

Attack Maneuvers

1. Basic Attacks (1 AP) (+/-RWV)

Normal Attack

Roll: Agi (Combat Skill)

Double Attack

2 Rolls with Agi (Combat Skill -2)

Attack with 2 weapons simultaneously. A single

Target can only defend against the better roll.

Cleaving Attack

Roll: Agi (Combat Skill -3)

Single attack that will hit 2 neighbouring targets.

Thundering Attack

Roll: Agi (Combat Skill)

Deal damage to armor /weapons.

2. Aimed Strikes (1 AP) (+/-RWV)

Debilitating Strike

Roll: Agi (Combat Skill -X)

For every 2 Points Difficulty:

- Target gets PRONE & loses 3 Initiative,

- Target gets STUNNED (1),

- Target gets CRIPPLED (1).

Disarming Strike

Roll: Agi (Combat Skill -X)

Target pass a Roll of Str (Blocking -X),
or it loses its weapon.

Feint

Roll: Agi (Combat Skill -X)

Increases Difficulty of all Defence

Maneuvers against this attack by X.

Hit Weakpoint

Roll: Agi (Combat Skill -X)

Attack deals +X Damage.

3. Initiative GRAPPLE (1 AP)

Roll: Agi (Unarmed Combat +/-RWV)

Forced Target into GRAPPLE. You can now use

„Choke“ Maneuver. Success+ deals „Choke“

Damage. You become controller of the grapple*.

4. GRAPPLE: Choke (1 AP)

Roll: Agi/Str (Unarmed Combat)

Target cannot defend against this.

5. Attack Series (2 AP) (+/-RWV)

Up to 5 consecutive attacks (n).

n Rolls: Agi(Combat Skills -(n-1))

Each attack increases in difficulty. First one rolls
against Diff -0. Attack series cancels as soon as
the attacks misses an attack.

6. Psychological Combat (1 AP)

Choose a type of maneuver:

Attack /defence / mobile.

Motivate

Roll: Cha(Leadership -(X-1))

X Allies get MOTIVATED (X) on the chosen type

Demotivate

Roll: Cha/Str(intimidate -(X-1))

X Enemies get Demotivated {Success+}
on chosen type, Will(Resilience) wards
against this.

7. Charging (-RWV of the enemy)

Attack Maneuver + Mobile Maneuver

Target needs to be at least 3m away.

Lunge (1 AP)

Roll: Agi (Combat Skill)

You move up to Agi*1,5m.

Bull Rush (1 AP)

Roll: Str (Unarmed Combat) vs

Str (Resilience)

You move up to Agi*1,5m and then apply

effect of „Throw“ Maneuver.

Heavy Charge (2 AP)

Roll: Agi (Combat Skill +2)

Turns your RWV into Bonus damage.

You move up to Agi*3m.

8. Spellcasting (X AP)

Roll: Will (Magic Skill -Spell Level)

Additional modifiers might apply.

9. Throw (1 AP)

Attack Maneuver + Defensive Maneuver

Roll: Agi (Unarm. Combat +/-RWV, -BE)

Damage (Your Str + End of enemy), DS 3

You throw the enemy Str*1m.

Defensive Maneuvers

1. Dodging (-BE)

Side Steps (1+ AP)

n Rolls: Agi (Footwork -BE, -(n-1))

Avoid multiple melee Attacks.

Each side steps increases in difficulty.

- 1 Success+ get into HAND-2-HAND,

- 1 Success+ gets out of HAND-2-HAND.

Disengage (1 AP)

Roll: Agi (Footwork -BE, -2)

Dodge a melee attack and move.

On success, move Agi*1,5m.

Get into Cover! (1 AP)

Roll: Reak(Dive +0)

Avoid ranged attacks or Combat Magic Spells.

Even if unsuccessful, move Agi*1,5m

Parrying (+Shield Bonus (SB))

Blocking (1+ AP)

n Rolls: Agi (Block +SB, -n)

Block Melee or Ranged attacks.

Each Block increases in difficulty.

Success+ against Melee attacks:

- X Success+, apply „Disarming Strike (-X)“,

- 1 Success +, enter HAND-2-HAND,

- 2 Success+, initiate a GRAPPLE.

