

# Mysteries Of The Yokai



**SKILLS UPDATE  
(4-1-2015)**

## ACROBATICS

[AGI] [STR]

**Description:** By leaping, flipping, or otherwise moving your body in quick and controlled motions, you are able to avoid attacks, walk precarious beams, or move your body in dangerous situations.

**Rules:** Acrobatics can be used to make Checks to keep the Character upright, stable, or otherwise in control of their body in difficult situations, such as a rough sea voyage or walking across a high-wire.

The character can also use the following Action in Combat.

**Action Type:** Simple, Defense

**Recommended Against:** Any attack the user is aware of that would affect their body, such as: Weapon attacks, magic spells with visible attacks that affect the body, or terrain dangers such as falling rocks.

**Cost:** 1 Focus Point

**Defense Roll:** 3D6 + Agility Bonus + Skill Bonus

Potential:	12	24	48	84	132	192	264	348
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

## ALCHEMY

[INT]

**Description:** This skill represents the knowledge and practices used to mix chemicals and magical reagents to create potions, poisons, and other useful substances.

**Rules:** This skill requires the user to have the correct materials for whatever they are trying to create. GMs may wish to use the Craft skill rules when players create any kind of potion or other item that can be held on to and used later. This skill can also be used in place of a Lore check when trying to identify a substance or its components.

Potential:	10	20	40	70	110	160	220	290
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

## ANIMAL HANDLING

[END] [RES] [ZEA]

**Description:** Animals require a different approach than humans, though it is not unheard of for animals in the world of Mysteries of the Yokai to exhibit human-like behavior or quirks. This skill represents how well you can interact with animals, take care of them, or train and work with them.

**Rules:** This skill provides several actions that can be used with any animals, or other creatures with animal-level intelligence. In general, it will not work on sentient creatures, even if they closely resemble their mundane relatives in nature. For example, this skill works on normal Foxes, but not Kitsune.

This skill can be used to make Checks against animals to calm them, or direct them if they are already friendly. Hostile animals, or animals who are directed to do something dangerous or against their will can oppose this Check with Discipline or Resolve.

An animal friendly to this character can be taught to do tricks, or otherwise shown how to perform actions it could not normally learn naturally. The character makes an Animal Handling Check assisted by the animal's Intelligence Check, against a difficulty set by the GM. Easy tricks, such as fetch or guard are likely to be Difficulty: 14 or 15, while complex tricks or ones that require additional skills (such as teaching an animal to hold lockpicks in its mouth before teaching it to pick a lock) are likely to be difficulty 18-20. An animal can usually learn a number of tricks equal to twice it's Intelligence Modifier, after that it will begin to forget the tricks it uses less often when taught new ones.

This skill covers the riding of animals. Characters with this skill are able to ride any trained animal with no skill Check required under normal situations. Checks may be required by the GM when pushing the animal beyond it's normal endurance, or to stay mounted during combat.

Characters who have Medicine, Lore/Profession: Doctor or similar skills may also use those skills on Animals if they possess this skill (using the Modifier for that skill, not the modifier for Animal Handling).

Potential:	9	18	36	63	99	144	198	261
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

## APPRAISE

[INT] [PER]

**Description:** This skill allows your character to examine objects, places or people and gain a good measure of their abilities, qualities/quantities, or intentions. Examples include a merchant using the skill to analyze the value of goods, a General finding weaknesses in enemy deployment, or a shrewd observer learning the intentions of a speaker in a social situation.

**Rules:** This skill can be used to find out general information on the target, depending on what the skill is used on and what the character is trying to learn. For example, Appraise could be used to determine the value of a piece of jewelry, or what stones it is made up of. When used on a person, the character may be looking to know if the target is healthy, what region they are from, or what style of martial arts they are performing. This will be an opposed check if the target is attempting to conceal information, usually against the target's Deception skill, or the skill relevant to the information the user of this skill wants. When the target is not resisting, this is a Check against a difficulty determined by the GM, based on the information being gathered.

The character can also use the following Action in Combat.

