, eventually becoming as powerful as most of the heroes you read about in books or watch in fantastic superhero films. Enjoy creating your character and don't forget to challenge yourself in what and how you want to be in this world. You don't need to reflect on your real self; you can be whatever you want and do whatever you like. Be creative, be bold, be adventurous.

CHARACTERS USED IN EXAMPLES

When given examples, we always use two standard characters: Wulfhand and Darkweave. Wulfhand is a more melee-focused character and a bit of a wild barbarian type. He will be used mostly to explain close combat-related rules. Darkweave is a magic user. She

For who is this chapter?

This chapter should be read by both the GM and the players. An eager player can dive right in and start creating his character right away but a thorough read-through first, will give you a much better understanding of the game, the world and probably will also give you a much better idea of how you will fit in and what you hope to achieve in the long run. A GM really needs to slowly read and digest this chapter. Many rules might not be clear, and you will have to read the rest of the book to master them all, but the essential core of the SnS system are the skills. As a GM you must know them all and know how to apply them. Almost everything in a gaming session in SnS can be directed by skills and a good knowledge of these will prove for a smooth playing experience.

At the end of the book, you can find a rather comprehensive character sheet for the game. This might look quite daunting at first sight, but we will fill in the relevant information as an example at the end of this chapter.

It also might be interesting to have a quick glance at the next chapter. That one will be dedicated to character advancement, and it will touch on topics that you will need to learn after a few play sessions. Some of the info in that chapter could influence you on what kind of character you want to play, so having a quick look definitely will be time well spent, even if some of the concepts and rules will seem obscure when you are just starting out.

will be used to illustrate magic-related rules and more non-brute-force situations. These two characters have no fixed abilities or equipment and we do not provide a character sheet for them; they are simply used to illustrate the rules and their abilities, items, spells and skills will change depending on the situations.

Spectres & Shadows Character Sheet

Health track: ☐ ☐ ☐ ☐ ☐ ☒ ☐ ☐ ☐

	Race
	Gender
	Age
	Social Background

Stat	Level 1	Level 2	Level 3	Level 4	Level 5	Heroic 6
CHA						
DEX						
INT						
RES						
SPI						
VAL						
STR						
Move						
Size						
Life						

Head I-15 (15%)

Total	
Bottom	
Middle	
Top	
CLIP	
Injuries	

Current Life

I-15 36-65

16-25 26-35

66-85 86-100

Body 36-65 (25%)

Total	
Bottom	
Middle	
Top	
CLIP	
Injuries	

Right arm 26-35 (10%)

Total	
Bottom	
Middle	
Top	
CLIP	
Injuries	

Right leg 86-100 (20%)

Total	
Bottom	
Middle	
Top	
CLIP	
Injuries	

Left leg 66-85 (20%)

Total	
Bottom	
Middle	
Top	
CLIP	
Injuries	

Left arm 16-25 (10%)

Total	
Bottom	
Middle	
Top	
CLIP	
Injuries	

Experience Points

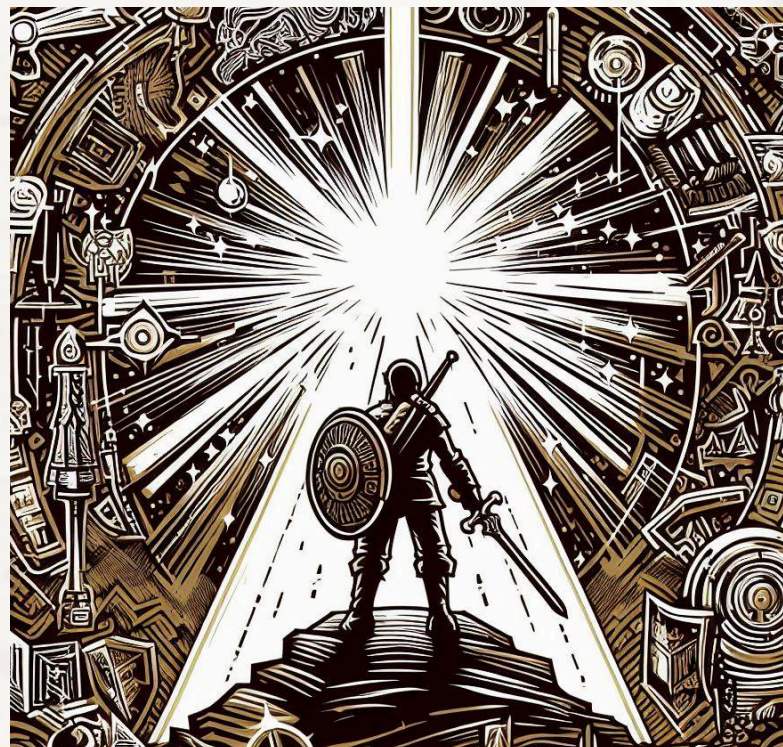
Total earned	Available

ANATOMY OF A CHARACTER SHEET

All the information about the hero you are playing will have to be written down on the character sheet. You can find it at the end of the book and it looks rather daunting at first glance. The character sheet comprises of two pages that can be folded to save some space on the table. Once you use it for a few sessions, you will realize that all the information there is to help you and the GM play as easily and smoothly as possible. Let's have a very quick look at the two pages. You will learn to fill in all this from the rules in this chapter and also from information in the combat chapter (see page XXX).

PAGE 1 (FRONT)

1. Character portrait and some general character info, also an area to take notes during gameplay.
2. Name and profession(s) of character together with the wealth track that basically indicates how rich or poor you are.
3. All your stats and their values, columns for levelling up and showing preferred stats.
4. Combat and armor related info. Injuries on different body parts will also appear here.
5. Magic information, place to write down known spells and magic ingredients.



Magic

[illegible]

Fear and Terror

Fear and Terror Track: ☐☐☐

Adventure Affliction	Permanent Afflictions
	

Basic skill name	Trained	Untrained	Untrained %
Aerobatics	DEX		
Acting	CHA	CHA/2	
Amphibiousness	DEX		
Animal lore - *	INT	INT/5	
Animal training	CHA		
Astronomy	INT		
Casting trick magic	INT		
Cartography	INT	INT/5	
Climbing	DEX	DEX/2	
Cooking	INT	INT/2	
Crafting - *	DEX		
Disguising	CHA	CHA/5	
Dungeon Lore	VAL		
Healing - *	INT		
Herbalism			
Hiding - *			
History	INT		
Lip reading	SPI		
Listening	SPI	SPI/2	
Lock picking	DEX		
Magic language - *	SPI		
Magic sense	SPI		
Martial arts	DEX		
Mathematics	INT		
Mechanics	INT		
Meditating	RES		
Memorizing	INT	INT/2	
Muscle - *	DEX		
Pickpocketing	DEX	DEX/5	
Plant lore - *	INT	INT/5	
Road/Write - *	INT		
Religion	SPI		
Riding - *	DEX	DEX/5	
Sailing	RES		
Search (active)	INT	INT/2	
Shadowing	DEX	DEX/5	
Skimming	DEX		
Sneaking	DEX	DEX/2	
Socializing - *	CHA	CHA/2	
Spot (passive)	SPI	SPI/2	
Survival - *	RES	RES/5	
Swimming	RES		
Tracking	SPI		
Traps	INT		
Value	INT	INT/5	
Weapon - *			
Weather lore	SPI		

[illegible]

Quick Rules Reference

Critical Success Weapons	
Weapon type	Critical effect
Sharp	Damage boost: You can reroll any one die and add an extra damage die of the same type as a moved-out die. If an extra damage die is used and the weapon is a 2H weapon, you can double this result.
Sharp	Ignore armor: Halve the armor on the hit location.
Sharp	Wide slash: You also hit another close by opponent for the same damage and same location.
Blunt	Damage boost: You can double the damage any one die, if you use a 2H weapon, you can triple this result. 4
Blunt	Stun: Opponent is stunned/confused or outarmoured. This gains the stunned status for the rest of the combat round.
Blunt	Knockdown: Opponent will be knocked down when you succeed in a damage > (size x 4). This means the opponent will receive the Knocked down status effect.
Piercing	Damage boost: Double the damage rolled
Piercing	Ignore armor: Totally ignore the armor on the hit location
Piercing	Deep wound: 10S extra damage for 10S combat rounds due to bleeding. Armor does not count this is deducted straight from Life. Roll this damage at the beginning of every combat round. This effect can stack on an opponent.

Difficulty Modifiers	
Difficulty	Bonus / Penalty
Easy	+20
Normal	0
Challenging	-20
Hard	-40
Impossible	-60

PAGE 2 (BACK)

1. Quick reference for all the basics skills in the game and a place to fill in untrained chance of using them.
2. Trained skills and their levels and chances of successfully using them. Here you also mark Signature Skills.
3. All the information about the weapons and shields your character can use.
4. Just some quick rules references that are handy for any player to have at the ready; especially Difficulty Modifiers when you perform Skill checks and attacks you can modify if you score a Critical Attack with your weapons.

CHARACTER CREATION SUMMARY

Here are the steps to create a new character in SnS, some of these steps might not make total sense to you now, but once you read the corresponding sections, it will be quite easy.

1. Roll or pick a Race
2. Roll Stats based on your race
3. Roll or pick age
4. Roll or choose Social Background

5. Choose a suitable name, description and write down some character history
6. Create your Starting Profession together with the GM by picking 10 basic skills
7. Pick some armor/weapons based on your Social Background (See combat chapter page XXX for a list of possible items)
8. Add race skills
9. Mark 2 preferred Stats
10. Pick one Signature Skill (and its type)
11. Increase 2 skills to level 2
12. Increase one Stat to level 2
13. Write it all down on your character sheet (fill in armor and calculate CLiPs, for more info see combat page XXX)
14. Start the adventure!

STATS

Statistics or stats for short from now on, are what defines the limits and possibilities of your physical and mental body. In roleplaying games these describe your character, your hero, your persona. They define who you are and, to a degree, what you can do.

PERCENTILE BASED STATS

Quite a lot of states are percentile based, this means they can immediately be translated into a precentile success chance. All skills that define a character are based on these stats.

Charisma (CHA)

Charisma is a personal quality that gives an individual influence or authority over large numbers of people. It combines many aspects of a player character: beauty, influence, personal confidence and a strong character. It is very much a pure role play statistic that will be used a lot by players who want to go through their adventuring life influencing or manipulating people.

Dexterity (DEX)

Dexterity determines the ability to use your hands, legs and body to best effect. It includes things like agility, speed and reaction time. Obviously, this statistic benefits players who want to focus on solving problems with speed and physical skill. It is quite important in combat.

Intelligence (INT)

Intelligence describes the capacity for learning, reasoning, understanding, and similar forms of mental activity. It also enables player characters to grasp the complexities of magic and helps them understand hidden patterns that might be out of reach for most other beings. Clearly, intelligence is of great benefit for players who want to go through life as mighty wizards or men of science weaving complex spells or creating machines and potions.

Resilience (RES)

Resilience is the capacity to bounce back quickly from sickness, to resist the effects of toxins and to endure the minor and major wounds inflicted in lethal combat. This statistic will, generally, improve your chances of survival in a perilous world. It does not shield you from psychological harm though.

Spirit (SPI)

Spirit is the inner force of every living being. It is a mysterious trait that affects how someone resists mental influences or powers. This statistic is like resilience but for your mind, it will shield you from harmful spells and creatures that try to mess with your head. Because it relates to the weird powers of magic spells, it is a good statistic to have if you want to explore the risky magical arts.

Valor (VAL)

Valor is a stat of great heroes. It signifies boldness or determination in facing great danger, especially in battle. It makes you laugh in the face of unspeakable horror and gives you the strength to endure evil. This is, quite clearly, a perfect statistic for those who have picked a life of direct confrontation with the dark forces in the world, be it in close combat or by magic.

UNLIMITED STATS

Unlimited stats have no upper bound, they are usually used in magic or combat situations. No skills are based on these.

Strength (STR)

Strength is pure physical. It will enable you to hit harder, climb faster, run longer and wield more weapons than your average fighter. Greatly favored statistic by melee fighting types.

Size*

Size is just your physical mass. For humanoids it is more or less your height in 10-centimeter increments.

Move*

Move is your normal walking speed in kilometer per hour. For those who decide to play SnS on a tabletop with miniatures it also determines the number of “squares” a character can move (see page XXX).

Life**

Life is how much damage you can take before facing death. It also affects how badly you can get hurt in combat. It is a computed statistic, and it changes when other stats change. Do not forget to recalculate it when that happens. Life is calculated as Size + RES/2.

Magic**

This is the amount of magic power you have inside your body. It is a measure of how strong you are as a magic caster. More magic will enable you to cast more spells, more often and more powerful ones. Magic will go up when you gain magical powers. When you create your character, your Magic starting value will be calculated as INT/10.

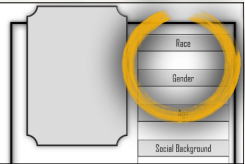
**These stats normally never change during the game except in rare cases.*

*** Life and Magic are calculated from other stats and will increase as you gain experience*

RACE

There are six races populating the world of SnS. As a GM, you can allow all of them or make some of them more prominent in your own world. When determining the race of a player you can let them pick any race they want, or you can let them roll on the table below if you prefer a more random way of doing things. There are slight advantages to having a non-human race but roleplaying something more exotic should be the main reason for choosing.

You can fill in your race and gender on the first page of the character sheet. You also have the option to include a sketch of your hero's appearance.



Character Creation : Race	
D10	Race
1-3	Human
4-5	Elf
6-7	Dwarf
8	Halfling
9	Giant
10	Deep Folk

Before looking at the specific starting stats for each race, let's delve deeper into what they are.