Riposte (1+ AP)

n Rolls: Agi (Block +SB, -2, -n)

Wielding 2 Weapons grants +1 to Riposte.

Success+ count als „Normal Attack“.

Each Riposte increases in difficulty.

2. Gain Grapple Control (1 AP)

Roll: Agi (Unarmed Combat) vs

the Attack Maneuver of the Controller,
or vs. Agi/Str(Unarmed Combat)

Try to become the controller of the grapple
and defend yourself against attacks from
the controller.

Mobile Maneuvers

1. Move (1 AP)

Move Agi*1,5m.

Roll: Agi (Athletics +0 -BE)

Each success increases distance by 1,5m.

2. Run (1 AP and 2 TP)

Run Agi*3m.

Roll: Agi (Athletics +0 -BE*2)

Each success increases distance by 3m.

Runners are by 2 harder to hit.

3. Aim (1+ AP)

For each AP spent, aim at a target and

gain +2 bonus to your next Attack

maneuver versus the target.

4. Reload (X AP)

Spend X AP and reload the weapon or

magazine. The AP spent do not have to

consecutive.

5. Use Item (1 AP)

The Character takes out an item,

stashes an item, changes weapons,

drinks a potion, activates an artifact etc.

6. Remove Status (1 AP)

Free Action(s)

1. Stand Up / 1,5m Step

You cannot disengage from HAND-2-HAND

combat via the 1,5m step.

2. Use Item

See Mobile maneuver.

3. End Grapple*

4. Shout!

5. Increase Initiative

Roll: Int (Tactics) and increase Initiative

your by 1.

Conditions

Stunned (X Turns)

Will (Resilience -Damage), or -X AP for X Turns. If AP drops to 0, target is unconscious.

Bleeding (X Turns Turns)

If a target takes damage from „Bleeding (X)“ attacks, it SUFFERS X TP/LP damage, for X Turns. Each additional damaging and „Bleeding“ attack increases X by one.

Burning (X Runden)

If a target is hit by a „Burning (X)“ attack, it TAKES X T (thermal) damage for X Turns. Armor protection is applied as normal. Damage reduces by 1 each Turn.

Demotivated (X)

Target takes an increased difficulty of X on a specific maneuver type. After a maneuver of the type has been concluded the status is gone.

Freezing (X Turns)

If the Target takes damage from a „Freezing(X)“ attack, it SUFFERS -1 to all physical attributes for X Turns and looses 4 points of Initiative (to a min of 1.)

Prone

Target suffers RWV -1, but it is by 2 harder to hit for ranged attacks. It costs a Free action to get up, or all movement is halved.

Motivated (X)

Target gets X temporary Re-Rolls on a specific Maneuver Type. This Status persists for one Szene.

Unconscious (X Turns)

The Targets skips the next X Turns. It is completely helpless and drops items in its hands.

Panicked (X Turns)

The Target can only conduct Defensive or Mobile maneuvers for X Turns. Its main goal is not to seek safety from danger. At the end of each turn, roll Will (Resilience -X) to remove the Status earlier.

Shocked (X Turns)

If the target takes damage from „Shock“ attacks, it takes a Malus of -2 points to Agility and Strength for X Turns. (To a min. of 1)

Bleeding Out

If the target reaches 0 LP it starts bleeding out, then it looses on 1 LP every 2 Turns. If you reach -Endurance in LP, it dies.

Poisoned

If: Tox. > Tox.C. then the target is poisoned. Poisoned targets suffer the following:

- They do not regen TP /LP via resting*
- Perception - 1*
- Magic Healing is halved*
- They start SUFFERING Toxic Damage*

Badly Poisoned

If: Tox. > Tox.C.*2 then target is badly poisoned. Badly Poisoned targets suffer additionally the following:

- Perception - 1*
- Magic Healing reduced to 0.*
- Agility & Strength -1*
- Roll: End(Resilience -3) or Unconscious (1)*

Crippled (X Turns)

Wenn das Ziel durch Verkrüppeln-Angriffe Suffer Damage erleidet, wird es betroffen: Das Ziel erleidet einen Abzug von X Punkten auf Str. oder Gew. bis das Ziel mind. um X geheilt wurde.

