

GENERAL SKILLS

The following document gives the details of all general skills available in the Eventyr system. These skills are available to all characters, irrespective of their class. Several skills listed here are prerequisites for other skills in the base class and prestige class manuals; be sure to check the requirements of new skills to ensure you have the necessary knowledge beforehand.

All players will be able to pick up a weapon or a small shield or buckler (no larger than 2' diameter) and be able to hit someone or try to defend themselves. No skills are needed to do this.

Skill	Apprentice	Expert	Master	Grand Master
Alchemist	3	4	5	6
Artificer	3	4	5	6
Blacksmithing	2	3	4	5
Camping	3	4	5	6
Craft Blunt Weapons	3	4	5	6
Craft Cloth Armour	4	5	6	7
Craft Leather Armour	4	5	6	7
Craft Metal Armour	4	5	6	7
Craft Sharp Weapons	3	4	5	6
Craft Tools	3	4	5	6
Detect Hidden	3	4	5	6
Fishing	3	4	5	6
First Aid	2	3	4	5
Foraging	3	4	5	6
Harvesting	3	4	5	6
Invoker	3	4	5	6
Leaping	2	3	4	5
Mining	3	4	5	6
Poison Lore	3	4	5	6
Potion Lore	3	4	5	6
Ritual Contributor	3	4	5	6
Ritual Lore	5	6	7	8
Swimming	2	3	4	5
Tracking	3	4	5	6
Tutor	4	5	6	7
Cloth Armour Use	2	-	-	-
Leather Armour Use	2	-	-	-
Metal Armour Use	2	-	-	-
Missile Weapon Use	2	-	-	-
Use Ambidexterity	4	-	-	-

Alchemist

The alchemist is a ritualist who specialises in the creation of potions and poisons. Their knowledge gives them an advantage when creating new and intriguing concoctions.

Prerequisite of 1st level ritualism; for more information, please refer to the Ritualism guide. The bonus to leading additional potion rituals can only be used for established recipes, not the investigation of new potion recipes.

<i>Apprentice</i>	+1 to ritualism level whilst leading potion rituals; may also lead 2 additional potion rituals per day
<i>Expert</i>	May lead a total of 4 additional potion rituals per day
<i>Master</i>	Doubles ritualism level whilst leading potion rituals; may also lead a total of 6 additional potion rituals per day
<i>Grand Master</i>	May lead a total of 8 additional potion rituals day

Artificer

A veteran ritualist can bring all of their experiences to the fore when undertaking the arduous process of creating magical items. The artificer embodies the pinnacle of this most complicated strand of ritualism.

Prerequisite of 4th level ritualism; for more information, please refer to the Ritualism guide.

<i>Apprentice</i>	+1 to ritualism level whilst leading item creation rituals; learns how to make single-use magic items
<i>Expert</i>	+2 to ritualism level whilst creating single-use magic items; learns how to make chargeable items
<i>Master</i>	Doubles ritualism level whilst leading item creation rituals; learns how to make bound permanent items
<i>Grand Master</i>	Doubles the level of the ritualist when contributing to an item creation ritual (not including the leader or any other skill effects); learns how to make permanent magic items

Blacksmithing

This skill allows a character to maintain their armour or to salvage parts from unwanted armour in order to maintain other items. It is also the prerequisite skill for creating new pieces of armour or weapons.

For more information, please refer to the Blacksmithing and Crafting Guide.

<i>Apprentice</i>	Can maintain and salvage crude armour
<i>Expert</i>	Can maintain and salvage quality armour; can make crude items from templates
<i>Master</i>	Can maintain and salvage masterwork armour; can make quality items from templates
<i>Grand Master</i>	Can make masterwork items from templates

Camping

The ability to rest by making camp.

The player will be required to actually make a small fire and sit by it for the effects to take place. Others with the same skill can join your camp to gain the benefits of the skill, but only to your camping level, not theirs.