HUMANS

"Humans, among the diverse inhabitants of the Broken Lands, stand out as the most driven and adaptable. While they may lack the enigmatic abilities of their fellow species, their resolute determination to accomplish remarkable feats more than compensates for this.



Name guidelines

Humans usually have a first name and a family name. The family name can represent the location where their family lives, what professions they practice or just some general achievement they managed to earn. As an example, we offer some names of well-known adventurers: Wulfhand Arendsburg, Solveigh Gluklich, Max Generous, Diederik Hill and Eric Scribe.

ELVES

The Elves are an ancient race. They are quick, thin and exotic looking and have distinctive pointy ears. Their long hair has many unusual colors that other races lack. Elves usually have a connection to nature and magic, and they are good at archery and sword fighting. Some elves dwell in forests or natural places, while others live in urban or rural areas. They can also be great fighters

and some of the Elf Witches are powerful defenders of many large forests.



Name guidelines

Elves usually have three names and almost all of them are quite heavy on the vowels. The first two are just names that are given by the parents that "sound good" but the last one usually has some spiritual meaning or is connected to the position of the stars when the child was born. An example of an Elven name is Lum Aali Lamuria.

DWARVES

Dwarves are a kind of short, sturdy humanoid with a talent for making and a passion for treasure. They usually look like they are thick and strong, with long beards and an affinity for hard work. Dwarves often have a connection to mining and metalworking, and they tend to be proficient in using axes and hammers. Some dwarves dwell in underground towns or strongholds, while others reside in above-ground communities. In combat, dwarves are powerful, persistent and courageous enemies. There are Dwarf



mages, but they usually mix melee combat with magic spells.

Name guidelines

Just like Giants, Dwarves have short first names. Their family name almost always has something to do with stone/caves or mountains. Typical Dwarven names are Alberic Stonehand, Baldur Ironleg and Brimbor of the Mountain Halls.

HALFLINGS

Halflings have a common ancestry with Dwarves, but they abandoned their subterranean homes long ago and now prefer a more relaxed and sunny lifestyle in the lush hills of the realms. Halflings tend to be casual about most things. When they join adventures, they like to help out as chefs, scouts or archers. They have a childlike face and features, but can become quite old.



Name guidelines

Halflings can have many different types of names. Usually food is mentioned somewhere in their family name. For example Otto Beerbelly.

GIANTS

Giants are the magical protectors of the mountains. They are an old race that has a strong connection to nature, to the winds that sweep across the earth and the magic that powers it. They are much taller than humans but are often very thin with small beards and large, deep eyes. Their power makes them dangerous enemies in close combat but many of them prefer a way of peace or even magic.

Name guidelines

Giants usually have a very short first name followed by a secondary name that connects them with nature and the mountains. They do not seem to have a family name and they can identify their family by adding "son of" when they communicate with other Giants. This "son

of" trail can become quite large if needed, they seem to remember their whole family tree quite clearly. An example of an Giant name could be Gio Bheimdunn.



DEEP FOLK

Deep Folk are sea creatures and a rare and proud race, distantly related to the Elves. They can live on land, the sea or big lakes, breathe under water and resist magic naturally. They have sleek, hydrodynamic bodies and are human-sized with thick, often braided hair. Most stay in their underwater home but some seek adventure in cities. They rarely live in small towns or rural areas. They have hard, scaly skin that protects them a bit in battle. Deep Folk can slowly change gender over months and shed their skin often during that time.



Name guidelines

Deep folk have very complex names made mostly of consonants. Their names don't seem to mean anything, they just mark who they are. Some think the names must sound good under water. Slughxzhondrglhuks is a good example of a Deep folk name. Your party members will probably shorten it.

MIXED RACE

Playing characters of a mixed race should not be a problem. Ask your Games Master if this is acceptable. Any races can interbreed, and many large cities have residents of mixed race ancestry. Some combinations are very uncommon because of physical differences (such as Giant and Dwarf) or cultural differences. In terms of gameplay, mixing races has some pros and cons. Your stats are more likely to be average (due to statistics) but you will get to choose your race specific skills yourself and thus customize your playstyle a bit more. The main reason to play a character of mixed race is for roleplaying purposes. Your background will be more unusual, and this could be a good opportunity to explore your roleplaying options a bit more. A challenge indeed!



Name guidelines

Names of characters which are of mixed race can use a combination of any of the name guidelines for other races above.

So how do you create somebody of a mixed race?

First you pick what your race will be. For example: Half Elf-Human. Then you generate the stats for a human character, you roll the stats (See next paragraph) for an Elf character, and you calculate the average.

Example:

Here is a quick example for the CHA Stat.

For humans, this is 3D6 + 30, we roll a 6, 4 and a 2 for a total of 42. For Elves, this is 3D6 + 40, we roll 5, 4 and a 1 for a total of 50. Since we need to average this for our mixed-race character, we get 42 + 50 and divide this by two to get 46. Our Human-Elf has a charisma of 46. Statistically high for a human but a bit on the low side for an Elf.

Finally, you will need to determine your race skills (See page XXX). Once again you will get the average of the available skills but, this time, you get to cherry pick the ones you want.

Example:

Let's see what this would mean for our Elf-Human example.

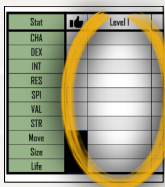
Humans have a free pick skill. Elves apparently can pick some sneaky-type skill, Listening and can read and write Elfish. So, that means the grand total of these two is 4 (1 Human and 3 Elf) skills again averaged to 2. Since our parents raised us together, we assume we can read and write Elfish, so we have one more to choose. I guess we will go for one of the sneaky ones so let's settle on Tracking. As you can see our mixed-race character has two more race skills than a Human character but one less than an Elf. Everything has advantages and disadvantages.

RACE STATS

After determining the race, you can now roll to determine your character's stats. Have a look at the table below.

Character Creation : Stats						
Stat	Human	Elf	Dwarf	Halfling	Giant	Deep Folk
CHA	3D6+30	3D6+40	3D6+20	3D6+40	3D6+35	3D6+30
DEX	3D6+30	3D6+35	3D6+25	3D6+40	3D6+20	3D6+30
INT	3D6+30	3D6+40	3D6+20	3D6+20	3D6+30	3D6+30
RES	3D6+30	3D6+20	3D6+40	3D6+20	3D6+40	3D6+30
SPI	3D6+30	3D6+35	3D6+35	3D6+30	3D6+35	3D6+40
VAL	3D6+20	3D6+25	3D6+30	3D6+40	3D6+35	3D6+30
STR	3D6+3	3D6+1	3D6+5	3D6	4D6+3	3D6+3
Move	D6+2	D6+3	D6+1	D6+1	D6+3	D6+2
Size	D6+14	D6+15	D6+10	D6+10	D6+20	D6+14
Life	Size + RES / 2 + 10					
Magic	INT / 10					

When you have rolled and calculated all your stats, you can fill them in on the character sheet in the level 1 column.



AGE

As a player you can choose your own age (within the maximum values of your race) or, if it doesn't matter that much, just roll on the table below. Age does not offer advantages or disadvantages in technical gameplay terms, but of course your social interactions with the GM will be affected by your relative age in comparison to creatures and people you meet. Age can be filled in on the character sheet, on page 1.



Character Creation : Age			
Race	Starting Age	Average Adventuring Age	Maximum Age
Human	16+3D6	27	80
Elf	40+3D100	190	500
Dwarf	40+1D100	90	300
Halfling	16+5D6	34	200
Giant	20+2D100	120	400
Deep Folk	20+4D6	34	100
Mixed	You have the option to select from any of the races that make up your mixed heritage		

SOCIAL BACKGROUND

Initially, the players' opportunities may be somewhat limited by their socioeconomic origins, which determine their initial placement in society and the extent of financial, social, and political resources available to them during their formative years. The GM has the final say on what the players can choose, but keep in mind that many of them will opt for wealth and power if you don't set any limits. Maybe that suits your game or maybe not, so using dice to determine their social level might be a good idea. Social background can be filled in on the character sheet on page 1.



Character Creation : Social Background	
D10	Social Background
1-3	Rural Poor
4-5	Rural Normal
6	Rural Wealthy
7-8	Urban Poor
9	Urban Normal
10	Urban Wealthy

This table is based on a typical European context in the early Middle Ages where towns were small and farming was the dominant way of life for most people. The wealthy elite were scarce and most urban residents had not achieved much wealth or fame compared to their rural counterparts.

So, let's dive a bit deeper into the social level of a player character because it is something that will define him or her in many ways and it is a trait that will show up in some other parts of the rulebook.

RURAL

This social background indicates that someone grew up in a rural area. People from **poor** backgrounds likely worked very hard for a wealthy landowner or struggled to earn money from the land (like a failed thief, for instance). People from **normal** backgrounds managed to make enough money to support a family and/or own some property. People from rich backgrounds had a lot of money and were admired by many others. **Wealthy** rural people probably also visited nearby cities often for business, socializing, or shopping.

URBAN

Individuals may have spent a significant portion of their lives in one or multiple towns, striving to earn a livelihood. For them, the countryside might seem unfamiliar, and they have become accustomed to both the advantages and disadvantages that urban environments offer. Those from **poor** backgrounds might have faced strenuous challenges, resorting to begging or laboring intensely at a local inn or under the tutelage of a craftsman to scrape together some money. A **normal** background suggests that they have accumulated sufficient funds to establish their own business. Meanwhile, a **wealthy** background indicates inclusion in the kingdom's or country's sub-elite class, such as being a minor noble, a highly successful entrepreneur, or simply an individual fortunate enough to have affluent parents.



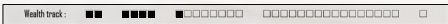
FINANCIAL STATUS

You can start out poor, normal or wealthy. This will determine your starting gear options and will greatly influence how your quality of life will be during your adventures. Wealthy characters can afford to sleep in a nice inn, while poor characters might have to be satisfied with some dry hay in a barn. You will find more about this in the GM section (see page XXX).

The character sheet has a wealth track that is directly connected to your social background. This is mainly a tool for the GM to see where your characters stand on the social ladder. For now, you can fill it in like this:

- If you are poor, color in 3 squares.
- If you are normal, color in 7 squares.
- If you are wealthy, color in 15 squares.

This is how this would look on your character sheet if you were of a normal social background.



CHARACTER HISTORY

To make your roleplay character's history, start by thinking about the setting where your character will live and adventure. This will help you know what kind of things happened in your character's past. Then think about your character's background, like their family, education, and important events or experiences that made them who they are. You can also think about your character's motives, goals, and personality, and how they relate to their past. Then use this information to make a backstory for your character that will give them more depth and realism.

CHARACTER DESCRIPTION

Start by thinking about the race or species of your roleplay character to create their physical appearance. This will help you understand what kinds of physical traits are common for that race, such as height, build, and special features. Then, think about your character's age, gender, and general appearance, and how these factors might affect their physical appearance. You can also think about any unusual physical traits that your character might have, such as scars, tattoos, or other marks. Lastly, you can use all this information to write in detail about your character's physical appearance, using descriptive language to make them come alive in your mind. Use your stats as a guide, but don't be afraid to add some elements from your own personality. This will make it easier to enjoy the life of this character, to become your alter-ego.

SKILLS

What is the difference between Stats and Skills? Good question. The difference is not always clear or, at the very least, a bit muddled. SnS is a skill-based system,



and the aim of the game is to resolve all or most actions by doing skill-checks. Attempting to encompass every conceivable skill from reality would result in an excessively lengthy compilation, hence the selection of in-game Skills is deliberately condensed. If, as a GM, you cannot find a suitable skill it is best to do a check against one of the basic stats (this will be explained later in page XXX) but always try to use skills if possible. Skills are something that you can learn or that you can acquire and increase with many years of training. Stats as well can be increased by training and experience but usually not that much as skills. During the life as an adventurer, players will acquire and train many skills and they will become better all-round heroes. As a GM you can always introduce some new skills that sound logical to you or make sense in your own world and likewise you could remove skills that do not fit. Some space for this has been left open on the character sheet.

In SnS, skills, like most things, have five levels. The lowest level is a basic proficiency in a skill, and the highest level is a mastery of that area of knowledge.

Most skills are based on one (or more) of your basic stats (see skill table page XXX). The Stat value used to determine the skill value when you learn it at level 1 is always **the value of that Stat at level 1**. Increasing basic stats does not affect your skill percentages. It only affects situations where those stats are used directly (most magic, combat and special success checks). Skill can also be untrained and their untrained value is also based on a Stat (or multiple), but the big difference here is that the untrained value is based on **the maximum level of the Stats involved**.

Example:

Wulfgang has a DEX of 25 at level 1 and he has raised it to level 2 with his free advance. His DEX is now 32. If he trains the Climbing Skill (based on DEX) it will start at 25 (level 1 DEX).

Now imagine, much later in his life, he has raised his DEX to level 4 with a value of 48. During an adventure the GM asks him to use the skill Riding Dragon, which, for obvious reasons, is untrained. Because untrained skills are based on the max level (in this case DEX at 48), Wulfgang has a 10% of succeeding (since Riding untrained is based on DEX/5).

The GM has a lot more info about skills.

ACTIONS TYPES

Just before we dive into all the skills, just a quick explanation on the action types in SnS (more about these on page xxx). There are three different types of actions that monsters, and heroes will use during the game.

- Body Actions (basically everything that involves physical interactions)
- Mind Actions (magic and anything that requires concentration and the use of the brain)
- All Actions (both combined)

These will be abbreviated in the rules as **BA**, **MA** and **AA**.

Example:

A certain skill failure might result in a -20 on BA. This means that any action that that person takes will be subject to a -20 penalty to any dice rolls that need to be made that involve physical activities (jumping, crawling, fighting... etc.).