**Action Type:** Full

**Cost:** 1+ Focus Point

**Effects:** Make an Opposed check against the target to find a weakness, using this skill for your Check.. The opponent's skill or ability used for their check is based on the kind of weakness you are trying to find (for example, finding Body Weakness could be opposed by Weapon skills, while finding Mind Weakness might be opposed by Deception or Resolve. If you win the Check, the target's Armor of the chosen type is lowered by 1 point (minimum 0). You can use this ability multiple times, and the effects stack, but if the target ever wins the Check, all penalties are removed and you must start over. You may increase your Check by +1 for every 2 Focus Points you spend in addition to the cost.

Potential:	11	22	44	77	121	176	242	319
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

## ATHLETICS

[END] [STR]

**Description:** Athletics represents the ability to perform well in physical activity, and to maintain those activities for extended periods without suffering a decline in performance. While Strength determines your ability to exert physical power, Agility represents control, and Endurance measures your general health, Athletics lets your character bring all aspects of their Body together in activities such as sports, climbing, or swimming.

**Rules:**

This skill can be used whenever the character needs to make Might or Endurance checks to perform physical activities that require skill or training. Where it only takes Might to lift a large hammer, it takes Athletics to throw it as far and as accurately as possible. Endurance only keeps your body from collapsing when running for a long time, Athletics teaches you how to pace yourself for a long race and know when to use that last burst of speed. While Weapons - Natural may teach you how to punch someone with your first, Athletics lets you endure blows by minimizing contact and maximizing the effort you invest in each action you commit to.

The character can also use the following Action in Combat.

**Action Type:** Simple, Defense

**Recommended Against:** Physical attacks that could be absorbed or deflected through skill and training using only the body.

**Cost:** 1 Focus Point

**Defense Roll:** 3D6 + END Bonus + Skill Bonus

Potential:	13	26	52	91	143	208	286	377
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

## BARGAINING

[INS] [PER]

**Description:** *The ability to get others to give you what you want by offering them something they want, and to get the most in exchange for giving the least in the process.*

**Rules:** This skill is used whenever two or more parties wish to exchange something. Using this skill is usually an opposed check against the other participants Bargaining skill. The higher the Margin of Success for a character, the better deal they receive.

In combats using a Social setting, the GM can allow a player to use this Skill to inflict Tide damage equal this Skill's modifier and the Margin of Success of an Opposed Check using this skill.

*Example: Azumi is an Information Broker by trade. The party is currently negotiating with a group of Oni, trying to convince them to help defend the local town against a hostile Greater Yokai spirit that has moved in to the area. While the Samurai has appealed to the warrior skills of the Oni and the Noble has bribed them, Azumi points out that the Yokai threatens both the Oni and the town, and proposes that, after allying to defeat the Yokai, the borders of both group's land be re-evaluated. The Oni want an area with a natural spring and access to the town's orchards. Azumi has +3 Insight and +2 Bargaining. The Oni chief has no modifier to Insight, Perception or Bargaining. Azumi rolls '12' and modifies it by +5, for a total Check of 17. The Oni rolls a '14'. Azumi carefully negotiates the land such that the Oni don't actually get any new land, but will be given jugs of fresh water and crates of fruit every month. The Tide bar is pushed against the Oni by 3 points, 2 for Azumi's Bargaining, and another 1 for the MoS of 3.*

Potential:	10	20	40	70	110	160	220	290
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

## BOTANY

[DIS] [INT]

**Description:** *Represents a person's affinity with plants, flowers, trees, herbs, and fungi. It combines knowledge with practical application. The character knows what plants are safe or dangerous, and can care for gardens or forests. This skill also covers the traditional hobby of Bonsai.*

**Rules:** You can use this skill to make Lore Checks regarding plants. This can tell you information about plants growing in nature, or information required to alter plants and maintain them outside their normal environments, such as gardens or preserves.

The GM may allow a character to use this skill like Craft in order to create items from plants, such as medicines, or the famous Bonsai trees that require skill and care, as well as an artistic eye.

Plants do not normally have the ability to act, but this skill can be used in a similar way as Animal Handling to teach plants 'tricks.' For example, a character can use Botany to crossbreed a plant strain that responds a certain way to sunlight, or one that reflexively captures insects that land on it. See the rules for Animal Handling and tricks. Plants generally need to be specifically grown for a task, so it's hard to teach a plant more than one trick, but GMs and Players can work together to create rules for more complex plants if they wish to expand their campaign in that direction.