<i>Apprentice</i>	Heals 1 lost hit point every 30 minutes
<i>Expert</i>	Heals 2 lost hit points every 30 minutes
<i>Master</i>	Heals 1 lost hit point to all within 2 metres of the campfire every 30 minutes
<i>Grand Master</i>	Heals 2 lost hit points to all within 2 metres of the campfire every 30 minutes

Craft Blunt Weapons

This skill allows a blacksmith to specialise in the creation of blunt weapons.

Prerequisite of Blacksmithing to the same level; for more information, please refer to the Blacksmithing and Crafting Guide

<i>Apprentice</i>	Can craft crude blunt weapons; gain a blunt weapon design sheet
<i>Expert</i>	Can craft quality blunt weapons
<i>Master</i>	Can craft masterwork blunt weapons
<i>Grand Master</i>	Gain a descriptor of your choice

Craft Cloth Armour

This skill allows a blacksmith to specialise in the creation and maintenance of cloth armour.

Prerequisite of Blacksmithing to the same level; for more information, please refer to the Blacksmithing and Crafting Guide

<i>Apprentice</i>	Can craft crude cloth armour; gain a cloth armour design sheet
<i>Expert</i>	Can craft quality cloth armour; the time required to craft cloth armour is reduced by 5 minutes
<i>Master</i>	Can craft masterwork cloth armour; the time required to craft cloth armour is reduced by 10 minutes
<i>Grand Master</i>	Gain a descriptor of your choice; the materials required to craft cloth armour are reduced by 1 (minimum of 1)

Craft Leather Armour

This skill allows a blacksmith to specialise in the creation and maintenance of leather armour.

Prerequisite of Blacksmithing to the same level; for more information, please refer to the Blacksmithing and Crafting Guide

<i>Apprentice</i>	Can craft crude leather armour; gain a leather armour design sheet
<i>Expert</i>	Can craft quality leather armour; the time required to craft leather armour is reduced by 5 minutes
<i>Master</i>	Can craft masterwork leather armour; the time required to craft leather armour is reduced by 10 minutes
<i>Grand Master</i>	Gain a descriptor of your choice; the materials required to craft leather armour are reduced by 1 (minimum of 1)

Craft Metal Armour

This skill allows a blacksmith to specialise in the creation and maintenance of metal armour.

Prerequisite of Blacksmithing to the same level; for more information, please refer to the Blacksmithing and Crafting Guide

<i>Apprentice</i>	Can craft crude metal armour; gain a metal armour design sheet
<i>Expert</i>	Can craft quality metal armour; the time required to craft metal armour is reduced by 5 minutes
<i>Master</i>	Can craft masterwork metal armour; the time required to craft metal armour is reduced by 10 minutes
<i>Grand Master</i>	Gain a descriptor of your choice; the materials required to craft metal armour are reduced by 1 (minimum of 1)

Craft Sharp Weapons

This skill allows a blacksmith to specialise in the creation of blunt weapons.

Prerequisite of Blacksmithing to the same level; for more information, please refer to the Blacksmithing and Crafting Guide

<i>Apprentice</i>	Can craft crude sharp weapons; gain a sharp weapon design sheet
<i>Expert</i>	Can craft quality sharp weapons
<i>Master</i>	Can craft masterwork sharp weapons
<i>Grand Master</i>	Gain a descriptor of your choice

Craft Tools

This skill allows a blacksmith to specialise in the creation of tools, shields and other miscellaneous items.

Prerequisite of Blacksmithing to the same level; for more information, please refer to the Blacksmithing and Crafting Guide

<i>Apprentice</i>	Can craft crude tools and ammunition; gain shield design sheet
<i>Expert</i>	Can craft quality tools
<i>Master</i>	Can craft masterwork tools
<i>Grand Master</i>	Gain a descriptor of your choice

Detect Hidden

Allows the player to search for secret doors, concealed items or hiding creatures.

Players must declare level of ability when seeking to detect disguised or hidden individual (calling “detect hidden – expert”). Only those with a level lower in disguise or hide will show / reveal themselves.