SKILL CHECKS

When it comes to determining success or failure for, skill checks are the main focus in the SnS rules.

Skill checks are simple ways to measure success because they use %. The Games Master only needs to set a difficulty for an action and have the player roll a D100 to see if they succeed or fail.

CRITICAL SUCCESS, FUMBLES AND EXPLODING DICE

SnS uses a D100 roll and a percentage chance to decide every action. But the outcome is not always clear-cut. Actions can go very wrong or very right. The rules for this are simple.

CRITICAL SUCCESES (CS)

To get a critical success, you need to roll 10% of the target value or less, and 1 always counts as a critical success. CS is short for critical success in SnS.

Example:

Wulfhand tries to leap across a wide chasm and the GM decides he has a 60% chance of making it. This means he would ace this task in a spectacular way if he rolled under 6 with a D100. As he is flying over the gap, Wulfhand spots a troll coming at him from the other side and he attempts to draw his sword in midair, so he is ready to fight. The GM thinks this is a very hard action, especially since Wulfhand chose to do this late in his jump. After applying some modifier to Wulfhand's DEX, the GM says that he has 8% chance of getting his sword out. That's a pretty low chance. 10% of 8 would be 0.8 but since there is always a 1% chance of a critical success, Wulfhand might still do something amazing.

When you roll a critical success, **you can keep rolling a D100 and compare it to your original target value.** If you keep getting critical successes, they accumulate in what are called exploding die rolls. Each additional critical success adds to the first one and the rules will call them level 2, or 3 etc. critical successes. In practice, getting more than a level 2 critical success is very unlikely, but possible. Some skills might have special outcomes based on your CS.

Example:

Remember that Wulfhand had a 60% chance of jumping over that gap in the dungeon floor? Well, he is lucky and rolls a 2 with his first D100 roll (he has 6% chance to score a CS). Pretty amazing. The GM is impressed and declared that Wulfhand can roll again. Once again Wulfhand has a 6% chance for a critical success. He rolls a 5 this time. A level 2 critical success! The next roll is a more realistic 75 and the exploding dice chain ends. Wulfhand has managed a level 2 CS while jumping.

How the GM rewards him for this depends on the situation and the skill used. More about that in the GM section on page XXX.

FUMBLES

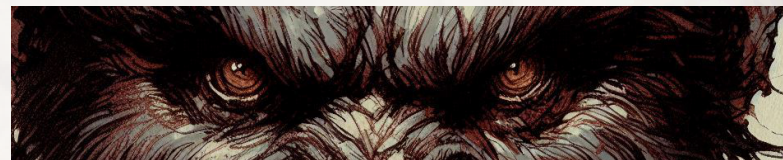
Sometimes, you might do very well, but other times, you might do poorly and fumble your action. You fumble your action on a roll of 96-100 on a D100 roll when your target value is below 95. If your target value is above 95, you only fumble on a roll of 100. Unlike Critical Successes, Fumbles are only based on the first die roll and cannot trigger more rolls. So, if your first die roll was not a Fumble but was a critical success, you cannot roll a Fumble any more on additional rolls of your expanding critical success die rolls.

Example:

Wulfhand has a skill of 75 with his short sword and decides to attack a Werewolf charging at him. Sadly, he rolls a 96. A Fumble. Since this is a combat fumble, Wulfhand rolls on the combat fumble table.

Now imagine Wulfhand rolls a critical success instead with a great roll of 6 (10% of 75 = 8). Well done, he gets to roll the dice again to determine if he can chain his critical success into more. Now he rolls a 96. He doesn't get a level 2 critical success, but it also isn't a Fumble since a fumble can only happen on the first die roll of a skill check.

Let's get back to the fight with the Werewolf. Wulfhand has some serious trouble with the creature. Because of the first Fumble he lost his short sword and now he is fighting with just a dagger. His dagger skill is 72 but he has managed to maneuver himself into a great position. He is behind the Werewolf and the GM decided that Wulfhand will get a +30 bonus for his next attack. The total target roll is then a cool 102. Impossible to miss? No, since the target is above 95 there is still a 1% chance of things going wrong. If Wulfhand rolls a 100 he will fumble again. Nobody can be that unlucky?



BASIC SKILLS

SnS's basic skills encompass many things that people can learn in a typical mediaeval fantasy world. Some of them will change slightly depending on their level, so make sure to read the description well as a player and as a GM. Being familiar with your skills is being familiar with half of the RPG rules of SnS. A lot of the basic skills starting values are based on Stats and you can easily find the corresponding Stat in the basic skill quick reference table at the end of this section (page XXX). Some skills have more specialized components (for example Craft Wood instead of just craft) and they will be marked with a *. These skills all count as separate skills for learning or starting purposes. So, Craft Wood and Craft Stone are two different skills and should be learned separately.

Each skill you choose reflects your character's growing path, a testament to their journey and the challenges they've overcome. Whether it's the sharp eye of an eagle that grants unparalleled marksmanship or the persuasive tongue of a silver-tongued diplomat, these skills form the cornerstone of your character's identity in this vast, ever-unfolding story.

As a player, be sure to read all of them and try to envisage what path you want to walk in the SnS world and what skills need to be acquired to achieve this. There's no need to worry if you find some of the rules a bit confusing right now; you haven't explored the Magic and Combat sections yet. For now, focus on getting a basic understanding of the skill and consider whether you'd enjoy playing a character that possesses these abilities.

ACROBATICS

The DEX stat measures a person's speed and agility, but through years of practice one can gain more mastery over their own body. Acrobatics enables remarkable acts of agility, balance and coordination and can have many uses, from performing for others to fighting situations, or even to reducing or dodging physical harm in dangerous moments.

In combat, Acrobatics can be used to dodge all melee attacks for 1 combat round (See combat page XXX) but this can only be done once per combat. A critical success even means that you managed to wrong-foot your opponent and he will receive a -10 on AA for the next combat round. A failure means that you didn't dodge any damage and that you will receive a -10 on AA for the next combat round due to being unbalanced and in an unfavorable combat position. A critical failure will be even worse and results in being an Easy Target (see combat page XXX). When you use Acrobatics to avoid damage you cannot attack during that combat round. Wearing armor will affect this skill use. Any Top-level armor on legs or arms will give a -30 penalty on AA and Mid-level armor will give -10 on AA. This effect is cumulative, so wearing both will result in a penalty of -40 on AA.

When making an uncontrolled fall (see page XXX) a successful Acrobatics skill check turns the fall into a controlled fall and every critical success lowering the

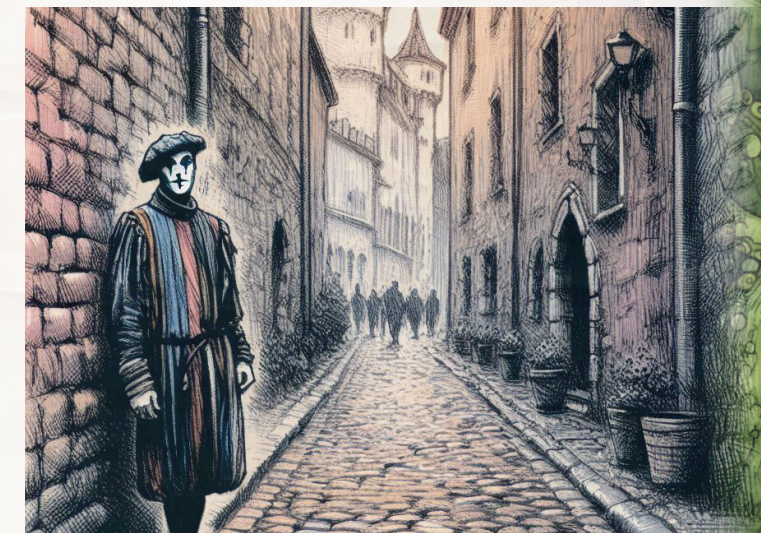
distance by 5 meters for calculating damage (the real falling distance stays the same).

Dodging a damage spell is possible but spells of other types are impossible to dodge. It is a risky thing to do since it is an all or nothing strategy. If you dodge the spell, no damage is taken but if you fail you will find yourself in a vulnerable position and the spell damage tier can be increased by one level by the caster. This skill is used with a -10 penalty per level of the spell being cast (see Magic page XXX for more info on this).

At the GM's discretion, any roll that involves DEX can be converted into an Acrobatics skill roll if the player ask for it.

ACTING

Acting is a skill that involves a lot of roleplay and variety. Heroes with this skill could be famous actors in a large city or have a career in entertainment. Acting can also help them impersonate someone else in difficult situations or to scare, charm or persuade others. It can be handy in many situations. Any roll that uses CHA can be changed to an Acting skill roll, unless the GM says otherwise.



ANIMAL LORE *

This skill shows that a person knows about the animals that live in the world. They can look for and recognize signs of animals. They can tell facts about the animals they see, such as how they mate, eat, nest and behave. The GM should not give exact rules-related information when sharing knowledge. For example, the GM can say that an animal is venomous, but not the kind and amount of venom it has. The players must learn that themselves if they want to deal with the animal.

This skill only applies to animals, not monsters and/or creatures or supernatural entities. In the bestiary, the type will be mentioned.

This skill also allows heroes to identify the species of an animal based on skeletal remains. A penalty can

be applied by the GM depending on how complete the skeleton is. Determining the type can be extremely difficult if you only have one piece of bone to work with.

This skill also protects you against animal attacks because you have a good knowledge of animal behavior and attack signals. When a wild animal approaches a hero with this skill you can perform Challenging Skill-check. If successful, the animal will naturally behave friendly towards you and your party and will never attack unless provoked. A critical success might even let you touch it. When a trained animal is directed to attack you, you can perform a Hard Skill-check to achieve the same effect. The animal will refuse to obey its master.

This skill is sub divided into a few different specialties:

- Animal lore - Land for all land-living animals. Birds and various flying animals are part of these group.
- Animal lore - Sea for marine based critters. This skill is a little bit rarer since the study of the seas and deep oceans is not something a lot of people research.

ANIMAL TRAINING *

Characters possessing this ability have the expertise to domesticate a particular species of animal, as determined by the Skill. The animal variety must be mutually decided with the GM to maintain game balance (otherwise, there's a risk that every player might become proficient in elephant training). Alternatively, the party may need to locate a trainer during their quests who is prepared to dedicate time to impart fundamental training skills.

This skill only applies to animals, not monsters and/or creatures or supernatural entities. In the bestiary, the type will be mentioned.

We need to check if the master and the animal have a connection before we start the training sessions. The animal will have to pass an INT check with a bonus +10 for every point its INT is over 10 to escape from its master. If that happens, it can never be trained. More intelligent animals will resist more.

To train an animal, it takes 100 days minus twice the animal's INT. At the end of the training period, a normal skill check is required to complete the training. If this is unsuccessful, another 5D6 days are added to the training period. Training an animal does not have to be done without breaks. An adventurer can take some days off between adventures to continue his training over time. Young animals are easier to train, and the GM can give a positive bonus to the skill check. If a critical failure is ever rolled, the animal runs away and never comes back.

The trained animal obeys basic commands based on its type and helps its master in combat (the GM decides how the animal affects combat. A bird could

annoy enemies while a wolf could attack them). The animal fights until it dies or gets badly hurt. You can't make the animal do suicidal things. A dog won't jump off a cliff, even in fantasy.

The number of trained animals a character can have is largely at the discretion of the GM. Given that animal training is a challenging and time-consuming endeavor, it's feasible for adventurers to journey with a group of domesticated animals. However, in battle, these animals are likely to fall to foes of even moderate strength. Moreover, from a roleplaying standpoint, it's quite unusual for individuals to be seen parading through town with a troop of wolves trailing them. It's probable that such a spectacle would not be permitted by the local city watch.

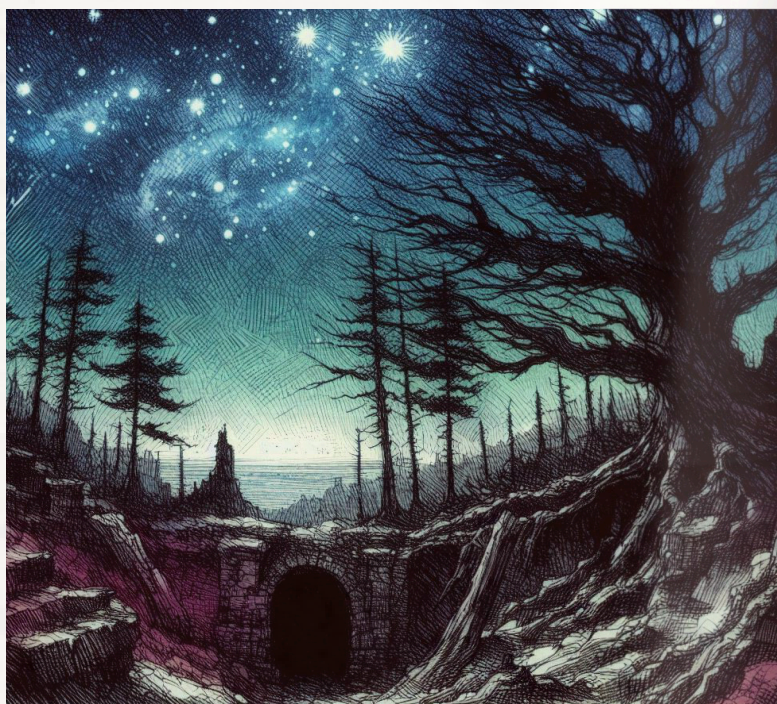
Example:

Wulfhund has learned the skill Animal Training Dolphin. A dolphin has an INT of 16 so, initially, it will take him $100 - (16 \times 2) = 68$ days to train his possible companion. First, we check if there is a bond between the two. The dolphin will have to succeed in an INT check with a +10 bonus for every point above 10. This means $10 + (6 \times 10) = 70\%$ chance that the dolphin will not bond with Wulfhund. The GM rolls 82 and so Wulfhund is lucky and can start.

