**Killing Strike**

A *Killing Strike* may be made only for one strike with the weapon per target per combat. If the player misses or is blocked, then the *Killing Strike* is ruined for that target in that combat. The player must call "**KILLING STRIKE!**" plus the level when using this skill.

**Language (x3/ x2/ x1)**

This skill allows the character to read, write, and understand the language other than the Sar's Tongue, the common tongue of Archaea, and their native tongue. The languages of Archaea fall into eight families. Some provinces have a modern and an ancient form of their language.

This skill should be used primarily for reading and writing. To role-play speaking a different language is difficult though players may invent ways to facilitate a spoken language.

If the player wishes to understand multiple languages, he or she must purchase this skill for each language, modern or ancient, even if they belong to the same language family. This skill does not apply to special or organizational languages (though certain skills may offer the most basic understanding, e.g. level 10 Streetwise grants the character a few words and phrases in Thieves' Cant).

The cost of each language equals the cost multiplier times the new number of languages the character knows. For example, learning one new language equals the cost multiplier times 1. Learning a second language equals the cost multiplier times 2. Learning a third language equals the cost multiplier times 3 and so on. The character may know a maximum of ten languages.

This skill may require the presence of an Elder.

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<td>Talanthi, Ancient</td>
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<td>Talanthi, Modern</td>
<td>Talanthi, Lakemen</td>
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</tbody>
</table>

**Lock Picking (x3/ x1/ x3)**

A character with this skill has the ability to pick locks. The presence of an Elder is recommended when using this skill. However, in the absence of an Elder, the player may encounter a lock marked with a difficulty level.

If the character's skill level is greater than or equal to the lock's difficulty, he or she can pick the lock with ease. If the lock's difficulty is greater than the character's skill level by no more than three levels, then he or she can still pick the lock at double the time required. If lock's difficulty is greater than the character's skill level by more than three levels, then he or she cannot pick the lock.

The use of this skill is represented by a count. The count to pick a lock; normally, the count would be 60, but with the Lock Picks, it is only 50. The character does not start with a set of Lock Picks. The character may have up to a maximum of 10 followers. The use of this skill is represented by a count. The count to pick a lock; normally, the count would be 60, but with the Lock Picks, it is only 50. The character does not start with a set of Lock Picks. The character may have up to a maximum of 10 followers.

| Level One: | common lore |
| Level Three: | uncommon lore |
| Level Five: | obscure lore |
| Level Seven: | rare lore |
| Level Ten: | lost lore |

**Leadership (x3/ x5/ x5)**

The Leadership ability allows the character, through words, actions, and presence, to influence others to stand in the face of fear. A character must have the ability Immunity to Fear before purchasing Leadership. This skill affects the character's Leadership temporarily gain Immunity to Fear.

For every level the character has in this skill, he or she can influence one person. The character may have up to a maximum of 10 followers. The character's skill can be used multiple times as long as the Leader can exert his or her own Immunity to Fear.

The character must identify who he or she wishes to stand their ground. The player must shout "**I GIVE YOU COURAGE!**" and identify the person to remain.

The effects of Leadership last for the duration of an encounter and remain as long as the Leader remains. If the Leader is killed, mortally wounded, incapacitated, or routed, then the effect is broken. All those affected by the character must remain within melee distance of the Leader.
Looting (x3/x1/x3)

The skill Looting allows the character to quickly search the body of a helpless (e.g. dead, mortally wounded, paralyzed, waylaid) character or creature for any items of value without having to actually physically search through another player's things.

Without this skill, pouches and bags (and other separate, external accouterments) are the only things that can be physically searched; to prevent invasion, a player's person, pockets, and clothing cannot be searched through and should not be done even with permission.

Looting can be used to discover objects that have been hidden on a body with the skill Concealing. The character's Looting skill level must be greater than the Concealing skill level used to hide the item.

To use the skill, the player must present his or her Looting card to the person being searched. Then the looter must specify the hit location being searched. The player searching must answer whether or not any valuables are found and hand over all transferable loot.