<i>Apprentice</i>	May detect red-checked cloth, symbolising a camouflaged item.
<i>Expert</i>	May attempt to spot hidden creatures (signified by a fist held on top of the head) twice per day.
<i>Master</i>	May detect black-checked cloth, symbolising a camouflaged item. May also attempt to spot hidden creatures (signified by a fist held on top of the head) three times per day.
<i>Grand Master</i>	May attempt to spot hidden creatures (signified by a fist held on top of the head) four times per day. May also attempt to search specific locations in minute detail; consult an attending referee for the outcome of such searches.

Fishing

This skill allows for the collection of resources from suitable bodies of water.

A fishing rod is required; the quality of the rod will have a bearing on the quality of resource you are able to catch. For more information, please refer to the Resource Gathering Guide.

<i>Apprentice</i>	Can identify a suitable location in which to catch fish
<i>Expert</i>	Increased chance of a good catch; highly likely to find common resources if available
<i>Master</i>	Further increased chance of a good catch; highly likely to find an average resource if available
<i>Grand Master</i>	Further increased chance of a good catch; highly likely to find a rare resource if available

First Aid

First aid allows a character to identify wounds and determine their severity.

A character trained in first aid can ask an unconscious target to tell them where they are injured, how much damage has been taken, whether any bones are broken and any other ailments such as poisons (this information is given OOC).

In order to carry out any first aid, a character must have access to a first aid kit. This carded item represents everything needed to carry out basic field dressings, stop bleeding, prevent infection and set bones. Each kit contains a limited supply of consumables, represented by the 10 boxes shown on the card.

First aid can also be used to stabilise an unconscious character; by performing first aid to all locations of an unconscious character that have been taken to 0 hit points, the fallen character can halt their death count for up to 15 minutes. If healing (via further first aid or magical means) has not been started after this time, the death count must restart from the point it was halted.

<i>Apprentice</i>	Bandages can be used to staunch bleeding and stabilise wounds; a first aid kit trade card is required but no uses of the kit need to be expended. Role-play of the administration of first-aid is required throughout the stabilisation; if paused or interrupted, the death count of the recipient continues from the point it was halted.
<i>Expert</i>	A first aid kit can be used to heal wounds at a cost of 1 use of the kit per point healed. A wound must remain bound for 30 minutes for full healing to occur.
<i>Master</i>	A first aid kit can be used to heal wounds at a cost of 1 use of the kit per point healed. A wound must remain bound for 20 minutes for full healing to occur. Can bind and set broken bones in limbs at the cost of 2 uses of a first aid kit per break. Such breaks will be restored after 2 hours.
<i>Grand Master</i>	A first aid kit can be used to heal wounds at a cost of 1 use of the kit per point healed. A wound must remain bound for 10 minutes for full healing to occur. Can bind and set broken bones in critical locations (head and torso) at the cost of 2 uses of a first aid kit per break. Such breaks will be restored after 2 hours.

Foraging

This skill allows you to forage for herbs and ingredients needed for making potions or for other ritual purposes.

Anyone can collect herbs, but a trained forager will have more success in identifying and preserving more delicate plants. A foraging knife is not required, but the use of one will result in additional random herbs being rewarded.

Collectable herbs are represented by coloured lollipop sticks that can be found in the wilderness; if you find and collect such sticks, take them to GOD to have them traded for carded ritual components. For more information, please refer to the Resource Gathering Guide.

<i>Apprentice</i>	May draw twice from the hardy herb deck for each hardy herb stick returned
<i>Expert</i>	May draw once from the delicate herb deck for each delicate herb stick returned
<i>Master</i>	May select a single herb from the hardy deck, draw twice from the delicate herb deck or draw once from the rare herb deck, depending on the colour of the stick returned
<i>Grand Master</i>	May select a single herb from the delicate deck, or draw twice from the rare herb deck, depending on the colour of the stick returned

Harvesting

This skill allows you to harvest body parts (organs, skins etc.) from fallen beasts and monsters.