Visibility

Weather Conditions	Visibility
Perfect	total
Morning Mist	1000m - 300m
Thicker Mist	300m - 50m
Sand / Snow	50m - 10m
Heavy Fog / Sandstorm	10m - 1m

Light Conditions	Visibility
100% Daylight	total
75% Dawn	1000m - 300m
50% Twilight	300m - 50m
25% Only Torchlight	50m - 5m
0% Total Darkness	1m - 0m

Dark Vision (X Meters) Character with this gift are able to ignore up to 75% darkness within the prompted range. After that, the visibility lowers by 25% per 10 Meters. Which means, even after 30m over their range, those characters cannot see anything any more.

Toxicity

Toxic Capacity

Endurance equals the Toxic Capacity. If this limit is reached, the target gets POISONED. If the limit is exceeded by twice the capacity, it is BADLY POISONED.

Toxic Damage

At the end of each Hour, the poisoned SUFFER Damage equal to their Toxicity > Tox.C

Toxic Duration

The effects of Poisons and Illnesses end with their duration. However if they cause Toxicity, this stays until healed normally.

Weapon Ranges

WeaponRangeAdvantage (RWV)

RwV is always calculated between two combattants: The difference affects Attacks Maneuvers: a positive RWV makes them easier, a negative one makes them harder.

If characters are in HAND-2-HAND combat, the RwV between them becomes reversed.

Range Modifiers

Optimal Weapon Range

-2 Target is in close combat with you
+2 Target within 25% Weapon Range
+1 Target within 50% Weapon Range
-0 Within Weapon Range
-2 Per 25% above Weapon Range

Cover (can be reduced by 1:1 through DS)

-2 Target has 25-% Cover
-4 Target has 50-% Cover
-6 Target has 75-% Cover

Light/Weatherconditions

-1 75-% Visibility
-2 50-% Visibility
-4 25-% Visibility
-8 0-% Visibility

Movement of the Target

-2 Target is running
-0 Target is moving, fighting normally
+3 Target is motionless / unconscious

Size of the Target (Example)

-4 Target is Tiny (a tiny lizard, a Doorknob)
-2 Target is Very small (Cats, Ravens)
-1 Target is Small (Merine, Jarrgul, Wolves)
0 Target is Normal (Humans, Ajari, Muriten)
+1 Target is Large (Caernaren, Varani)
+2 Target is Huge (Tree, Lindwurm)
+3 Target is Giant (House, Hydra)

Turnorder

0. Surprise Actions (if any)

1. Turn (KR) Starts

2. Initiative-Roll

3. Declare and perform Maneuvers,
The highest Initiative Slot acts first and spend their AP per activation. All maneuvers are completed directly. Continue untill all Ap have been spent.

4. End of Turn (KR)

All effects per Turn trigger

A character normally has 2 APs each turn.

Each Action Point has an initiative slot, based on his Initiative roll.

The first Slot takes the full Initiative value, the second one half of that (rounded up), the third one, half of that again, etc. (e.g. 10, 5, 3).

Combat Techniques

Dual Wielding

If your karakter wields two ore more (natural) weapons, you can ***Double Attack***. *Shields also count as a weapon.*

Defence against Double Attack: If you focus both attacks against one target, he can only defend against the better of the two attacks. If you split the attacks, both defend seperately. Armor is applied against each hit individually.

Shield only on a Belt

If you carry your shield on a belt, it does not occupy a hand, allowing you to wield a twohanded weapon alongside it. You can switch via ***Use Item*** between belt and hand. A shield on a belt still allows you to block ranged attacks or combatmagic spells, and you retain the shield bonus. However, a shield on a belt increases encumberance by 1 and increases the difficulty of all attack maneuvers by 1.

Surprise Attacks!

Effects

Damage of Surprise Attacks goes directly to the Life Points of the Target, and bypasses the Hitpoints.

Ranged Surprise Attacks

Roll **Agi(Hiding)** vs. **Per(Hiding)** to stay / reach a good position for the attack.

Melee Surprise Attacks

Roll **Agi(Sneaking)** vs. **Per(Sneaking)** to stay / reach a good position for the attack.

Socialer Surprise Attacks

Cha(Fast Talk-2) vs. Int(Empathy) to hide your intent.