Potential:	9	18	36	63	99	144	198	261
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

## CRAFT

[Choose 1]

**Description:** *Allows the player to create items from raw materials.*

**Rules:** When you take this skill, choose an Associated Skill and a type of item to construct. This skill can be taken multiple times to produce different categories of items. Any skill can be chosen, as long as the GM agrees with the reason behind it. For example, a smith may forge with strength, but a weaker smith could also work longer to get the same results, choosing Endurance. A sculptor may use Agility to build additively with their hands, or Perception to build subtractively based on observing other objects.

The GM will determine what materials are required to create different items. In general, the GM should allow a crafter to create any minor item without a skill roll, and without slowing down play by micromanaging minor resources. Larger, or powerful items that can affect game play or give mechanical bonuses, should require harder to obtain materials. In general, any item that gives a modifier to a Check, does damage, provides armor, or provides any game bonus that would require an ability and Potential investment should require some effort on the player's part.

This skill can be used to create items the player can sell for income, but the player may still wish to take Profession: Merchant to get fair deals on their goods.

Potential:	10	20	40	70	110	160	220	290
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

## DECEPTION

[DIS] [INT] [PER]

**Description:** *Using this skill allows the character to convince others that a situation is different than it really is. It involves lying, hiding one's true intentions, or creatively interpreting facts to draw the conclusion most beneficial to the character. It can also be used in less confrontational ways, such as acting or 'little white lies'.*

**Rules:** A successful Check made with this skill allows your character to conceal something true from the targets, or convince the target to believe something that may be false. This may require an opposed check against the target's appropriate stat or skill, such as Perception, Investigation, or Lore. It may also be against a difficulty value set by the GM, such as when a character attempts to spread misinformation across a large area, like spreading rumors in a town, or removing all occurrences of a fact from the royal library.

The GM can allow players to use this skill as either an Attack or Defense action in situations where the character using it has time to convince the target of something that would affect the combat. For example, it could be used as a Full, Attack action in a court hearing to inflict damage through lies or slander. Or, it could be used as a defense action on a chaotic battlefield, if the character was wearing the enemy's uniform and convinced an attacker they were an ally.

As an Attack, this Skill should only do Tide damage equal to the Margin of Success. There are usually more relevant skills to inflicting Tide damage, and while Deception can often be a useful form of manipulating a combat, it usually requires more time and setup than skills that provide direct damage.

Potential:	11	22	44	77	121	176	242	319
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

## DIALOGUE

[INS] [INT] [ZEA]

**Description:** *The ability to maintain convincing, eloquent, and engaging conversation. The Discourse skill represents how proficient a person is at talking, formal speeches, and debates. Even when a person has information, they may not be able to convey it in a manner that can be well understood, those with Discourse can be convincing even without all the information.*

**Rules:** This skill can be used to make Checks against a target to convince them to see your point of view, though it doesn't necessarily force them do anything. It can also be used as an Assisted Check by multiple characters against a difficulty set by the GM in order to let everyone understand what each other are saying, to 'get on the same page'.

Dialogue can be used in place of Perform when the character is trying to engage or otherwise involve others in a public speech or presentation.

Potential:	10	20	40	70	110	160	220	290
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

## DIPLOMACY

[DIS] [INS] [INT]

**Description:** *Diplomacy is the ability to negotiate large deals, usually on behalf of others who are not present. These deals are done in a polite and respectful manner, unlike Bargaining, with the intention for both sides to walk away happy in the end (while still getting the best deal for your side). It includes elements of understanding and leveraging public perceptions, bureaucracy, compromise, and the needs of both sides.*

**Rules:** This skill allows your character to effectively communicate information in situations of court, bureaucracy, and similar environments. Diplomacy allows the character to work not only with friendly people, but neutral and opposed parties, and to represent their own organizations. Checks with this skill allow the character to determine the best way to approach topics of conversation in order to convince others to hear and consider their words, even when they are unwelcome. Even when a character wins a Skill Check against another party with this skill, they are more likely to remain on friendly terms than skills like Bargaining, or at least not worsen the relationship.