At the end of that period Wulfhund will have to succeed in his skill check to really finalize the deal. He succeeds and has a new aquatic friend for life.

ASTRONOMY

Astronomy is the science of the sky. This skill can help people find their way using the stars and, sometimes, understand what happens on earth because of things from space. For example, the tides, a lunar eclipse or even meteor impacts. Things that people might have blamed on evil spirits and magic in the middle ages, could be reasoned by a clever hero with the astronomy skill.



AMBIDEXTROUS

In the world of SnS, while heroes typically favor one hand for combat—as outlined in the combat rules on page XXX—embracing ambidexterity can be a wise strategy for those aiming to become more versatile warriors. The harsh and unforgiving nature of battle means that even your dominant hand may be rendered useless or severely injured. To avoid succumbing to such fates, it's advisable to dedicate time to mastering the use of both hands in wielding weapons. This not only enhances your chances of survival but also prepares you for the unpredictable and often merciless realities of combat.

Using a non-preferred weapon typically incurs a significant penalty, reducing your hit chance by two levels (refer to combat page XXX). However, if your ambidextrous skill level exceeds your weapon's hit value after accounting for this penalty, you may substitute the hit value with your ambidextrous skill level. Note that this substitution cannot exceed the original hit value. Following this adjustment, any additional combat modifiers will be applied as usual.

This skill helps with fighting with two weapons, which is a risky and daring style. Fighting with two weapons usually has a penalty because it is hard to use both hands at the same time. Ambidextrous characters can use this skill to cancel this, if the skill percentage is higher than the weapon skill.

Ambidextrous can also help in other, non-fighting, situations and the GM can use the same rule for these situations (think of Wulfhund needing to climb a rope thrown by his friends to get away from the wolfs).

Example:

Wulfhund broke his favored hand while falling off a cliff trying to escape some wolfs. The beasts have caught up with him and he will have to fight with his "wrong" hand. He has short sword at level 3 at 70% (his level 2 skill was 62% and his level 1 was 45%) so that means he will have to fight at skill level 1 (45%). But he has ambidextrous level 5 at a whopping 75%. That means he can fight at the highest level of his short sword, being 70%. I can't be 75% like his ambidextrous skill, because that would be higher than the actual skill of his short sword.

CARTOGRAPHY

Cartography involves the art of charting and interpreting maps. Adventurers skilled in this area will possess enhanced abilities to estimate distances and create precise maps. Additionally, this skill proves beneficial when navigating unfamiliar outdoor terrains. A cartographer among the group may identify a distinctive terrain feature that aids in reorienting the party. The GM is responsible for assigning appropriate bonuses or penalties based on how isolated the region is.

CASTING TRICK MAGIC

Trick magic is a simple type of magic that can be learned by study and practice. It may not seem like

real magic, sometimes it just looks like illusions. However, this is often the first step to becoming a true wizard. Unlike advanced casting skills you are not required to have a matching Magic Language skill to cast spells. Every level gained in this skill will also increase your Magic Point maximum by 1D6 (see magic page XXX for more info on magic professions in SnS). Every time you gain a level in this skill, you also can learn one trick magic spell. Pick one from the list page XXX. Trick magic spells cannot be learned with XP, so the amount of trick magic spells you can learn is limited, choose them wisely.

CLIMBING

This skill enables heroes to climb steep objects using their hands, feet and other parts of their body. This is more than just climbing a tree, this is the skill of climbing and knowing how to use ropes, climbing aids and the right knots to secure oneself during the climb. The GM must determine a difficulty for the climb, and usually a flat object with reasonably good grips will not have a penalty. Overhangs or smooth surfaces will be more difficult to climb, and easy or not completely vertical objects will give a nice positive bonus. The GM should also consider other factors that may affect the climb. Being attacked, bad weather, annoying flying monsters, heavy rain or ice are all things that the GM should factor in before setting a difficulty modifier.

If you have the Climbing skill at level 3 or higher, you can guide other heroes to the summit. They will have to do the same tests and will use your climbing chance for all their dice rolls. For each extra climber with a Climbing skill at level 3 or higher, you can add +10 to the total climbing skill chance of the team.

Climbing checks are usually made for every 50 meters of climbing. More about climbing can be found in the GM chapter page XXX.



COOKING

Food is a passion for heroes who have the Cooking skill. They can collect and identify ingredients with a successful skill check, and they can make amazing dishes that would impress any Halfling. They can also notice if something is off with the ingredients or if someone has poisoned the food. However, they cannot tell what kind of strange ingredient is in the food, only that it "smells a bit weird". In survival situations, this skill is helpful, as the hero can feed the whole party with homemade soups and snacks from a few gathered ingredients.



CRAFTING *

Crafting encompasses a wide range of abilities, enabling adventurers to produce items for sale or personal use, including gifting to companions. The foundational rule of crafting remains consistent: a standard skill check results in the creation of an common item. Each occurrence of an 'exploding Critical Success' (detailed on page XXX) enhances the item's quality incrementally. The crafting skill can also be used to determine the quality of an item that you have acquired. So, if you can craft

swords for example, you will be able to determine the quality with a successful skill check. Always handy before sealing the deal with that shady back-alley sales thief.

See the GM section page XXX for more crafting rules and possibilities. The following crafting skills are available in SnS but the players and GM can invent many more if they so desire.

- Cloth Armor.
- Leather and Scale Armor.
- Plate and Chain Armor.
- Mithril. This is an advanced skill and can only be

learned later in the game. See page XXX. You will need to be at least level 5 in the Plate and chain armor crafting skill.

- Earth Stone. This is an advanced skill and can only be learned later in the game. See page XXX. You will need to be at least level 5 in the Plate and chain armor crafting skill.
- Missile Weapons. See the weapon table page XXX to see a list of possible weapons to craft.
- Weapons. See the weapon table page XXX to see a list of possible weapons to craft.
- Shields. This is a specialized skill that focuses on the creation of different types of shields made from different materials. For full effectiveness, it needs to be combined with other crafting skills. See page XXX for more info on shields.
- Poisons. This is an advanced skill and can only be learned later in the game. See page XXX. You will need to be at least level 5 in the Potions and Brewing crafting skill.
- Potions and Brewing. Potions are magical fluids that can boost some of your stats for a short duration, but this skill also enables you to brew almost anything. Beer or herbal drinks could be a useful addition for those lonely nights camping out in the woods.
- Stone. Cutting stones into various shapes. This includes making statues but also creating smaller pieces of work. This is a required skill for Rune Masters that want to create Rune stones. See Rune Master page XXX.
- Wood. The skill to carve or fashion objects from wood, including many of the tasks performed by a carpenter. This is a required skill for Witches, since their mystic masks are mostly created from magical wood.
- Painting. Purely a roleplaying skill. The practitioner of this skill is an accomplished painter and can create beautiful works of art desired by the richer in society. Can also be used to make quick sketches that can be used as reference "photos".
- Jewelry. The skill of using precious metals or other durable components to create highly sought-after personal ornaments. This includes rings, necklaces and bracelets. Higher quality items (epic and higher) can be magical. These are worth a lot of money to any wizard.

DISGUIISING

The skill of changing one's appearance to hide who they are. Adventures who have this skill are experts in disguise. They usually have a few items and face paints with them to create a different identity. To deceive the "targets", some modifiers can be added to

the skill check. Critical success in disguise always means being completely believable.

- You are disguised as a person nobody knows: +50 to skill check.
- You are trying to disguise yourself as somebody of another race, but nobody of that race is present: -10 to skill check.
- You are trying to disguise yourself as somebody of another race and some people around you are of that race: -40 to skill check.
- You are trying to disguise yourself as another gender: -30 to skill check.
- You are disguising yourself as a person that the people around you know: -50 to skill check.

The GM can apply extra bonuses or modifiers depending on the situation. Lighting, location and noise could even play in your favor. The GM might even ask to combine this with an Acting skill check. Looking like somebody and acting like somebody can be two different things.

Example:

Gorth the giant is trying to disguise himself as a human to get into a party organized by the local lord of the castle. He is just trying to get in, so he doesn't disguise himself as somebody famous. Nobody at the party knows who he is supposed to be (+50) but he is a bit tall to be a convincing human, so he gets a -40 for that. In total Gorth will have a +10 bonus to his disguise skill check. He has a good chance to get into the party and if successful, most people there will just think he is a rather tall human man.

DUNGEON LORE

Dungeons are dangerous places, and this skill helps you spot traps, understand the layout of the dungeon or find your way in the complex underground



passages. This is a skill that works well with other skills to get more information about the dungeon or underground setting you are in.

Example:

Darkweave searches for traps while exploring a room in some caverns beneath an old castle. The GM asks for a Search skill check, but Darkweave rolls high and fails. She then asks the GM if she has encountered this kind of room before in another dungeon and if it is possible that there might be traps here. The GM decides that Dungeon Lore is a good skill check to answer this question. Darkweave succeeds and the GM states that this doesn't look like an important room and likelihood of traps is low.



HEALING *

Trained healers, based on their area of expertise, have the ability to mend severe injuries, conduct minor surgeries, or swiftly address less serious wounds post-battle. Healing is a time-intensive skill and is not feasible for use during combat or high-stress scenarios. Exceptionally, this skill may be employed in cases of critical injuries (refer to the combat section on page XXX). It's important to note that this refers to non-magical healing. The application of various magical energies can expedite healing or completely reverse the effects of an injury.

All the specific specializations of the healing skill can also be used, with a normal skill check, to determine what exactly is wrong with a patient. That means a successful skill check can identify the type of poison/effect/disease or injury. A lot of extra information about healing combat injuries can be found in the combat chapter page XXX.

- First aid. First aid is just a quick bandaging of minor sustained injuries and applying disinfectants and/or natural salves to quicken the healing. This can only be done once a day on any

injured person and results in a quick 1D6 gain of Life. Each level of critical success allows for an extra 1D6 die to be added. A fumble here does not have any serious negative effects

- **Fractures.** This specialization helps avoid permanent damage to the victim by quickly recognizing and fixing the kind of fracture after the fight. A fracture that is not fixed soon enough may never mend well. Only one try can be made per fracture. If it does not work, magic healing is needed. Each critical success halves the healing time. A fumble causes a lot of pain, resulting in a -30 to AA for a day.
- **Internal bleeding.** Internal bleedings are harder to fix and usually fatal, and this specialization is quite rare. It works the same as first aid (same gain on life points) with the only difference is that the victim will not die after a successful skill check. A fumble however doesn't heal the internal bleeding and the victim will die twice as fast (see combat injuries page XXX).
- **Poisons.** Healings poisons is not an easy task and the best you can do is reduce the effects and hope the victim survives while the body fights off the poisonous substance. The only way to quickly cure a poison is to administer an antidote, but that is part of the skill Poison Lore. There are two types of poisons in SnS. This skill can only help versus the so-called slow poisons (See page XXX). A fast poison cannot, in any way, be treated by a healing skill. If you succeed in a Skill Check the slow poison does not do any damage that hour. The skill check gets a penalty of -10 based on the level of the poison. Critical success means the poison is cured. A fumble means you misjudged the poison, and you cannot treat this patient anymore.
- **Diseases.** This specific specialization is more of a roleplay skill since diseases are rarely encountered in most roleplaying games. SnS does have a few diseases (see page XXX) and this skill could come in handy someday. As a roleplaying skill, it certainly can add flavor to any adventure when important NPCs need treatment. Imagine saving the daughter of the king from a deadly disease. Diseases are a bit like slow poisons (see above). They do damage each day but can also have variable extra effects (see page XXX). Once again, a person with the skill Healing Diseases can stop the damage of

the disease for that day. Critical success means that a person is healed, and a fumble means that the patient cannot be treated any more. The person doing the healing gets a -10 penalty for every level of the disease.

- **SnS features a variety of psychological effects,** such as fear, hatred, panic, or even outright insanity (for further details, see page XXX). These effects are often triggered during combat through magical or unnatural forces and can significantly impair an adventurer's performance. A practitioner skilled in Healing Psychological Effects has the ability to intervene and mitigate these effects as they occur. During intense combat, only a Critical Success will suffice to avert the onset of a psychological effect. Conversely, in a calm environment, a standard skill check is sufficient to neutralize the affliction affecting the individual.

Note that only one person can heal one patient, no matter what. If multiple people know the same healing skills, the most skilled one should handle the injuries/poisons/effects or diseases.

Healing Examples:

*Wulfhand is poisoned by a level 3 slow poison after a fight with a giant spider that does 3D6 damage to his life every hour until he succeeds in a RES check. Luckily his friend Darkweave has the **Healing Poisons** skill at level 4 at 71% chance of success. Darkweave cannot really heal the poison (unless she rolls a critical success), but she can slow it down on an hourly basis. Since this is a level 3 poison, Darkweave will need to roll 41 or below on a D100 to stop the poison from doing damage each hour that it is active.*

*Wulfhand and his buddy Darkweave are exploring some hidden tomb under the ancient, abandoned city of Xulugi. Suddenly they run into an undead abomination that causes fear, a psychological effect. Wulfhand is badly affected since he failed his VAL check. Darkweave has the skill **Healing Psychological Effects** at 65% and she knows she will need Wulfhand to survive the upcoming fight. She quickly tries to calm him down and talk him out of his fear-induced state. Since this is a stressful combat situation, only a critical success will cure Wulfhand. Darkweave must roll a 7 or lower on a D100 to save the day.*

Just after a fight one member of a party of four has some minor injuries. As true adventurers, everybody in the team has healing First aid. But since only one person can treat the injured, the party decides to pick the one with the highest skill. If this skill check fails, nobody else can try because the wounds have already been bandaged, sadly without any benefit.