Last Chance

If the assasin is hiding within line of sight, the victim gains a last chance:

Melee: **Reac(Footwork-2)** vs **Agi(Hiding)** of the assassin.

Ranged: **Reac(Dive-2)** vs **Agi(Sneaking)** of the assassin.

Socialer: **there is no last Chancel**

If the last Chance is successfull, the attacks still take place, but will no longer bypass Hitpoints.

Group Combat

Flanking

You are flanking if you are out of LoS of the target, but not in its back:

Attack Maneuvers get a Bonus of 1 to hit.

Attacks into the Back

If you ahit the target in its back:
Attack Maneuvers get a Bonus of 1 to hit AND enemy RWV counts as 0 AND the victim cannot defend against the attack maneuver.

Surrounded!

If a fighter is surrounded by all 4 sides, his RWV drops to zero.

Defending Others

Defensive Maneuvers can be used to defend others:

To do so, the defender has to stand within reach of the target of the attack.

If your character is defending others, the Defensive Maneuvers have an increased difficulty by 1.

Hand-2-Hand Combat

Characters in Hand-2-Hand Combat can not just run away from the fight, they need to use the appropriate Maneuver, or remove their enemy from their reach (or combat).

Characters switch their RWV with their opponent: Long weapons are now at a disadvantage, while small weapons are usually at an advantage. It is therefore advisable to always carry a small blade.

Grapple

Rules of the Grapple

If you are in a Grapple, you are also in **Hand-2-Hand Combat**.

The Struggle for Control

Only the CONTROLLER in the grapple can declare Attack and Mobile Maneuvers. The CONTROLLED can only try to ***Gain Grapple Control*** to defend himself against the Controller. The Controlled Charakter can still use Free Actions (except the ***1,5m Step / Stand up***)

Loss of Control (KVP)

If the attacker misses with an Attack Maneuver against the Controlled, or focusses on anything else, then the Controlled, the Controlled performs a free ***Gain Grapple Control*** Maneuver.

Mobile Maneuvers

Mobile Maneuvers of the CONTROLLER always moves both characters.

One vs. Many

Other combatants can assist the ***Gain Grapple Control*** Maneuver. The CONTROLLED Fighters can not defend against third party attacks.

What about Magic ?!

If a character defends against a Spell cast via the combat magic skill:

You can only defend against those Spells via **Get into Cover!** or **Blocking (1+ AP)**.

Against spells cast with other skills, you can only defend via free the Spellresist Roll: **Will(Resilience -Spell Level)**.

Melee	DMG	DS	RwV
Brassknuckles	Str	2	0
Lionclaws	Str +2	0	0
Garotte	Str +2	0	0
Ratstring	Str +2	2	0
Kitchenknife	Str +1	0	0
Large Shaving Knife	Str +2	0	0
Dagger	Str	4	0
Parrying Dagger	Str	2	0
Merin Trenchknife	Str +1	4	0
Ratstooth	Str +2	0	0
Shortsword	Str +1	2	0
Arbaris / Cats' Sabre	Str +1	3	1
Broad/Longsword, Sabre	Str +2	1	1
Bastardsword	Str +2	2	1
Twohander	Str +3	2	2
Ashra Abaris / Gnollkiller	Str +4	1	1
Aeolic / Highlandblade	Str +3	2	3
Regular Workaxe	Str +1	2	0
Battleaxt	Str +1	2	1
Large Kriegsaxt	Str +2	3	1
Poleaxe	Str +2	3	1
Neximalitztli/Lizards' blade	Str +3	0	1
Torch, Burning	Str +1, +1T	0	0
Hammer	Str	4	0
Peg leg, Club, Table Leg, etc.	Str	2	0
Barbed Club	Str +2	0	1
Flail	Str +1	3	1
Bec de Corbin / Raven's Beak	Str +1	4	0
Warhammer	Str +2	5	0
Tetlacotl/Dragons' Leg	Str +3	5	1
Hiking Staff	Str	1	2
Combat Staff	Str	2	2
Cherrokatra / Bladed Staff	Str +1	1	2
War Flail	Str +1	3	2
Halberd	Str +2	2	3
Pike	Str +1	2	4
Huntingspear	Str +1	3	3
Spear, One Handed	Str +1	1	2
Spear, Two Handed	Str +2	1	3
Lance	Str +1	5	2
Scythe	Str +2	0	1
Towershield	Str +1	1	0
Roundshield / Kiteshield	Str +1	1	0