These parts may be of use for crafting items or for ritual purposes. A foraging knife is required in order to collect such items. Harvesting can only be successfully carried out by a trained individual. Beasts and monsters can only be harvested once and will have a single "body parts" trade card on them. If this card is taken to GOD, it can be traded for the relevant carded ritual components. For more information, please refer to the Resource Gathering Guide.

<i>Apprentice</i>	Can gather apprentice level components from creatures
<i>Expert</i>	Can gather expert level components from creatures
<i>Master</i>	Can gather master level components from creatures
<i>Grand Master</i>	Can gather an additional component from a creature when collecting a body part

Invoker

In tune with the forces of the universe, the invoker can harness the powers surrounding them to bring about powerful changes, for better or worse...

Prerequisite of 1st level ritualism; for more information, please refer to the Ritualism guide.

<i>Apprentice</i>	+1 to ritualism level whilst leading or contributing to effector rituals
<i>Expert</i>	May lead 1 additional effector ritual per day
<i>Master</i>	Doubles ritualism level whilst leading or contributing to effector rituals
<i>Grand Master</i>	Doubles the total level of all ritualists contributing to an effector ritual (not including the leader or any other skill effects); may also lead a total of 2 additional effector rituals per day

Leaping

The ability to leap (horizontally) to great distances.

This skill allows you to jump naturally and the walk forward an additional number of standard walking paces to signify the greater leap.

<i>Apprentice</i>	Jump plus 2 additional paces
<i>Expert</i>	Jump plus 3 additional paces
<i>Master</i>	Jump plus 4 additional paces
<i>Grand Master</i>	Jump plus 5 additional paces

Mining

This skill allows you to collect resources from ore-rich seams across the world.

A mining pick is required; the quality of the pick will have a bearing on the quality of resource you are able to extract. For more information, please refer to the Resource Gathering Guide.

<i>Apprentice</i>	Can identify a suitable seam and attempt to mine
<i>Expert</i>	Increased chance of a good find; highly likely to find common resources if available
<i>Master</i>	Further increased chance of a good find; highly likely to find an average resource if available
<i>Grand Master</i>	Further increased chance of good find; highly likely to find a rare resource if available

Poison Lore

Allows the character to skilfully use poisons in combat or other situations.

When a character takes this skill, they should refer to the Poison Lore rules supplement for a full description of the poison mechanics.

<i>Apprentice</i>	Can apply poisons via the ingestion route; can gain 2 doses from one vial of poison
<i>Expert</i>	Can also apply poisons via the contact route; can gain 3 doses from one vial of poison
<i>Master</i>	Can also apply poisons via the injection route; can gain 4 doses from one vial of poison
<i>Grand Master</i>	Can also apply poisons via the inhalation route; can gain 5 doses from one vial of poison

Potion Lore

Allows the character to identify the likely effects of a potion without the need to consume it first.

Potions will have descriptions on their trade card; potion lore gives players a list of the adjectives and their probable effects.

<i>Apprentice</i>	The player learns the basic details of what a potion is likely to affect
<i>Expert</i>	The player learns about how the potion will affect the user
<i>Master</i>	The player learns about the potency of the potion
<i>Grand Master</i>	The player finally learns any esoteric properties of the potion

Ritual Contributor

Some ritualists find their calling in the supporting of others. The ritual contributor can lend their power and experience to their fellow practitioners more often, working together to create marvellous results.

Prerequisite of 1st level ritualism; for more information, please refer to the Ritualism guide.

<i>Apprentice</i>	May contribute to two more rituals per day (base number +2)
<i>Expert</i>	May contribute to four more rituals per day (base number +4)
<i>Master</i>	May contribute to twice as many rituals per day as their level allows (base number x2)
<i>Grand Master</i>	The limit on the number of rituals that can be contributed to is removed

Ritual Lore

Rituals are complex and can sometimes go awry without sufficient planning ahead of time.

Through this skill, the character can discuss their plans with a ritualism referee before starting their ritual and gain guidance where necessary. The level of guidance provided increases with the level of skill.

Prerequisite 4th level ritualism; for more information, please refer to the Ritualism guide.