HERBALISM

Mastering herbalism allows you to collect botanical components that enhance various skills (subject to the GM's approval, typically whenever a skill requires herbal elements to function) and can be used as components in magical spells. Identifying the right plants may also accelerate the regeneration of life points and magic points during rest. For additional details, consult the magic section on page XXX.

HIDING

This skill allows a player to quickly hide and conceal himself. It cannot be used in combat but is a great skill to use when trying to escape combat or just before initiating combat. A successful skill check means that the character is well hidden. If potential adversaries know that somebody is hiding here, they can try a Search skill check. Breaking out of hiding and attacking will give you a combat advantage of +20 to AA for one combat round. If your hiding check was a critical success, you were so well hidden that you will be able to perform a Sneak Attack (see page XXX).

HISTORY

Individuals proficient in this skill have the capacity to remember past occurrences within the vicinity of their skill check. This recollection may stem from having read about the area in a book long ago or from an oral exchange with a fellow scholar. It's a valuable role-playing skill that can be instrumental in unraveling mysteries.

LIP READING

Lip reading is a simple skill. You can know what someone is saying by watching their mouth (it must be visible) and passing a skill check, as long as you can speak the same language.

LISTENING

Through meticulous training and keen perception, it's possible to discern between ordinary ambient sounds and the faint, yet revealing noises that can provide valuable insights. This includes recognizing the snap of a tiny branch, the unusual stir of foliage in the woods, or the quiet respiration of an unseen adversary.



LOCK PICKING

This skill lets you open any mechanical lock that does not use magic. The GM should decide how hard the lock is based on how complicated it is and if it is made by a different race. Some races, like Dwarves and Deep Folk, have very different lock mechanisms that might be strange to others. It takes time to pick a lock, 1D6 combat rounds for each Skill Check. You can keep on trying until you succeed or until you fumble, then you must stop, and the lock is too difficult for you.

MAGIC LANGUAGE *

Each magic school in SnS has a different magical language. Wizards need to know this language to learn and cast spells. Some non-wizards also choose to learn a magical language. They can use it to recognize and respond to spells in combat with magical creatures. It can also help them find out about scrolls and magical items from wizards.

- Battle magic. Battle mages use songs to cast spells with courageous and loud voices, which is why they are sometimes known as bards. The written version is carved in bold elegant letters that anyone who can read can see, but only a battle mage can comprehend. This is an Advanced Skill.
- Demonology. Mostly written in blood, the sharp and pointy characters look like nothing from this world. The spoken language is even stranger with harsh barking sounds and short sentences. This is an Advanced Skill.
- Elementalism. It is a remarkable language that is expressed in loud short words that make the air and stones tremble. The written form consists of curly characters that sometimes have long lines connecting several words. This is a Advanced Skill.
- Necromancy. A slow and deep magical language, drawing sounds from deep within the throat. Not very nice to listen to. The written version often uses dust, ground bones or charcoal as medium to pen down strangely symmetrical round shapes. This is an Advanced Skill.
- Protection magic. Protection mages each develop their own written and spoken form hence it is a magical language that cannot be read or understood by any other mage, not even by a fellow protection wizard. This is a private language, customized and tailored to the whims of the practitioner. This is an Advanced Skill.
- Runes. There is no spoken version of this, or it has been long lost. The writing consists of very powerful magical characters. Written runes can only be found on powerful magical objects. This is an Advanced Skill.
- Shadow magic. Written in the darkest black, the

characters of this school look like a collection of triangles. The spoken version is high pitched and consists of very long words tied together in even longer sentences. This is an Advanced Skill.

- Spiritism. Spoken in soft whispers and carried by the wind, truly a ghostly language. The written version is inscribed in very small square characters usually with white or grey ink.
- Trick magic. Written in normal characters and spoken in the normal language of the race that is casting the spell. While the words will be understood by non-spellcasting persons, the meaning of the whole sentence will not. **Every level in this skill will give you a free spell from the Trick Magic school of magic** (you can pick any you want).
- Witchcraft. There is no written version of this. People learn magic and secrets of the mystical realm by hearing them from others. The language they speak is gentle and sounds like an animal. It resembles the song of a tiny bird.

MAGIC SENSE

Magic sense means that you are attuned to the magic that flows through everything. For some it is just a natural intuition they have, for others it is acquired through training. It allows you to recognize the subtle signs that items are magical, spells have been cast or that magical beings are close by. Basically, any manifestation of magic can be detected. Having this skill also enables you to cast some spells. Every level in this skill will give you a free spell from the trick magic school of magic (you can pick any you want).



MARTIAL ARTS

Years of training have given some people extraordinary, unarmed combat prowess. Against dangerous monsters and unnatural beings, it probably isn't the best skill, but it works pretty well in situations where weapons are not available, or opponents are not heavily armored. When you have this skill and you succeed in a Martial Arts skill check just when the combat begins, your unarmed attacks can be Sharp (SW), Blund (BW) or Piercing (PW); you can choose after you attack. Also, your exploding die chance for unarmed attacks is 5 and 6 for attacks with your bare fists or 9 and 10 for attacks with a claw (see the unarmed combat section for more info page XXX).

Example:

Wulfhand gets involved in a pub fight. He punches the nearest customer and succeeds in his weapon skill check. Wulfhand rolls a 6; since this is unarmed combat, he can now use the exploding dice rule. He rolls again and gets a 5 sadly, normally not an exploding die result. But since Wulfhand has the martial arts skill and succeeded in a skill check before combat started, he can roll again. This time he rolls a 4 for a total of 6+5+4 damage. He can also choose what kind of damage he is going to do, Wulfhand goes with BW because he wants to try to stun his foe.

MATHEMATICS

Mastering this skill grants you an innate grasp of the mathematical principles that govern all things. It's mainly a role-playing ability, which can be creatively applied to gain an edge in certain role-playing scenarios. For instance, you could predict the trajectory of a slow-moving projectile such as a catapult, assess the resilience of structures under stress, determine the likelihood of success, and identify patterns in recurring events. However, the GM must prevent players from exploiting this skill to solve puzzles. Ultimately, a sharp role-playing intellect is more valuable than mere chance.

MECHANICS

Machines are not very common or sophisticated in the Broken Lands, but some people have managed to create them. The Dwarves are particularly skilled at making devices that run on water or steam. Wizards have also experimented with mechanics to make constructs and animate them with magic. People with this skill can fix damaged machines and they can try to figure out what an unfamiliar machine does. Some dungeons have complex machines that activate traps or hidden doors. Mechanics covers anything with gears, pulleys or levers, which are all considered machines.

MEDITATING

Some people can regulate their bodies, their breath and their pulse. This skill can help you pretend to be dead or survive longer when you are injured by stress or drowning. Every time you pass a skill check (starting at easy difficulty), you get one more minute

of survival, but then you must do another skill check at a higher difficulty level. Critical success makes the skill level check go back to easy and gives you 1 extra minute per critical success. This skill can also help you restore Magic faster, if you pass a Meditating skill check before sleeping, you can restore +1D6 Magic Points.

Example:

Wulfhand is searching for a waterway into the sewers of castle Drakenson by swimming in the moat. He has trouble finding it and runs out of oxygen after a minute. He uses his Meditating skill and must pass an easy skill check. He succeeds so he can swim another minute without harm. Then he must pass a normal skill check, again successful and another minute to look for the sewers. The third time he must pass a challenging skill check and he is very lucky; he gets a critical success. He can breathe another minute and his skill difficulty gets reset to easy. Finally, he can now dimly see the dark entrance to the sewers.



MEMORIZING

Some people have an amazing photographic memory. If you have this skill, you will be able to recall events and facts that have occurred in the last week or so with a successful skill check. Recalling incredible small details, like the color of somebody's gloves, can be modified by the GM. Remember this is a skill that can only recall things that the person has seen, this is not a free pass to recall anything that has happened to anybody during the adventure.

MUSIC *

Music is a general skill that encompasses everything to do with making and composing songs and music. It is mostly used for roleplaying purposes but is a necessity to truly master Battle magic.

- **Singing:** The skill of performing songs with accurate pitch and timing. Singing can be spontaneous, or it can be the rendition of a familiar song. It can be done alone or with others. Many adventurers maintain their morale on long travels by singing songs when they face difficulties.
- **Dancing:** Moving in a planned or spontaneous way to music. Dancing well can impress high society and also make Inns livelier. The Broken Lands has many kinds of dance that vary by region.
- **Playing (Instrument) *:** The ability to play a certain instrument. The skill should mention a certain group of instruments, not a specific one. For example, Music - Playing Flutes is a valid skill. Once again it is mostly a roleplay skill, but a bonus for some magic professions.

PICKPOCKETING

This skill indicates the ability to swipe valuable items from unsuspecting targets. The GM will adjust the skill check based on the circumstances. This skill is more effective in the dark, in crowded places or when the target is not paying attention. You will also face a special penalty based on the INT, CHA and DEX of the target. If the target has a higher Stat than the one doing the pickpocketing, a -20 to the skill check should be applied for each stat that is higher. A failure will alert the target. Be prepared to run or lie.

Most of the time the GM doesn't have stats rolled out for some random victim in the crowd, so the DEX, INT and CHA penalties applied mostly apply to important NPCs. In the case of an arbitrary target, the GM just applies a difficulty modifier depending on the situation.

Example:

Wulfhand is in dire need of some coin to pay for his room at the Golden Leaf Inn. While strolling through the yearly market he spots a fat tradesman who looks ripe for the picking. His coin belt is hanging loosely on the side. The GM decides no special penalties need to be applied since the situation is very favorable for pickpocketing. However, the gentlemen being targeted is quite smart and has a higher INT than Wulfhand. However, his DEX and CHA are lower. So, in the end Wulfhand gets only a -20 on his pickpocket roll.

PLANT LORE

With this skill, the user can recognize plants and learn their traits. For example, they can find out if they are toxic, where they grow best, how they are used in food, what special effects they have, how

they reproduce and what animals feed on them. The GM determines how much information this skill gives about a plant.

- **Land.** Covers plants naturally growing on land.
- **Water.** Covers all sea-based plants (mainly seaweeds and kelp) and river/lake freshwater plants.

READ/WRITE

The skill of reading and writing a language. This involves learning the specific alphabet or symbols that the language uses. This is essential for some other skills and the magic professions, since many spell info are in books and scrolls. Most of the actual magical spells use magical languages (see above) but you still need the classic read/write skill to study. There are three main languages that heroes can learn. Common (language of Humans and Halflings), Dwarven (language of Dwarfs and Giants) and Elvish (language of Elves and Deep folk).



RELIGION

Persons with this skill will be able to recall religious customs, gods or events. They know a lot about local deities and rituals and can help in avoiding making any religious missteps in an unknown society. Old forgotten religions might also yield their hidden information to somebody knowledgeable.

There is no real magic school connected to deities, in SnS but very limited spellcasting abilities can be bestowed on characters with this skill (see GM section page XXX).

RIDING *

This skill lets you ride a specific beast or animal. You need to make a skill check when you do something more difficult or stressful than usual while riding. You usually need to learn the skill for each animal you want to ride, but similar animals are easier to ride with a -10 bonus. If you can ride a horse, you can probably ride a donkey with a -10 bonus. The GM decides what makes sense.

Example:

Wulfhand has the skill Riding Giant Spider. Normal riding does not require a skill check but during an exciting chase, he orders the arachnid to jump over a large boulder. For the spider, this isn't a big deal, but it will require all the rider's skill to stay on. A skill check is required here.

SEARCH

The search skill is typically applied to show whether you can find something when you are looking for it on purpose. The GM can decide if you can try more than once, or if other people can join in the search. The GM may require that you have a related skill to even attempt a Search skill check, or the GM may adjust your Search skill based on your other skills.

Example:

Wulfhand is looking for a secret door deep down in castle Drakenson. He also has the skill Dungeon Lore so the GM decides to give him a +30 bonus to his search roll. He will also allow Wulfhand to do a search in every room of the castle.

SPOT

The spot skill is the same as the Search skill, but it is passively noticing something. The GM will regularly ask the players to roll a Spot skill check, if they fail to perceive something happening in the world around them.

SKINNING

The skinning skill allows you to peel off the skin from a dead creature and use that skin for making something else (usually armor or clothing). This skill also involves turning the skin into something that is ready for crafting. The skill check can be affected positively or negatively depending on the size of the dead creature or the extent of its damage. A successful skill check yields enough materials for one armor piece. Each critical success gives extra materials. You cannot skin creatures that lack skin (skeletons for example) or creatures that have no physical body. Also, keep in mind that many magically summoned creatures fade away to their realm after they die, so skinning a summoned demon will be useless.

SAILING

This is a very broad skill. It covers the technicalities of knowing how a sailing ship works and how to handle it as well as a good knowledge of weather and winds and understanding currents and rapids. A penalty should be applied when commanding a ship under extreme circumstances. This skill mainly focuses on seafaring exploits but is equally valid for sailing in rivers and lakes.



SHADOWING

Shadowing is following someone without being seen. You need places to hide along the way, you can't do it in an open area. The GM will say if it's possible and how hard it is. It can be easier or harder depending on the time of day, how many people are around, how narrow or thick the area is. If the target is suspicious or alert, it can be even harder. You must make a skill check every 5 minutes. If you fail, the target might see something. The GM can roll a secret Spot check to see if they notice. The GM will decide what the target does. They might trick the hero into a trap or run away fast.