Ranged	DMG	DS	RW	ND
Net	Str -1	2	Str*1,5	0
Stones	Str	2	Str*5	0
War Darts	Str	3	Str*5	0
Throwing Knifes	Str +1	1	Str*5	0
Throwing Axes	Str +1	2	Str*5	0
Throwing Spears	Str +2	3	Str*10	1 AP
Staffsling	Mun +1	Mun +2	Str*15	1 AP
Bolas	Str +2	0	Str*5	1 AP
Peasents' Sling	Mun	Mun	Str*10	1 AP
War Sling	Mun +1	Mun	Str*10	1 AP
Shortbow	Mun	Mun +1	50m	1 AP
Siman, Ridingbow	Mun	Mun	50m	0
short Warbow	Mun +1	Mun +1	50m	1 AP
Urrtek Longbow	Mun	Mun +1	75m	0
Longbow	Mun	Mun +2	100m	1 AP
Caernarian Warbow	Mun +1	Mun +3	100m	2 AP
Light Crossbow	Mun +2	Mun +2	40m	2 AP
Repeating Crossbow	Mun	Mun	40m	M(5)
Heavy Crossbow	Mun +4	Mun +4	50m	3 AP
Siege Crossbow	Mun +6	Mun +6	100m	4 AP
Assasins Crossbow	Mun +1	Mun +2	20m	2 AP
Arquebus	Mun +4	Mun +1	25m	2 AP
Heavy Arwquebus	Mun +5	Mun +2	50m	3 AP
Pistol	Mun +3	Mun +1	15m	2 AP
Double Barrel Pistol	Mun +2	Mun +1	10m	M(2)
Flamethrower	Mun	Mun	12m L.	M(10)
Jarrgul' Blowpipe	Mun -1	Mun +1	10m	1 AP
Dragons' Thorn	Mun	Mun +3	10m	1 AP

ND = Reload Duration in AP; M(X) = Magazin with X Shots

Unarmed	DMG	DS	RwV
Fangs	Str +2	0	-1
Bite	Str +1	0	-1
Choke	Str	5	0
Punching	Str	0	0
Claws	Str +1	0	0
Headbut	End +1	3	-1
Kicks	Str	0	1
Throws	Str + End d. G.	0	0

Ammunition	RW	DMG / Quali.	DS
Standard	*	3 / 4 / 5 / 6	0 / 1 / 2 / 3
Stun	-	- / 3 / 4 / 5	- / 1 / 2 / 3
Piercing	-	- / 3 / 4 / 5	- / 3 / 4 / 5
Barbed	-25%	- / 3 / 4 / 5	- / 0 / 1 / 2
Light	+25%	- / 4 / 5 / 6	- / 0 / 1 / 2
Firearrow / Signal	*	3P+ 2T/3T/4T	0
Fire	-	- / 5 / 6 / 6	0
Poison	-25%	- / 4 / 5 / 6	0

Qualities: Simple / Normal / Good / Great

* only simple Ammunition has -25% RW

Rüstungen	P	T	K	BE
Camo. Cape	1	1	Light	0
Leather Armor, Gambeson	2	1	Light	0
Heavy Leather Armor	3	1	Light	0
Wooden Armor	4	0	Light	1
Bone Armor	4	0	Light	1
Ajarion	5	3	Middle	0
Frostscale Armor	3	5	Middle	2
Light Chainmail or Lamellar	5	2	Middle	1
Cuirass	5	3	Middle	1
Scalemail	4	3	Middle	2
Mirror Cuirass	4	4	Middle	1
Brigandine	5	2	Middle	1
Full Chainmail Armor	6	3	Heavy	2
Platemail	5	3	Heavy	2
Full Plate Armor	8	4	Heavy	1
Segmented Plate Armor	6	3	Heavy	2
Heavy Brigandine	7	4	Heavy	1
Cape		+1 Block		
Duell Cape		+1 Block		
Light Shield		+1 SB	0	
Roundshield / Kiteshield	1 P / 1 T +2 SB		1	
Towerschild	2 P / 1 T +1 SB		2	
Armored Arm	1 P / 0 T +1 Block		0	
Heavy Armored Arm	2 P / 0 T +1 Block		1	