Potential:	10	20	40	70	110	160	220	290
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

## EMPATHY

[INS] [PER]

**Description:** *Understanding the emotional needs of others, as well as conveying one's own needs, is part art, part science, and part trial and error. Characters with Empathy are very experienced in all three. Characters with the Empathy skill are capable of successfully expressing their intentions as well as recognizing the desires of others. It is also used to form positive bonds between people.*

**Rules:** This skill allows you to make a Check to understand another person, and have them understand your character. In general, this should be an unopposed check against a difficulty set by the GM determined by factors such as differences in language or dialect, conflicting goals, or the mental states of the two characters. It may also be an Assisted Check performed by all characters involved, though GMs may choose to have everyone roll separately if there is a chance that some characters could 'get it', while others may not.

Potential:	8	16	32	56	88	128	176	232
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

## ETIQUETTE

[DIS] [INT]

**Description:** *All cultures and social situations have their own laws, usually unspoken and unwritten. Etiquette is the knowledge of how to avoid social offense by navigating the traditions, social courtesies, and overall culture surrounding a group of people. This skill also allows the character to follow ceremony or participate in social rituals like tea ceremonies or religious rites.*

**Rules:** This skill allows your character to make Checks to communicate and act 'correctly' in social situations. It allows you to know how to approach delicate subjects, and gather information without offending those you are interacting with. It also gives knowledge of how to prepare for, or host, events and gatherings. These checks are usually against a Difficulty set by the GM, unless someone is actively trying to disrupt your attempts.

Potential:	9	18	36	63	99	144	198	261
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

## GAMBLING

[AGI] [INT]

**Description:** *Games of chance, wagers, minor parlor tricks, probability; a Gambler knows all of these, and, perhaps more importantly, does it all with style.*

**Rules:** This skill allows you to favorably alter the outcome of games of chance or other situations relying on probability. Intelligence based versions of this skill calculate the best option for a character to take to maximize reward for the risk involved, while the Agility version allows the character to physically alter the actual components of a game (cheat) without getting caught. Your modifier for this Skill should be used by the GM in any Checks your character is involved in that deal with the above situations when you are actively manipulating the game.

This Skill can also be used like a Lore or Perception Check to recognize when others are cheating or a game is rigged.

Potential:	9	18	36	63	99	144	198	261
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8



## INTIMIDATION

[INT] [STR] [ZEA]

**Description:** *The ability to instill fear or hesitation in others, Intimidate uses threats to convince others to do what the character wants. Sometimes these threats can be subtle, other times they include physical examples of why the target might want to listen to the character.*

**Rules:** You can use this skill to make an Opposed Check against the target to force them to do something you want them to. Depending on your method of Intimidation, the target can usually make their opposed roll with Discipline, Endurance, Resolve, Deception or Performance.

The character can also use the following Action in Combat.

**Action Type:** Full

**Cost:** 1 Focus Point

**Effects:** Make an Opposed check against the target to reduce their Rally value. You roll 3D6 + your Skill Modifier and your Associated Attribute modifier. The target can use one of the skills listed above, depending on the situation.

If you win the Check, the target's Rally value is reduced by 1 (ie; if they could Rally on 5, now they cannot Rally until 6). You can use this ability multiple times, and the effects stack, but if the target ever wins the Check, all penalties are removed and you must start over.

Potential:	12	24	48	84	132	192	264	348
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

## INVESTIGATION

[INS] [INT] [PER]

**Description:** *Using careful observation, deductive reasoning, and the occasional gut feeling, you can find out the truth, or at least move closer to understanding what actually happened. This skill allows the character to gain information about a situation, location or person by studying related points of information (aka 'clues').*

**Rules:** Your character can use this skill to gain information in any situation they have time to examine in depth. A successful Check with this skill provides the player with the information the GM thinks the character would be able to learn from the situation.

The character can also use the following Action in Combat.

**Action Type:** Full

**Cost:** 1+ Focus Point

**Effects:** Make an Opposed check against the target to find a weakness, using this skill for your Check. The opponent's skill or ability used for their check is based on the kind of weakness you are trying to find (for example, finding Body Weakness could be opposed by Weapon skills, while finding Mind Weakness might be opposed by Deception or Resolve. If you win the Check, the target's Armor of the chosen type is lowered by 1 point (minimum 0). You can use this ability multiple times, and the effects stack, but if the target ever wins the Check, all penalties are removed and you must start over.

You may increase your Check by +1 for every 2 Focus Points you spend in addition to the cost.