SNEAKING

Sneaking is very similar to shadowing. The big difference is that sneaking is usually a skill that will be used to initiate a surprise melee attack. The aim of sneaking is to slowly and gradually approach the target. Depending on the circumstances the GM will assign a difficulty level and provide a skill check roll for every 5 meters that needs to be bridged between the instigator and the target. If you manage to approach unnoticed into melee range, you can perform a Sneak Attack (See combat page XXX).

SOCIALIZING *

Persons with this skill can fit right in in a certain social layer of society. They know the habits, lingo and special ways of the social environment they operate in. They are good at interacting and fraternizing and they get a leg-up in most personal dealings. It is a roleplaying skill that could come in handy in most adventures when investigating or just sniffing around.

- High society: Know the ins and outs of the rich and noble. You know the correct etiquette, who is popular and who is not, and you are familiar with the latest fashion and fanciest drinks.
- Commoners: You know all the slang words and know the problems of the people. You find it easy to rally to their course and convince them you are on their side.

SURVIVAL *

Survival is a skill that helps you live in harsh or extreme situations. It mixes instinct, training and experience. It can help you get food and water or deal with everyday problems in a certain biome. The GM should adjust the difficulty based on how hard the situation is.

- Nature: The open wilds. You can find food and shelter and maybe make some basic tools to help you out.
- Dungeon: Surviving in confined underground spaces is a skill all by itself. Usually finding fresh water and food are the biggest challenges.

- Sea: Surviving in the wide-open ocean is harder than most people think. Trapping fresh water and catching fish will be the main challenges.
- Urban: An urban environment can pose its own problems. Begging might be necessary as is finding shelter.

SIGN LANGUAGE

Sign language is a common way of communication that deaf people use throughout the Broken Lands. You need to see the person's face and hands to communicate with them in this way. A successful skill check lets you comprehend their message, even if you don't know the same languages as they do.

SWIMMING

Being able to swim might be a serious requirement for being an adventuring hero. Once you have the skill at level 1, you will be able to swim in normal circumstances without performing a skill check. But wearing anything heavier than light cloth armor and/or weapons while swimming will change all that. In that case, you will need a swimming skill check every combat round modified negatively by your Encumbrance. If the swimming situation is not ideal (a storm or rapid river for example), the GM can assign additional modifiers.

Every time you fail a swimming test, you will swallow some water or struggle hard to keep afloat and suffer 2 attrition damage directly to your Life. When your Life reaches 0, you will slowly float to the bottom and death is unavoidable. In one combat round an adventurer can swim double his Move score in meters.

Example:

Wulfhand needs to cross a river because he is being chased by a Giant Spider. He is badly wounded and jumps in with armor and weapons. His Encumbrance is 12, still light. He will get a -12 penalty to his swim roll. He has a Move of 5 and the river is 20 meters wide. He will need 2 skill checks to cross safely and it will take him two combat rounds (10 meters every combat round) to reach the other side.



TRACKING

The skill of finding and following the signs of some creature that is moving or hiding. Some creatures are more difficult to track than others (for example, small ones are usually hard) and some environments make tracking easier or harder. The GM should decide how hard a tracking attempt is based on the different factors that can affect the task positively or negatively. When someone tries to avoid being tracked, he can also use this skill to make it harder for his trackers. Every successful tracking attempt will let you keep and follow your target for half a day and even get closer if you want. A failed attempt will waste your time and resources and a fumble will mean you completely lose the trail.

TRAP LORE

If you want to reduce the danger of a fight, setting traps can help. A good start is half the battle so you can use traps to weaken or hurt your enemies before they reach you if you have enough time. Setting traps typically requires time and resources. This skill allows you to set different types of traps (See GM section page XXX). Depending on the difficulty of the trap, you will get a penalty on your skill check. This skill can also be used to disarm found traps, the GM, once again assigns a difficulty and a successful skill check will disarm the trap. A Critical Success will allow you to recover the trap undamaged and store it for re-use (if it is small enough of course). If you also have Mechanics, the GM can grant a large bonus to any trap related actions.



VALUE

Being able to value items and possessions can be very helpful. It can help appraise many things, such as real estate, materials, or art and antiques. It can also help judge the (crafting) quality of most items. But it usually can't tell what a magic item does, its magic properties or its origin. A critical success will however reveal everything about a magic item (GM discretion).

Example:

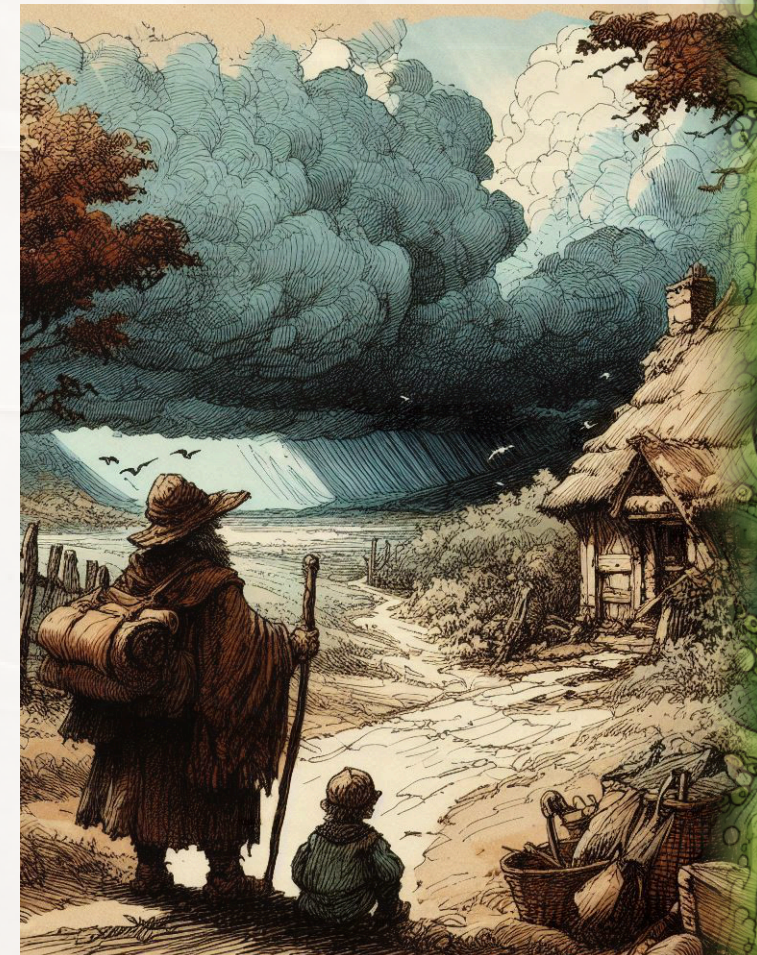
Wulfhand find a sword that look unusually detailed in its craftsmanship. He could use a crafting skill to find out more, maybe even a history skill check, but since he only has the Value skill, he attempts to discover what he can about the enigmatic weapon. His skill check succeeds, and the GM tells Wulfhand this weapon is finely crafted; it is of Epic quality/rarity.

WEAPON *

The skill of handling a weapon effectively. The particular weapon that is trained must be named for each skill. If you lack the proper Weapon skill, your accuracy against your enemies will suffer and you will not be able to attack more than once. Only those who practice intensively with a specific weapon will learn how to strike multiple times (number of attacks depends on the specific weapon). See the Combat chapter page XXX for a list of the weapons and more rules regarding using them. Some weapons are classified as advanced; you will need to learn a matching advanced skill before you can use them.

WEATHER LORE

Weather lore in SnS is not the real-world science of forecasting the weather. It is a skill that relies on the stories and legends of the past. It mixes history, luck and magic more than it uses solid facts, but it has some accuracy.



Basic skills Quick Reference Part 1		
Skill	Untrained	Trained Level 1
Acrobatics	-	DEX
Acting	CHA/2	CHA
Ambidextrous	-	DEX
Animal Lore *	INT/5	INT
Animal Training	-	CHA
Astronomy	-	INT
Casting Trick Magic	-	INT
Cartography	INT/5	INT
Climbing	DEX/2	DEX
Cooking	INT/2	INT
Crafting *	-	DEX
Disguising	CHA/5	CHA
Dungeon Lore	-	VAL
Healing *	-	INT
Herbalism	-	INT
Hiding	DEX/2	DEX
History	-	INT
Lip Reading	-	SPI
Listening	SPI/2	SPI
Lock Picking	-	DEX
Magic Language *	-	SPI
Magic Sense	-	SPI
Martial Arts	-	DEX
Mathematics	-	INT
Mechanics	-	INT
Meditating	-	RES
Memorizing	INT/2	INT
Music *	-	DEX
Pickpocketing	DEX/5	DEX
Plant Lore *	INT/5	INT
Read/Write *	-	INT
Religion *	-	SPI
Riding *	DEX/5	DEX
Sailing	-	RES
Search	INT/2	INT
Shadowing	DEX/5	DEX
Skinning	-	DEX
Sneaking	DEX/2	DEX
Socializing *	CHA/2	CHA
Spot	SPI/2	SPI

Basic skills Quick Reference Part 2		
Skill	Untrained	Trained Level 1
Survival	RES/5	RES
Swimming	-	RES
Tracking	-	SPI
Trap Lore	-	INT
Value	INT/5	INT
Weapon *	See Combat Chapter	See Combat Chapter and Basic Weapon Quick Reference table below
Weather Lore	-	SPI

BASIC WEAPON SKILLS QUICK REFERENCE

The Combat chapter (See page XXX) has more details about the weapons you can use as a hero, but here is a brief list of the basic weapon skills you can pick as a new hero. This list will give you enough information to select a weapon that suits you as a beginning adventurer. Keep in mind that weapons offer more than just damage; each one serves a specific purpose and has unique features (like stunning or causing bleeding) that make it useful in certain situations. For now, choose a weapon that you like and that suits your hero and profession.

Basic Weapon skills Quick Reference			
Basic Weapon Skill	Hit chance when trained (Level 1)	Damage	Maximum Attacks when fully mastered
Axe	20	Low	5
Bow	40	High	4
Claw	20	Low	5
Crossbow	40	High	1
Dagger	20	Low	5
Fighting Staff	35	Low	5
Night Dagger	30	Low	5
Rapier	35	Low	4
Short Sword	20	Low	5
Spear	35	Medium	3
Sword	35	Medium	4
Trident	30	Medium	3
Unarmed	20	Low	5
War Axe	35	Medium	4
War Flail	35	Medium	3
War Hammer	35	Medium	3
Normal Shield	40	Blocking damage	2 blocks
Buckler Shield	40	Blocking Damage	1 block
Net	30	Utility weapon	1

Advanced skills

After you finish your initial profession, you will have the opportunity to acquire advanced skills. These are skills that are more potent or challenging to master. One of the main reasons to pursue advanced skills is to gain access to powerful magic schools. More info can be found in the character advancement chapter page XXX. Advanced Skills play no role in the character creation process.

Legendary skills

Legendary skills are the result of playing for a long time and they make your character extremely powerful. They have no limit and can be improved endlessly, but they require more and more experience points each time. More info can be found in the character advancement chapter page XXX. Legendary Skills play no role in the character creation process.

PROFESSIONS

Your profession shapes your identity in the world, and the initial duty of a GM is to assist players in selecting their profession. A player's initial profession isn't determined by chance or a dice roll; rather, it's entirely within the player's creative freedom to craft a profession that aligns with their personal style, concepts, and aspirations. Of course, there are rules and restrictions that will ensure that players do not start as superheroes. Equally crucial is the need for the profession they devise, in collaboration with the GM, to be consistent with the world's vision that the GM intends to set as the stage for their adventures. Whether it's a traditional fantasy realm brimming with high magic, where mythical beings and enchantments are commonplace, or a grounded medieval world where the sight of armed adventurers is a rarity, the profession should seamlessly integrate into this setting.

YOUR FIRST PROFESSION

Let's refocus on establishing your profession. This is the occupation you're actively involved in as you embark on your journey. It's known as your Starting Profession. As you progress through numerous quests, you'll have the opportunity to develop a second profession. This will be known as your Adventuring Profession and will generally remain constant throughout your SnS adventure life cycle (refer to page XXX for additional details on progression).

For your first profession, creativity is the key and you and your GM should use the social background description as a guide to let your imagination run free.

The answers to the questions you used to make your character's history will also help you choose your first profession. Your character's appearance might also suggest a suitable profession.

Once you have decided on something that you would like, you can choose 10 basic skills (see the skill list) that, in your view, define your profession. Remember that the GM has the final say on this and that the skills

should be relevant. Taking skills just to "optimize" your character should not be allowed. The core idea, especially with your first profession, is role-play. When you have picked your ten skills, you can increase two of them to level two. See page XXX to find out by what value you can increase skills.

i It is highly recommended you take at least one or two weapon skills (a healthy mix of shields, ranged and melee skills) It might all be about roleplaying, but the Broken Lands are a dangerous and often violent place. A character without combat skills will be extremely challenging to play since they will have to rely on untrained weapon knowledge and will be almost useless in battle for many play sessions.

Some possible examples of professions that you can create are:

WOODCUTTER

You have spent most of your life living in a small village, cutting and gathering wood for the local wood mill. In summer, you help load the ships that sail the local river to pick up wood supplies for nearby cities. You have grown strong and resilient working outdoors and braving the elements daily.