SB = Schild Bonus

Bomben	Wirkung	Radius
Blackpowder Bomb - A	3 T & 1 P	3m
Blackpowder Bomb - B	6 T & 1 P	3m
Blackpowder Bomb - C	9 T & 1 P	3m
Mist Bomb - A	25% Mist, 5 KR	6m
Mist Bomb - B	50% Mist, 5 KR	6m
Mist Bomb - C	75% Mist, 5 KR	6m
Mist Bomb - D	100% Mist, 5 KR	6m
Catalysator Bomb - A	3 Tox. per KR (2 KR)	3m
Catalysator Bomb - B	3 Tox. per KR (3 KR)	3m
Catalysator Bomb - C	3 Tox. per KR (4 KR)	3m
Catalysator Bomb - D	3 Tox. per KR (5 KR)	3m
Isanders' Revenge - A	if Poisoned: Suffer 12 P Damage	3m
Isanders' Revenge - B	if Poisoned: Suffer 14 P Damage	3m
Isanders' Revenge - C	if Poisoned: Suffer 16 P Damage	3m
Isanders' Revenge - D	if Poisoned: Suffer 20 P Damage	3m
Fire Bomb - A	5 T, Burning 3	3m
Fire Bomb - B	5 T, Burning 4	3m
Fire Bomb - C	6 T, Burning 4	3m
Fire Bomb - D	6 T, Burning 5	3m
Fire Bomb - E	7 T, Burning 5	3m
Fragmentation Bomb - A	4 P, DS 3	3m
Fragmentation Bomb - B	5 P, DS 3	3m
Fragmentation Bomb - C	7 P, DS 3	3m
Fragmentation Bomb - D	9 P, DS 3	3m
Fragmentation Bomb - E	10 P, DS 4	3m
Alchemists' Fire - A	8 T for 10 KR, then Burning 5	3m
Alchemists' Fire - B	9 T for 10 KR, then Burning 5	3m
Alchemists' Fire - C	10 T for 10 KR, then Burning 5	3m
Blinding Powder - A	End(Resil. -1): Blind for 5 KR	3m
Blinding Powder - B	End(Resil. -2): Blind for 5 KR	3m
Blinding Powder - C	End(Resil. -3): Blind for 5 KR	3m
Blinding Powder - D	End(Resil. -4): Blind for 5 KR	3m
Stun Bomb - A	End(Resil. -2): Unconc. for 2 KR	3m
Stun Bomb - B	End(Resil. -3): Unconc. for 2 KR	3m
Stun Bomb - C	End(Resil. -4): Unconc. for 2 KR	3m
Stun Bomb - D	End(Resil. -5): Unconc. for 2 KR	3m
Tetlokks Poisonbreath - A	2 Tox. per KR; if Poisoned: Suffer 5 Damage	3m, (5 KR)
Tetlokks Poisonbreath - B	3 Tox. per KR; if Poisoned: Suffer 5 Damage	3m, (5 KR)
Tetlokks Poisonbreath - C	4 Tox. per KR; if Poisoned: Suffer 5 Damage	3m, (5 KR)
Tetlokks Poisonbreath - D	5 Tox. per KR; if Poisoned: Suffer 5 Damage	3m, (5 KR)
Tetlokks Coldsnap - A	18 T Cold Damage	6m
Tetlokks Coldsnap - B	24 T Cold Damage	6m

Practical Skills

COMBAT SKILLS

MELEE

Unbewaffneter Kampf	Unarmed Comat
Kurze Waffen	Short Weapons
Lange Waffen	Long Weapons
Stangenwaffen	Polearms

RANGED

Armbrüste	Crossbows
Bögen	Bows
Wurfwaffen	Throwing Weapons
Feuerwaffen	Firearms
Blasrohr	Blowpipes

DEFENSIVE

Abblocken	Blocking
Beinarbeit	Footwork
Belastbarkeit	Resilience
Hechtsprung	Dive

STEALTH SKILLS

Fälschen	Forgery
Kryptografie	Cryptography
Schleichen	Sneaking
Sich verkleiden	Disguise
Sich verstecken	Hiding
Taschenspielertricks	Thievery
Schlösser Knacken	Lockpicking