Potential:	11	22	44	77	121	176	242	319
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

## LANGUAGE

[INT]

**Description:** *All sentient creatures need a way to communicate, whether it's written, spoken, or through signs and symbols.*

**Rules:** All characters can speak, read, and write their native language by default. Each +1 listed below allows you to choose one additional language, which you can speak, read and write.

Example languages: *Japanese (different dialect/region), Chinese, Korean, Legal, Beast, Kami, Oni, Yokai. In campaigns where specific types of Yokai or other non-Japanese speaking groups are prominent to the story, each group may have it's own language (example: Tanuki and Kitsune are separate languages).*

Potential:	10	20	30	40	50	60	70	80
Bonus:	+1	+1	+1	+1	+1	+1	+1	+1

## LEADERSHIP

[DIS] [RES] [ZEA]

**Description:** *Some lead by word, others lead by deed, but all good leaders are able to inspire those that follow them to greater achievements than they could accomplish alone. Leadership can also be used to organize or stabilize large groups of people who are not hostile to the character.*

**Rules:** This skill allows the character to make Checks to convince others to follow their orders, especially in situations where they might be hesitant. Leadership can also be used to organize groups of people in a coordinated manner, keeping them all working towards the same goal or calming chaotic emotions.

The character can also use the following Action in Combat.

**Action Type:** Full

**Cost:** 1 Focus Point per character on your side.

**Effects:** Make a Leadership Check against a set difficulty. The difficulty starts at 10, and is increased by 1 for each other character on your side. It is also increased by 2 for each point of Morale damage the enemy has inflicted on your side. This is an assisted check; every other character on your side can assist with Discipline, Resolve, Leadership or Tactics. If you succeed at the check, each character on your side (including you) increases their Rally value by 1 (if you would Rally at 5, you now Rally at 4). This skill can be used multiple times, and the bonus stacks, but if you ever fail a roll, all bonuses are lost and you must start over. The difficulty of the Check increases by 2 for every use of this skill after the first (this also resets if you fail a Check).

Potential:	12	24	48	84	132	192	264	348
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

## LORE

[INT]

**Description:** *The Lore skill represents specialized knowledge about a particular field.*

**Rules:** When you choose this skill, choose an area of knowledge. Characters with the Lore skill know important details about that field of study. This skill can be taken more than once for different types of knowledge. GMs should assume that a character with Lore knows the common information regarding that subject. Lore Checks should only be required for obscure information or when the character is under pressure to use their knowledge in a situation where a mistake could have negative consequences.

Example Lores: *Animals, History, the Human Body, Temple Ritual and Maintenance, the Supernatural, Yokai*

Potential:	8	16	32	56	88	128	176	232
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

## MANIPULATION

[INS] [PER]

**Description:** *Those skilled at Manipulation understand people and their inner workings and drives. From this, they are capable of convincing others to take actions that benefit their own agendas, often without the person being manipulated ever realizing their course was steered by the manipulator. There are many ways to manipulate. A person's appearance or affections can be utilized as seduction in order to manipulate attraction. Knowledge and facts can be twisted or misrepresented to manipulate logic. A strong will can be used to dominate a weaker will. Clever manipulators can even change the entire situation around the people involved in ways that affect the choices people make, never even being required to interact directly with those they manipulate.*

**Rules:** You can use this skill to force others to take actions that benefit your goals. In general, this will always be a Contested Check, usually against the target's Discipline, Perception, Resolve, Appraise, Deception, Empathy, Investigation, Manipulation, or Performance, depending on the situation. This skill can also be used to create a Difficulty number that others will later have to Check against.

*Example: Diplomat Nobu is trying to manipulate two noble houses to go to war, in order to keep them distracted from what his lord is planning. His Perception is +3 and his Manipulation is +4. Through actions in previous encounters, Nobu has created several situations where it looks like one house has hurt the other, so the GM gives Nobu a +1 situation Bonus. Nobu rolls an '11' on the dice, for a total Check of 19. Anyone attempting to see through his Manipulations and resist them will need to beat 19 on a Contested Check, using an appropriate Attribute or Skill.*

The character can also use the following Action in Combat.

**Action Type:** Full

**Cost:** 2 Focus Points

**Effects:** Use this Action at the start of a new round of Combat, after Initiative Order is set. Make a contested check against the target. The target may use one of the Attributes or Skills listed above, depending on the situation. If you win the Check, the target moves to the end of the Initiative Order.