The time required to loot a hit location is represented by a count. The player must touch the hit location and count clearly out loud. If the player is interrupted or stops counting, he or she must start over. The higher the character's skill level, the less time is required:

- **Level One**: loot a hit location in a count of 30
- **Level Three**: loot a hit location in a count of 25
- **Level Five**: loot a hit location in a count of 20
- **Level Seven**: loot a hit location in a count of 15
- **Level Ten**: loot a hit location in a count of 10

Searching all the hit locations constitutes a complete search. For example, a character with the Looting skill decides to search the body of a dead creature. The player presents his or her Looting card. The looter asks, "I am searching your left arm." The searched player responds, "Nothing." The looter continues through each hit location—the right arm, the left leg, the torso, and the head. Weapons, pouches, and other accouterments are considered part of the torso. Everything in the immediate vicinity of the searched character is considered looted through.

Magic Ability (x10/x5/—)

Only characters of the discipline Rule of Knowledge begin with the ability to wield magic. However, with Magic Ability, characters of Rule of Arms and Rule of Skill can gain the power to cast and understand the arches before the character can buy Magic Ability, he or she must have some skill in Magic Lore.

The player must decide whether character will be a specialist mage or a generalist mage. See Chapter Five for details on specialization or generalization.

Buying Magic Ability once grants the player access to one Archе of spells and the Archе of Power for specialists or just the General Archе for generalists. If the character is a specialist and wishes to access additional arches, then Magic Ability must be bought multiple times at the appropriate multiplier. For example, for a Rule of Arms character, access to the first archе is 10 points, access to the second archе is 20 points, the third archе is 30 points and so on. Generalist casters need only buy access to the General Archе once.

Access does not grant the character any levels in the chosen archе. The player must then spend points to buy level one in the chosen archе. Depending on the character's discipline and specialization or generalization, the cost for a level varies. Rule of Arms characters have a x5 multiplier for each level in a specialization archе or a x20 multiplier for each level in the General Archе. Rule of Skill characters have a x4 multiplier for each level in a specialization archе or a x15 multiplier for each level in the General Archе. Rule of Knowledge characters have a x3 multiplier for each level in a specialization archе or a x5 multiplier for each level in the General Archе.

Magic Lore (x3/x2/x1)

A character with Magic Lore has studied the history of magic and magical research. This skill grants knowledge concerning major magical events, people, discoveries, and enchantments. This skill also allows the character to identify spells by their invocation or resulting effects. However, this skill does not grant the character the ability to cast magic.

The higher the skill level, the more detailed the knowledge and the more the character will know. This skill requires the presence of an Elder.

- **Level One**: identify a level 1 spell or effect
- **Level Three**: identify a level 3 spell or effect
- **Level Five**: identify a level 5 spell or effect
- **Level Seven**: identify a level 7 spell or effect
- **Level Ten**: identify a level 10 or greater spell or effect, basic familiarity with Magespeak

Magic Research (x5/x3/x2)

Magic Research allows the player to create scrolls, potions, magic items, and eventually new spells.

First, the character must have the ability to cast magic to use this skill. Next, the character must have the skill Magic Lore before he or she may buy Magic Research. The character's Magic Lore skill level must equal or exceed the character's Magic Research skill level. Once the character reaches level ten in Magic Lore, he or she need not go any higher. Furthermore, before the character can buy Magic Research level eleven or greater, he or she must have some skill in Animal Lore, Artisan, Plant Lore, and Mineral Lore.

Finally, characters must have a Research Kit in order to use this skill. The kit contains the necessary materials and equipment to use this skill. Initially, the character gains a free Research Kit. The Research Kit can be used over and over again. If the Research Kit is lost or destroyed, another one must be bought or found. A Research Kit has a base cost of 100 crowns.

- **Level One**: create a level 1 potion or scroll
- **Level Two**: create a level 2 potion or scroll
- **Level Three**: create a level 3 potion or scroll
- **Level Four**: create a level 4 potion or scroll
- **Level Five**: create a level 5 potion or scroll and so on
- **Level Ten**: create a level 10 potion or scroll
- **Level Eleven**: create a level 1 magic item
- **Level Twelve**: create a level 2 magic item
- **Level Thirteen**: create a level 3 magic item
- **Level Fourteen**: create a level 4 magic item
- **Level Fifteen**: create a level 5 magic item and so on
- **Level Twenty**: create a level 10 magic item, create a new spell

The player may not create a scroll, potion, or item with a spell that he or she cannot cast. The level of the character's Magic Research must be equal to or greater than the level of the spell to be placed in a scroll, potion, or item. The Elder of the Realm must approve all items.

To make a scroll or potion, the player must have the presence of an Elder.

Scrolls and potions are items that have been enchanted with a specific spell or effect. The magic of a scroll usually affects the reader unless it is...