SPORT SKILLS

Athletik	Athletics
Klettern	Climing
Schwimmen	Swimming
Akrobatik	Acrobatics
Reiten	Riding

SOCIAL SKILLS

Ausflüchte	Fast Talk
Einschüchtern	Intimidation
Empathie	Empathy
Führung	Leadership
Informationen sammeln	Gather Information
Verhandeln	Negotiate

CRAFT SKILLS

Alchemie	Alchemy
Artefaktschmieden	Artificer
Extraktion	Extraction
Handwerksarbeiten	Handicraft
Kochen	Cooking
Kunsthandwerk	Fine Arts
Prototyp Entwickeln	Develop Prototype
Rüstungsschmied	Armorsmith
Waffenschmied	Weaponsmith

NON CRAFTING

Glücksspiel	Gambling
Lehren	Teaching
Musizieren	Make Music
Seefahrt	Seafaring
Schätzen	Appraise

MAGIC SKILLS

Heilmagie	Healing Magic
Kampfmagie	Combat Magic
Verzauberungsmagie	Enchanting Magic
Antimagic	Anti Magic
Ritualmagie	Ritual Magic
Artefaktmagie	Artefact Magic

HEALING SKILLS

Diagnose	Diagnosis
Wunden Heilen	Heal Wounds
Gifte Heilen	Heal Poison
Krankheiten Heilen	Heal Illness

WILDERNES SKILLS

Abrichten	Train Animals
Fallen entschärfen & stellen	Set & Disarm Traps
Spuren lesen	Track
Überleben	Survival

Knowledge Skills

EDUCATION 0

Allgemeinwissen	Common Knowledge
Lokales & Gerüchte	Local Rumors
Gesetze	Law
Legenden & Sagen	Legends and Tales
Pflanzenkunde	Plant Knowledge
Tierkunde	Animal Knowledge
Rüstungs- & Waffenkunde	Armor & Weapon Knowledge

EDUCATION 1

Anatomie	Anatomy
Finanzen	Finance and Trade
Gilden	Guilds
Kunstgeschichte	Art History
Militärwesen	Military
Religion	Religion
Salben & Kräuter	Herbalism
Taktik	Tactics
Zubereitung	Food Preparation

EDUCATION 2

Astrologie	Astrology
Bergbau	Mining
Etikette	Etiquette
Geschichte	History
Heraldik & Siegelkunde	Heraldry & Sphragistics
Krankheiten & Seuchen	Illnesses & Plagues
Leder & Stoffe	Leather & Cloths
Metalle	Metallurgy
Politik	Politics
Sprachen	Languages

EDUCATION 3

Ballistik	Ballistics
Baustoffe	Material Knowledge
Geografie	Geography
Kulturen	Cultures
Mechanik	Mechanics
Statik	Statics

EDUCATION 4

Alte Sprachen	Ancient Languages
Drachenkunde	Draconic Knowledge
Geologie	Geology
Reagenzien	Reagents

SECRET KNOWLEDGE

EDUCATION 0

Übernatürliches	Supernatural
Magische Lehre:	Magic Teaching:
Primagic	Primal Magic

EDUCATION 1

Fokuskunde	Focus Knowledge
Magische Runen	Magic Runes
Magische Lehre:	Magic Teaching:
Schamanismus	Schamanism

EDUCATION 2

Geheimbünde & Sekten	Secret Societies
Magische Lehre:	Magic Teaching:
Druidische Magie	Druidic Magic
Magische Lehre:	Magic Teaching:
Drachische Magie	Draconic Magic
Magische Lehre:	Magic Teaching:
Klerikale Lehren	Clerical Magic

EDUCATION 3

Drogen & Gifte	Drugs & Poisons
Kriminelle Organisationen	Criminal Organizations
Magietheorie	Magic Theorie
Sprengstoffe	Explosives
Magische Lehre:	Magic Teaching:
Gildemagische Schulen	Guild Magic

EDUCATION 4

Amyrith Artefakte	Amyrith Artifacts
Magische Lehre:	Magic Teaching:
Arkane Schmiedekunst	Guild Magic - Arcane Crafts