Skills: Crafting - Wood, Searching, Climbing, Music Singing, Swimming, Weather Lore, Plant Lore, Weapon 1H Axe, Weapon Unarmed, Weapon Bow

WIZARD'S ASSISTANT

You always wanted to learn magic and discover the magical arts. As a child, you once saw a travelling wizard pulling rabbits out of hats and firing beautiful magic fire into the air. Finally, you saw your chance, you moved to a big town and applied as a job to help a local mage. A lot of the work is boring and hard and has nothing to do with magic but some day you will make it as a powerful wielder of magical power.

Skills: Astronomy, Casting Trick Magic, Listening, Memorizing, Magic Language Trick Magic, Magic Sense, Read/Write Common, Value, Weapon Bow, Weapon Short sword

TOWN GUARD

From a young age, your fascination with weaponry and law enforcement naturally led you to join the ranks of the town guard. While the salary may not be substantial, the role offers a thrilling experience and comes with its share of pleasant surprises for those eager to seek them out.

Skills: Animal Training Dog, Spot, Healing First Aid, Search, Tracking, Socializing Commoners, Listening, Weapon Sword, Weapon Shield, Weapon Crossbow

WANDERING MONK

You had a lifelong desire to follow the good in life. You became a monk at a nearby monastery when you were young and learned about kindness, harmony, writing and art. Now you want to use your learning in a useful way and journey around the world to assist people and to do good. If you need to confront evil more directly, you will accept.

Skills: Healing First Aid, Meditating, Cartography, Crafting Potions, Cooking, Magic Sense, Read/Write Common, Religion, Music Singing, Weapon Club

Remember that this are just examples invented by the writer of this book. A Wizard's assistant, created by somebody else, could have totally different skills. It all depends on what you think is a good representation of a profession you want to play.



I WANT TO BE A WIZARD!

Magic is a staple of many fantasy roleplaying games and SnS is no different, but unlike other games, SnS introduces powerful magic much later in the game. SnS features magic that is mysterious, marvelous and weird and playing and discovering the users of these weird abilities is certainly enjoyable. If you wish to accelerate your character's progress to a high-level magical career there are some skills that will benefit you greatly now. Another option is to study all the magical professions in the book, see what skills they need and then return and make your character.

For now, here are the magical skills that will help you out.

- **Magic Language Trick Magic** is a must, especially if you want to also learn the corresponding casting skill (see below). It comes with a free Trick Magic spell every level.
- The **Magic Sense** skill might not be 100% required, but it will help the party greatly and comes with a free Trick Magic spell per level.
- **Casting Trick Magic** is the basis of all advanced magic professions. This skill is a must if you want to move on to greater things as soon as possible. Once again it comes with a free Trick Magic spell per level.

Example:

Darkweave wants to become a Necromancer after a few years of hardship as a common adventurer. She decides to learn Magic Language Trick Magic (for the free spells), Casting Trick Magic (to be able to cast spells and to get some free spells) and Magic Sense (again a free Trick Magic spell). So at the start of her career in SnS, she gets to pick 3 spells. She also hopes that her skill choices will form a basis of further magical growth.

As you can see, you can maximize your casting potential by taking some of these skills, since a lot of them come with free to pick Trick Magic spells, you can potentially have 15 Trick magic spells by the time you raise all these skills to level 5 (even a bit more if you decide to push these skills to epic levels beyond 5).

Remember that your Starting Profession must be created in agreement with the GM and that your profession must have a logical combination of skills that fit into the path you have chosen. If you decide to choose these magic skills, make sure that the other skills in your self-made profession match and result in a logical character to role-play. Random cherry-picking skills is not the way of SnS.

Trick magic is the only type of magic that can be cast by anybody, but, out of the three skills mentioned above, **Casting Trick Magic is the only one that will give you extra Magic Points** (see magic section page XXX). If you don't have this skill, you can still cast Trick Magic spells, but you might have to sacrifice Life to cast them since your magic potential will be more limited.

I WANT TO WIELD DIVINE POWERS!

Many RPGs offer careers that grant players access to divine magic. Clerics and paladins are examples of this, but in SnS religion has a more conventional role and gods rarely show up or interfere in the ordinary lives of the people.

It is possible to wield divine powers, but it is not something you can decide on at character creation; it is a journey that you will make while playing. Check with your games master, they will have to be familiar with the religion section page XXX. If you think this is your calling, **make sure to take the religion skill**. Also

remember that you will not be considered a true magic user and will have very limited spell casting potential, make certain your other profession skills play an important role in how you want to play.

STARTING GEAR

Your starting gear is based on your social level. Check out the combat section on page XXX for a list of available weapons and armor. Not everything will be available to you to start off with.

Poor: only bottom level armor of common quality and one weapon.

Normal: bottom and/or mid-level armor of common quality and two weapons.

Rich: Any common quality armor and two weapons. One of them can be of Rare quality (see page XXX, +1 damage, 50% chance to resist breaking).



MORE SKILLS AND STAT DECISIONS

RACE SKILLS

Some races have extra skills and/or free skill picks. Consult the following table based on your race and add them to your collection of skills. Please note that all these skills will be at level 1 except when mentioned otherwise.

Character Creation : Race Skills	
Race	Skills (at level 1 unless specified)
Deep Folk	Swimming at level 5
	Music Singing
	Read/Write Elvish
Dwarves	Dungeon Lore
	Read/Write Dwarven
Elves	Tracking
	Listening
	Read/Write Elvish
Giants	Memorizing,
	Magic sense,
	Read/Write Dwarven
Halflings	Cooking
Humans	Totally free pick of one basic skill

LITERACY

Not everybody can read and write in the Broken Lands. If your starting INT is greater than 40 and your social background is Normal or Rich, you can take the skill Read/Write Common as a free extra skill if you want. This skill will be at level 1.

PREFERRED STATISTICS

When you create a new character, you must pick two of your basic Statistics and mark them as preferred stats (with a checkmark on your character sheet page XXX). This indicates that your character has a natural talent in these stats, and they will have a potential higher maximum value. In SnS, you can raise any Statistic by spending Experience Points to learn new things or to train certain parts of your body. Your preferred Stats just boost the values a bit more. Is your character particularly strong or smart? Does your avatar have a calm mind and a strong determination? Choose these carefully but do not hesitate to experiment. It is role-play after all and maybe a very smart muscular hero might be fun to play? To see how much skills increase by, look at the Quick Reference for Increasing Stats and Skills just a bit further is this chapter.

Example:

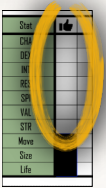
Wulfhand decides to increase his DEX (currently at level 1) and this is one of his preferred stats. So instead of a 1D6+6, he rolls a 2D6+6 to increase it to level 2. He rolls 13 and adds the level 1 value to it and fills in the result in the level 2 column on his character sheet.

Preferred statistics also give any skills based on them a bonus. If you look at the Skill Quick Reference table page XXX you will see that skills at trained and untrained levels have percentages based on certain stats. If any of those stats is a preferred stat, you can add 5% to the base start value of that skill (yes also for untrained ones).

Example:

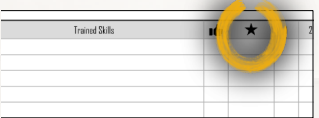
Wulfhand learns the skill Climbing. This skill is based on his DEX (value 40) but it is also one of his preferred stats so climbing at level 1 has a value of 45%.

Remember that STR, DEX, RES are the most important stats for combat characters. INT and SPI are best for magic types; VAL is an all-round stat that will protect you against fearsome beasts and CHA is primarily a role-play stat that will come in handy in social interactions. On the character sheet, you add a checkmark to the corresponding columns.



SIGNATURE SKILLS

For your Starting Profession and your second, so called Adventuring Profession you can mark one non-weapon skill as a Signature Skill in agreement with your GM. This is a skill that makes you unique, a skill that is at the core of your profession. When you have decided on the skill you can mark it on your character sheet as a Signature Skill. You will also need to decide what type of Signature Skill it will be. There are three choices, and you cannot repeat the same one. Your next Signature Skill, which you will acquire later in your adventure, will have to be a different choice. Keep in mind that the skill must be very important for your profession and avoid using very broad skills as Signature Skills unless the GM agrees.



CRITICAL SIGNATURE SKILL

This option will **double** your chance of a critical success. Usually in SnS the chance of a critical success is 10% of the value of the skill but in very rare cases it can be higher. This signature option doubles that, so usually it will be 20% of the total skill value. This means exploding dice (see GM chapter page XXX) will come into effect a lot more. A very good option to pick if critical successes have a big effect on this skill (crafting skills for example could be a good pick).

NO-FUMBLE SIGNATURE SKILL

You can never fumble a skill with this option. Normally a fumble happens when you roll 96-100, but if you choose this option your skill check can never result in a fumble. This might be a good choice for skills that could have deadly or catastrophic effects when fumbled. Fumbling while climbing a high tower could be fatal for example.

IMMUTABLE SIGNATURE SKILL

This option will give you a skill that cannot be affected by negative modifiers. This means you can perform crazy things that would otherwise not be possible because the GM will apply big negative modifiers. Leaping great distances or having an amazing memory will all be possible. Skills that are easily modified when performing actions are good candidates for this signature option.

Example:

If you are a weapon smith, Crafting Sharp Weapons could be your Signature Skill. You can choose to double your critical chance or ignore modifiers when crafting. Doubling your critical chance is better for making sharper weapons, because the crafting system depends on critical successes.

UNTRAINED SKILLS

Some skills still have a chance of success when not trained (see the Basic Skills Quick Reference) If, during an adventure, the GM asks you to perform a Skill Check and there is an untrained value you must use that value. You cannot fall back to a stat check in that case unless the GM allows it.

Remember the untrained value is **based on the max level value of your stats** and so they do go up when your stats increase. This means that highly experienced characters, that have raised their stats to higher levels, will be reasonably good with untrained skills. This is a part of becoming a truly heroic adventurer.

Example:

Wulfhand has a level 1 DEX of 40 but he has increased his DEX to level 2 with a value of 48. He wants to climb a tree to escape an angry looking boar. Wulfhand did not learn the Climbing Skill but it has an untrained value (DEX/2) and so he must use that one. Chances of climbing the tree are 24%. If Wulfhand had DEX as a preferred Stat he would even get an extra +5 bonus.



Basic skill name	Trained	Untrained	Untrained %
Acrobatics	DEX		
Acting	CHA	CHA/2	
Ambidextrous	DEX		
Animal lore - *	INT	INT/5	
Animal training	CHA		
Astronomy	INT		
Casting Trick magic	INT		
Cartography	INT	INT/5	
Climbing	DEX	DEX/2	

You can enter the values for skills that you have not trained on the second page of the character sheet, in the available cells in the panel for skills.

INCREASING STATS AND SKILLS QUICK REFERENCE

During character creation, you must increase some Skills and/or Stats (see next two sections). More on growing your character can be found in the Advancing Your Character chapter page XXX but for now, here is a quick reference on what to do when increasing a level. Remember skills and stats initially have 5 levels, and you can find the correct column on your character sheet to write down the increased value.

Character Creation : Increasing Quick Reference	
What to increase	Value increase when leveling up
Skill	+1D6+6
Statistic (Except STR)	+1D6+6
Preferred Statistic	+2D6+6
STR	+1D6
Preferred STR	+2D6
Move	+1

Don't forget that some calculated related Stats and/or Untrained Skills might automatically increase as well.

YOUR FIRST SKILL INCREASE

When creating a character, you get to increase two of your skills to level 2. Pick skills that you think you might need to most in your first few adventuring sessions but don't worry too much, your skills will quickly start to increase once you have some play sessions under your belt.

Example:

Wulfhand has some skills to increase from level 1 to level 2. He will just roll 1D6+6 and add that to the level 1 value and write the total down in the level 2 column on his character sheet.

YOUR FIRST STATISTIC INCREASE

After choosing your profession, you can raise one of your statistics by one level. These statistics are Charisma (CHA), Dexterity (DEX), Intelligence (INT), Resilience (RES), Spirit (SPI), Valor (VAL), and Strength (STR). To raise a Stat, you can add a dice roll to the Stat and fill in that new number next to the original stat in the level 2 column on the character sheet. Make sure you select a Stat that matches your profession and inform your GM of your choice. It is illogical to raise STR if you are an academic type who has spent your whole life studying indoors. See the Quick Reference Table above to know how much to raise a Stat by.

Example:

Wulfhand also wants to increase his STR and that is a preferred stat. That means he can increase it to level 2 by rolling 2D6 and adding that to the level 1 value.

WRITING IT ALL DOWN

That's it! We've covered all the steps to create a new adventurer, ready to explore the world of SnS and embark on a journey through the Broken Lands."

On the next few pages we'll dive into an example of how to create your character. Additionally, we'll complete a real character sheet to clarify the entire process.

Please note that, to really understand everything here, it is recommended that you also read the Combat chapter, the Advancing Your Character chapter (especially everything related to spending experience points) and maybe even the Magic chapter.



A hero is created

Now let's apply everything we learned in the previous pages and create an SnS character that is ready to start adventuring.

We choose to randomize everything and leave our fate to the forces of chance. Our race is determined by a 1D10 roll, we get a 9, a Giant. Hmm interesting. We determine the age of our new hero by rolling on the age table and getting (93 + 37 + 20) a respectable age of 150 years.

Now let's quickly roll our stats. We get the following:

Stats					
CHA	46	DEX	32	INT	42
RES	53	SPI	45	VAL	49
Move	6	Size	23	STR	17
Life	60	Magic	4		

Remember that Life is calculated $\text{Size} + \text{RES}/2 + 10$ and Magic is $\text{INT}/10$ for all starting characters.

We now roll for our social background and get a 3. That means our Giant is from an **Agricultural Poor** background. We won't have a lot of starting gear and we will have to create a profession that fits within all these parameters.