<i>Apprentice</i>	Can consult a ritualism referee for advice ahead of 1 ritual per event
<i>Expert</i>	Can consult a ritualism referee for advice ahead of 2 rituals per event
<i>Master</i>	Can consult a ritualism referee for advice ahead of 3 rituals per event
<i>Grand Master</i>	Can consult a ritualism referee for advice ahead of 4 rituals per event

Swimming

This skill allows characters to successfully pass through bodies of water.

Without the swimming skill, characters finding themselves in water cannot swim and will start to sink if not aided by a swimmer.

<i>Apprentice</i>	Cannot swim whilst holding anything or wearing armour. Encumbrance limit 0. Can hold breath underwater for a maximum of 15 seconds. Maximum speed half normal walking pace.
<i>Expert</i>	Cannot swim whilst wearing armour. Can carry one item but cannot fight whilst swimming. Encumbrance limit 2. Can hold breath underwater for a maximum of 30 seconds. Maximum speed half normal walking pace.
<i>Master</i>	Can swim whilst wearing cloth or leather armour. Can fight whilst swimming or underwater only using short weapons. Encumbrance limit 4. Can hold breath underwater for a maximum of 45 seconds. Maximum speed normal walking pace.
<i>Grand Master</i>	Can swim whilst wearing any type of armour. Can fight whilst swimming or underwater using any weapons. Encumbrance limit 6. Can hold breath underwater for a maximum of 60 seconds. Maximum speed normal walking pace.

Tracking

Through careful study of the area surrounding a pit, cave or lair (signified by an OOC pit marker), the tracker can discern the nature and number of creatures that may be present. However, even the most skilled trackers can be mistaken!

A pit marker will have a code of letters printed on it; by referring to the tracking lore sheet issued to each tracker, they will be able to decode what may be located within.

<i>Apprentice</i>	Can roughly determine the number of creatures that may be present (e.g. one, few, many)
<i>Expert</i>	Can determine the type of creatures that may be present (e.g. humanoid, undead, beast)
<i>Master</i>	Can determine what creatures and how many are present in the location with a high degree of certainty.
<i>Grand Master</i>	As well as learning exactly what creatures and how many are present in the location, the tracker has 10 seconds at the entrance of the pit encounter to see how the creatures are arrayed within.

Tutor

This skill cannot be taken until the player is a master in one other skill. The skill allows the player to teach their known skills to other players.

A tutor can only teach to the level below their current mastery of a skill. When teaching a skill, the tutor is awarded the cost of the skill taught as XP tokens; this is granted by the referee who verifies the teaching of the skill. A tutor can only teach one skill to any particular player per event; a player can however go to numerous different tutors during the course of an event.

<i>Apprentice</i>	May teach one level of a skill per event
<i>Expert</i>	May teach two levels of skills per event
<i>Master</i>	May teach three levels of skills per event
<i>Grand Master</i>	May teach four levels of skills per event

SINGLE-LEVEL SKILLS**Cloth Armour Use**

Allows the player to wear cloth armour and gain its benefits. Can ignore the encumbrance of such armour when worn. Can patch cloth armour between encounters to restore its functionality; requires a cloth armour patching kit to do so.

Leather Armour Use

Allows the player to wear leather armour and gain its benefits. Can ignore the encumbrance of such armour when worn. Can patch leather armour between encounters to restore its functionality; requires a leather armour patching kit to do so.

Metal Armour Use

Allows the player to wear metal armour and gain its benefits. Can ignore the encumbrance of such armour when worn. Can patch metal armour between encounters to restore its functionality; requires a metal armour patching kit to do so.

Missile Weapon Use

Allows the player to use missile weapons (bows and crossbows) with a modicum of skill and efficiency. All missile weapons can penetrate armour without the need for a specific skill (call "through" to signify this); these calls require no offensive points (OPs) to be spent to make them.

Use Ambidexterity

Allows the player to wield a short weapon in their off-hand with a modicum of skill and efficiency. Cannot make called blows with the off-hand weapon.