Potential:	12	24	48	84	132	192	264	348
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8



## MECHANICS

[AGI] [INT]

**Description:** *Mechanics is the ability to build, maintain and understand complex technology, usually with multiple dependent parts. Examples include watches, locks, or hidden passageways. Mechanics includes training and natural ability that lends itself to fine motor skills, especially when manipulating delicate objects.*

**Rules:** This skill allows you to make Checks to build, repair, alter or sabotage complex technological devices. It can also be used when delicate control is required to manipulate objects.

Potential:	9	18	36	63	99	144	198	261
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

## MEDICINE

[INT]

**Description:** *This skill can be used to make Checks to improve the condition of sick or injured characters. The difficulty of the check will depend on the severity of the patient, as determined by the GM. It can also be used to make checks to create medicine or supplies, such as a cure for a flu, or sanitized bandages.*

**Rules:** Characters with the Medicine skill have learned to treat the injuries of others. This may be formal training in the healing arts or sciences, or it might represent a soldier with just enough knowledge of how to keep their fellows alive to get them back to a real doctor. Medicine includes the ability to create and apply actual medicine, as well as treating patients during recovery, but does not include surgery or other medical sciences, such as forensics (those would require Profession: Doctor, and Investigation), but these skills can be used to compliment each other.

The character can also use the following Action in Combat.

**Action Type:** Full

**Cost:** 1 Focus Point

**Effects:** This Action allows you to make a check against a Difficulty set by the GM to heal characters on your side. The GM should set the difficulty based on how injured friendly characters are, how easy you can reach them, and the condition of the battlefield. If you succeed at the Check, you heal your side for D3 + your Medicine Modifier damage.

[Healing is Tide damage that only applies if the Tide bar is pushed against your side, and will only push the Tide Bar back to 0, it will not inflict damage on the opponent's side.]

Potential:	12	24	48	84	132	192	264	348
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

## NAVIGATION

[INS] [INT] [PER]

**Description:** *The knowledge to use the stars, winds, and landmarks to determine one's position and find the best route toward a destination. This includes reading maps and sea charts, map making, or plotting courses for ships and caravans.*

**Rules:** This skill allows your character to make Checks against a difficulty set by the GM to avoid getting lost, recover from being lost, or find a specific location while traveling. It applies to travel by land or sea (or air, if the character has some way of traveling via flight).

Potential:	8	16	32	56	88	128	176	232
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

## PERFORMANCE

[AGI] [DIS] [INS]

**Description:** Performance allows the character to practice a form of art that includes an audience in some way. Usually, this is a direct audience, such as theatre or music, but may be the creation of something that can be viewed and appreciated by others later, such as calligraphy or artwork.

**Rules:** When you take this skill, choose one kind of performance. This skill may be selected multiple times to choose different styles.

This skill allows the character to make Checks to perform or create using your chosen styles. The results of this check can have an effect on anyone viewing the performance chosen by the character, subject to the GM's approval. Examples include calming or exciting a crowd, conveying information or emotion to a viewer, or inspiring someone to achieve greater results in their own actions.

If the performance is for an audience watching the character at the time, this is either an Opposed Check, or an Assisted Check against a difficulty set by the GM. Opposed checks are used when the character is trying to sway the target or change their minds, while Assisted checks are used when the performer and audience are both interested in the same goals.

If the performance will be viewed later, the character makes a Check, and the result is used as the Difficulty for opposed checks or main Check for Assisted checks by anyone viewing the performance.

Example Performance Styles: *Calligraphy, Dance, Musical Instruments, Painting, Singing*

Potential:	7	14	28	49	77	112	154	203
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

## PROFESSION

[Choose 1]

**Description:** Profession allows the character to make a living through a chosen field.

**Rules:** Profession has two different bonuses, listed below. The first acts like a standard modifier to Skill Checks, as per normal skills. The second entry, 'Result', allows the character to choose to not roll the dice when making a check related to their Profession, and instead treat the dice as if they had come up with that result.

Example: A character chooses Blacksmith as their Profession, and associates it with Strength. They have a +3 Strength Modifier. If they have spent 44 Potential on Profession, they would make checks at +6 (+3 for Strength and +3 for Skill Modifier). In addition, they could choose not to roll, instead, treating the dice as having rolled a '12', which would give them a Check result of 18 (12 + 6).