Let's first decide on a name. According to the guidelines we need a short first name and then something that connects us to nature. What about **Gok Stonesong**? Yeah that sounds like a Giant.

We think that Gok's poor background restricts the profession we can create for him. Since Giants mostly live in mountain regions, we choose that Gok will be a **shepherd**. This makes sense because he will have some abilities in tracking and protecting his herd. We don't like sheep much, so we make Gok's herd consist of Yaks, a more aggressive animal that gives him many challenges to guard them. It could even be that Dragons are fond of Yaks as prey.

Lets quickly think of a background description of our new hero:

Gok Stonesong is a tall, sturdy Giant who has dedicated his life to herding yaks in the remote mountains. Born into a lineage of shepherds, he inherited the knowledge and skills necessary to thrive in the harsh mountain environment. From a young age, Gok was trained in tracking and archery by his father, skills that are crucial for protecting his herd from predators and ensuring their safety.

Gok is known for his sharp instincts and exceptional tracking abilities. His proficiency with the bow is renowned in his village, making him a respected figure among his peers. Despite the challenges of mountain life, Gok remains compassionate and deeply committed to the well-being of his community and his yaks.

Here are the ten skills we think represent Gok's Starting profession. We picked skills that are very likely to be

mastered by a Shepherd but also skills that are focused on some of the stronger stats of Gok (SPI and INT).

1. Animal Lore Land
2. Climbing
3. Cooking
4. Healing First aid
5. Herbalism
6. Survival Nature
7. Tracking
8. Weather Lore
9. Weapon Axe
10. Weapon Bow

Now we add the racial skills.

- Memorizing
- Magic Sense (comes with 1 trick magic spell)
- Read/Write - Dwarven

Gok has an INT greater than 40 but comes from a Poor background so he did not learn the Read/Write Common skill.

These are the skills that Gok needs to level up to 5 to finish his Starting Profession and to begin his Adventuring Profession. At that point, he will have to select 10 skills again, but he will have access to advanced ones too. All this is explained in the Advancing Your Character chapter page XXX.

Now we must decide on 2 **preferred stats**. We want Gok to become strong and tough, so we decide on STR and RES (two stats that are high for Giants anyway).

We also need a signature skill (remember this cannot be a weapon skill). For Gok this probably should be Tracking. We decide on the signature type **Immutable**, that means that Gok will never be affected by difficulty penalties when tracking. This should make him a formidable tracker at higher levels.

We now get a free increase for one stat and two skills to level 2. This signifies that we already had some previous life experience. We are not totally unskilled when we start adventuring in the world of the Broken Lands. We decide to increase our STR and our Axe and Healing skills. STR is a preferred stat, so we get to increase it by 2D6. We roll average and get a 7. Gok now has a STR of 24; quite formidable. We fill this in, in the level 2 column.

This is now how the top of Gok's character sheet looks now:

Basic skill name	Trained	Untrained	Untrained %	👍
Acrobatics	DEX			
Acting	CHA	CHA/2	23	
Ambidextrous	DEX			
Animal lore - *	INT	INT/5	8	
Animal training	CHA			
Astronomy	INT			
Casting Trick magic	INT			
Cartography	INT	INT/5	8	
Climbing	DEX	DEX/2	16	
Cooking	INT	INT/2	21	
Crafting - *	DEX			
Disguising	CHA	CHA/5	9	
Dungeon Lore	VAL			
Healing - *	INT			
Herbalism	INT			
Hiding - *	DEX	DEX/2	16	
History	INT			
Language	SKI			

Next, we decide to improve the Axe and our Healing skills. Preferred stats do not affect Weapon Skills, but they might affect Healing. Unfortunately, Healing depends on INT, so we only increase it to level two by the usual value of 1D6+6. The same applies to the Axe Weapon Skill. We roll 3 and 4. Healing goes up by 9 and Axe goes up by 10. We also look up all the combat stats of the Axe in the Combat Chapter page XXX and write them down on the character sheet.

We fill in all the skills we have in our Starting Profession and calculate their starting values by looking at the corresponding trained Stat on the Skill Reference table. Please note that we chose Tracking as a Signature Immutable Skill, and we also get a +5 bonus to that skill because it is based on a preferred Stat, in this case, RES.

So this is how the skill part of Gok's character sheet looks now:

[illegible]


And here is the weapon info:

[illegible]

Since Gok has Magic sense, he will be able to learn 1 Trick Mmagic spell. We quickly browse through the list of available spells (See Magic Chapter page XXX) and pick “Eyes of joy”. We write this down on the character sheet, together with Gok’s magic (remember this is INT/10). Here is what that looks like on the character sheet:

Magic	
Total Magic Points	Current Magic Points
4	4
Rare Ingredients	Very Rare Ingredients

Eyes of Joy (2MP)

 Most of the rules on equipment and weapon and armor options come from the Combat Chapter of the book page XXX, it is recommended to quickly browse through that first if you want to fill in this part of the Character Sheet correctly.

We start with very little equipment because we are poor. We only have the lowest level of armor (Bottom level) and one weapon. Bottom level (see Combat Chapter page XXX), that is only cloth. We decide that Gok is covered all over his body with a thick layer of dirty cloth that he uses to keep warm and as minimal protection. Heavy Cloth has an armor value of 2, we fill all that in on the character sheet. For this example, the GM rules that, exceptionally, Gok owns a piece of light chain chest armor. We add this to the character sheet.

We also calculate the **CLiP** of every location.

Since his total Life is 60, here are the CLiP values for all locations:

- Head (15%) CLiP 9
- Arms (10%) CLiP 6
- Body (25%) CLiP 15
- Legs (20%) CLiP 12

Total encumbrance for his armor will be 2 (Heavy Cloth has no encumbrance, but the one piece of Light Chain has 2). His **CDEX** will be his DEX minus the encumbrance, so 30.

Now let's see if the weight is fine. Armor will have a weight of 2 and his two weapons will have a weight of 6. This combat gear is very comfortable for him, and it is clearly under Gok's STR so he is fine and has no negative modifiers. Gok can handle a lot of new armor pieces later on, his STR is pretty high.

This is how the combat section of the character sheet looks now:

The diagram shows a human skeleton with various injury codes in red boxes: I-15, 3B-85, 1B-25, 2B-35, 6B-85, and 8B-100. Dashed lines connect these codes to data tables. A central box labeled 'Current Life' is also present.

Head I-15 (15%)		Wgt	Enc
Total	2	0	0
Bottom	Heavy Cloth	0	0
Middle			
Top			
CLIP	9		
Injuries			

Current Life	
b0	

Body 3B-85 (25%)		Wgt	Enc
Total	7	0	2
Bottom	Heavy Cloth	0	0
Middle	Light Chain	2	2
Top			
CLIP	15		
Injuries			

Left arm 1B-25 (10%)		Wgt	Enc
Total	2	0	0
Bottom	Heavy Cloth	0	0
Middle			
Top			
CLIP	6		
Injuries			

Right arm 2B-35 (10%)		Wgt	Enc
Total	2	0	0
Bottom	Heavy Cloth	0	0
Middle			
Top			
CLIP	6		
Injuries			

Left leg 6B-85 (20%)		Wgt	Enc
Total	2	0	0
Bottom	Heavy Cloth	0	0
Middle			
Top			
CLIP	12		
Injuries			

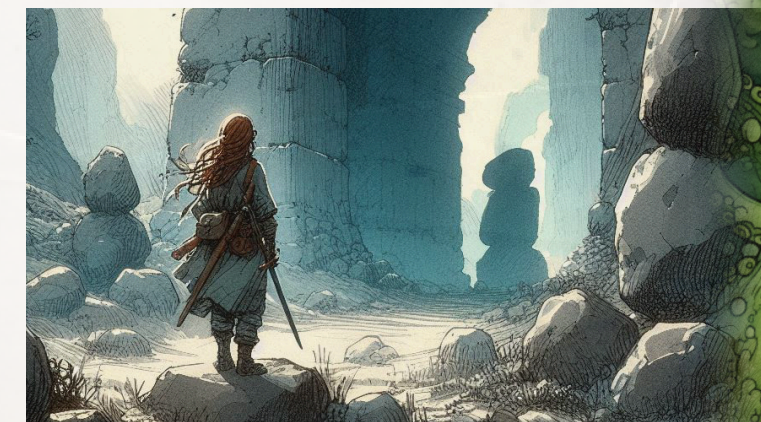
Defence		Damage+	
-5	+1D6		
Encumbrance	CDEX		
2	30		
Weight	- To BA		
6			

Right leg 8B-100 (20%)		Wgt	Enc
Total	2	0	0
Bottom	Heavy Cloth	0	0
Middle			
Top			
CLIP	12		
Injuries			

We will quickly explain what you see in one of the location specific squares, this will make it easier to fill in your first character sheet.

Body 36-65 (25%)		Wgt	Enc
Total	7	2	2
Bottom	Heavy Cloth	0	0
Middle	Light Chain	2	2
Top			
CLiP	15		
Injuries			

1. In SnS you can wear 3 layers of armor (Bottom, Middle and Top). Gok is wearing Heavy Cloth as bottom and Light Chain as middle armor. The weight and encumbrance values for each piece have been filled in.
2. The CLiP value is a percentage of your maximum Life (in this case 25%), it is used in combat to see if you sustain any serious injuries.
3. Here you write down the total weight and encumbrance values for all the armor being worn. You also add the Defensive Value of the armor (DV). In this case that is 2 (Heavy Cloth) and 5 (Light Chain).

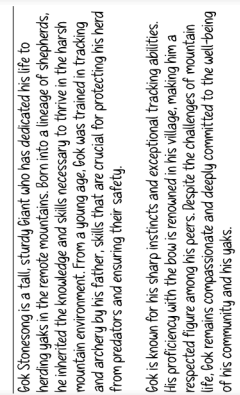


1. Defence- and Damage+ are derived from your STR. These values mean you are harder to block or parry and do more damage when attacking.
2. Encumbrance is the total weight of all your armor items and combat DEX (CDEX) is your maximum DEX subtracted by this encumbrance. CDEX determines how fast you will be able to react during combat.
3. Here we recorded the cumulative weight of all armor pieces and weaponry. Should the total weight exceed your character's STR, complications would arise, resulting in a penalty to your BA.

WHAT'S NEXT?

Congratulations, you have successfully created your own unique character! You should now have a character sheet that contains all the important information about your character, including their stats, skills, and backstory. Take some time to familiarize yourself with your character's abilities and skills, as these will be important for game-play. You are now ready to begin your adventure and see where the story takes you! Remember to always have fun and use your imagination, as that is the heart of any tabletop RPG. Good luck, and happy gaming!

Spectres & Shadows

[illegible]

Total earned	Available

[illegible]

Quick Rules Reference

Critical Success Weapons

Weapon type	Critical effect
Sharp	Damage boost: You can reroll any one die or add an extra damage die of the same type as a moved-out die. If an extra damage die is used and the weapon is a 2H weapon, you can double this result.
Sharp	Ignore armor: Have the armor on the hit location.
Sharp	Wide slash: You also hit another close by opponent for the same damage and same location.
Blunt	Damage boost: You can double the damage of any one die. If this is a 2H weapon, you can triple the damage of one die instead.
Blunt	Stun: Opponent is stunned/confused or outsuited. Opponents gains the stunned status for the rest of the combat round.
Blunt	Knockdown: Opponent will be knocked down when you succeed in a damage > (size x 2) test. This means the opponent will receive the knocked down status effect.
Piercing	Damage boost: Double the damage rolled
Piercing	Ignore armor: Totally ignore the armor on the hit location
Piercing	Deep wound: 106 extra damage for 106 combat rounds due to bleeding. Armor does not count: this is deducted straight from Life. Roll this 106 damage at the beginning of every combat round. This effect can stack on an opponent.

Difficulty Modifiers

Difficulty	Bonus / Penalty
Easy	+20
Normal	0
Challenging	-20
Hard	-40
Impossible	-60

[illegible][illegible][illegible]

Basic skill name	Trained	Untrained	Untrained %	👍
Acrobatics	DEX			
Acting	CHA	CHA/2	73	
Amusements	DEX			
Animal care - *	INT	INT/5	8	
Animal training	CHA			
Astronomy	INT			
Casting Trick magic	INT			
Cartography	INT	INT/5	8	
Climbing	DEX	DEX/2	16	
Cooking	INT	INT/2	21	
Crafting - *	DEX			
Disguising	CHA	CHA/5	9	
Dungeon Lore	VAL			
Healing - *	INT			
Herbalism	INT			
Hiding - *	DEX	DEX/2	16	
History	INT			
Lie reading	SPI			
Listening	SPI	SPI/2	23	
Lock picking	DEX			
Magic language - *	SPI			
Magic sense	SPI			
Manual arts	DEX			
Mathematics	INT			
Mechanics	INT			
Meditating	RES			
Memorizing	INT	INT/2	21	
Music - *	DEX			
Pickpocketing	DEX	DEX/5	6	
Plant lore - *	INT	INT/5	8	
Read/Write - *	INT			
Religion	SPI			
Riding - *	DEX	DEX/5	6	
Sailing	RES			
Search (active)	INT	INT/2	21	
Shadowing	DEX	DEX/5	6	
Skinning	DEX			
Sneaking	DEX	DEX/2	16	
Socializing - *	CHA	CHA/2	23	
Spot (passive)	SPI	SPI/2	23	
Survival - *	RES	RES/5	11	+5
Swimming	RES			
Tracking	SPI			
Traps	INT			
Value	INT	INT/5	8	
Weapon - *				
Weather lore	SPI			