GMs may allow characters to use their 'locked result' for other skills similar to their Profession. For example, a character with Profession: Doctor could use their result for Medicine Checks.

Example Professions: *Blacksmith, Doctor, Mercenary, Merchant, Shrine Worker*

Potential:	11	22	44	77	121	176	242	319
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8
Result:	10	11	12	13	14	15	16	17

## STEALTH

[AGI] [DIS]

**Description:** Stealth allows the character to hide from the senses of others. In general, this means concealing yourself from sight or moving without making sound, but also includes ways to make sure the character does not give off a strong scent, leave tracks, and other tricks. Characters who have supernatural abilities can also mask their Ki from those able to sense it.

**Rules:** Characters can make a Stealth Check to remain unnoticed by others. While hidden, the character can not be targeted or directly affected by those that can't see them, though they might still be affected by area effects if they are within the area. Other characters can make opposed Checks using Perception against this skill to find a hiding character.

The character can also use the following Action in Combat.

**Action Type:** Simple, Defense

**Recommended Against:** Any attack that requires the attacker to be able to see this character.

**Cost:** 1 Focus Point

**Defense Roll:** 3D6 + Attribute Bonus + Skill Bonus

Potential:	12	24	48	84	132	192	264	348
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

## SURVIVAL

[DIS] [END] [RES]

**Description:** *Survival keeps the character alive in harsh environments. It provides the knowledge of how to find food, endure the elements, find shelter, and avoid natural threats such as quicksand or poisonous plants.*

**Rules:** Survival can be used to make any kind of Check required to keep the character and their traveling companions alive in hostile environments, such as gathering enough food for a day, not being harmed by the environmental conditions, avoiding poisons, being aware of weak ice, or interpreting the signs of a dangerous predator's lair. GMs may require this skill to be taken multiple times, each time for different types of terrain, if the campaign calls for survival being an important, recurring plot point.

Potential:	10	20	40	70	110	160	220	290
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

## TACTICS

[INT]

**Description:** *Tactics is concerned with the best actions for small groups to achieve a concrete goal. Unlike Strategy, which deals with the overall picture of a conflict, Tactics is all about finding the best way to get what's in front of you right now.*

**Rules:** Tactics allows the character to make Checks to gain hints from the GM on how they might achieve a specific goal for either themselves or their companions. They must be able to see the 'whole picture'; all allies and opponents, the terrain, and any conditions that might affect their actions. The character can also make checks to direct a situation. The difficulty of the check is set by the GM, if the character succeeds, either the character or one ally gains a special re-roll that can be used any time that character wants during the current scene or combat. A character can only have one re-roll from the Tactics skill (no matter what character it comes from) at a time. Tactics can be used to give multiple characters a re-roll at the same time. If used in Combat, this Check costs 1 Focus Point.

The character can also use the following Action in Combat.

**Action Type:** Special

**Cost:** 3 Focus Points

**Effects:** This Action can only be used once per battle. At the beginning of a turn, before Initiative Order is set, you can announce that you are using this ability. You get to organize the Initiative Order of all characters (friendly and enemy) for this round. If both sides want to use Tactics on the same turn, this is an Opposed Check. If multiple characters on a side have Tactics, each character can either use the Ability on separate turns, or use it as an Assisted Check when both sides are Opposed. Characters on the side that loses an Opposed Check still count as having used their Tactics Ability for that battle.

Potential:	12	24	48	84	132	192	264	348
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

## VICE

[AGI] [PER]

**Description:** *Vice covers activities that the law, or at least society, do not allow. Usually this is criminal activities, such as theft, coercion, bribery or smuggling, but may also cover turning personal indulgences into an art, or at least a lifetime activity.*

**Rules:** This skill can be used to make Checks for any of the traditional 'thiefly' activities; burglary, lockpicking, palming, pickpocketing, etc. It can also be used in a similar manner to the Leadership skill in order to plan these activities with others.

Vice can also be used like a Lore or Perform Skill when it comes to actions that are unlawful or go against the standards of decency in society.

Potential:	10	20	40	70	110	160	220	290
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

## WEAPONS – BODY

[AGI] [STR]

**Description:** This skill represents training in combat using the character's own body. For normal humans, this usually means fists, feet, elbows, etc, and covers most forms of Martial Arts. For non-humans like Demi-Yokai, this can be anything from fangs and claws to breathing fire or poison quills.

**Rules:** This skill can be used to make Checks to use the natural weapons of the body to perform actions. Kicking down a door, freeing yourself from bonds using your sharp beak, even attempting to snap a foe's weapon using your bare hands.

The character can also use the following Actions in Combat.

**Action Type:** Full, Attack

**Cost:** 1 Focus Point

**Attack Roll:** 3D6 + Attribute Bonus + Skill Bonus

**Recommended Defense:** Agility, Acrobatics, Athletics, Stealth, Tactics, any Weapons Skill

**Damage:** Agility Modifier + Strength Modifier

**Range:** 1

**Action Type:** Simple, Defense

**Recommended Against:** Any attack the user is aware of, such as Weapon Skill attacks or visible magic spells

**Cost:** 2 Focus Points

**Defense Roll:** 3D6 + Attribute Bonus + Skill Bonus

Potential:	12	24	48	84	132	192	264	348
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

## WEAPONS – DISCIPLINED

[AGI] [STR]

**Description:** Many weapons require disciplined training to use correctly. This training usually comes in a military environment, or in a dedicated martial arts school.

**Rules:** The character can also use the following Actions in Combat with any Weapon with the 'Disciplined' type (see the Equipment section for Weapon stats).

**Action Type:** Full, Attack

**Cost:** 1 Focus Point

**Attack Roll:** 3D6 + Attribute Bonus + Skill Bonus

**Recommended Defense:** Agility, Acrobatics, Athletics, Stealth, Tactics, any Weapons Skill

**Damage:** As Weapon + Skill Modifier

**Range:** As Weapon

**Action Type:** Simple, Defense

**Recommended Against:** Any attack the user is aware of, such as Weapon Skill attacks or visible magic spells

**Cost:** 2 Focus Points

**Defense Roll:** 3D6 + Attribute Bonus + Skill Bonus

Potential:	13	26	52	91	143	208	286	377
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

## WEAPONS – SIGNATURE

[AGI] [STR]

**Description:** Sometimes a warrior will choose to master a single type of weapon, ignoring others in the pursuit of perfection.

**Rules:** When you first take this skill, choose a single weapon type, such as Dagger or Longbow. The character can use the abilities listed below with weapons of the chosen type. You can take this skill multiple times to choose different weapons.

**Action Type:** Full, Attack

**Cost:** 1 Focus Point

**Attack Roll:** 3D6 + Attribute Bonus + Skill Bonus

**Recommended Defense:** Agility, Acrobatics, Athletics, Stealth, Tactics, any Weapons Skill

**Damage:** As Weapon + Skill Modifier

**Range:** As Weapon

**Action Type:** Simple, Defense

**Recommended Against:** Any attack the user is aware of, such as Weapon Skill attacks or visible magic spells

**Cost:** 2 Focus Points

**Defense Roll:** 3D6 + Attribute Bonus + Skill Bonus

Potential:	10	20	40	70	110	160	220	290
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

## WEAPONS – SIMPLE

[AGI] [STR]

**Description:** *Training in weapons that do not require a specialized environment to learn. Includes makeshift weapons that evolved from tools and farming equipment, such as spears and knives.*

**Rules:** The character can use the following Actions in Combat with any Weapon with the ‘Simple’ type (see the Equipment section for Weapon stats).

**Action Type:** Full, Attack

**Cost:** 1 Focus Point

**Attack Roll:** 3D6 + Attribute Bonus + Skill Bonus

**Recommended Defense:** Agility, Acrobatics, Athletics, Stealth, Tactics, any Weapons Skill

**Damage:** As Weapon + Skill Modifier

**Range:** As Weapon

**Action Type:** Simple, Defense

**Recommended Against:** Any attack the user is aware of, such as Weapon Skill attacks or visible magic spells

**Cost:** 2 Focus Points

**Defense Roll:** 3D6 + Attribute Bonus + Skill Bonus

Potential:

11

22

44

77

121

176

242

319

Bonus:

+1

+2

+3

+4

+5

+6

+7

+8