

Gamecraft 2.0

Skills

Skill Ranks

All skills are based on *ranks*. Ranks are a mechanical way of measuring how competent you are with a particular skill; each rank that you have in a skill allows you to roll one die on a roll utilizing that skill.

Specialties

In addition to your skills ranks, each skill can have one or more *specialties*. A specialty is a specific area of expertise within a particular skill, an area in which you excel. There is no limit to the number of specialties that you can have in a particular skill, and it's possible that more than one specialty could apply to a single roll. In mechanical terms, any time you make a roll in which one or more of your specialties applies, each applicable specialty grants you a +2 bonus. You do not have to spend additional tokens in order to activate specialties; they are activated when their parent skill is activated, provided they apply to the action being performed.

It is possible for a specialty to apply to a roll made with a skill other than the parent skill. For example, you might have a Marksmanship specialty with pistols, and that specialty would likely apply to a Weaponry roll made using a pistol. In such a case, the specialty applies, but it only confers a +1 bonus.

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Academia

Academia represents your accumulated knowledge and learning. With a high Academia skill, you have gleaned significant amounts of knowledge from books and theoretical learning. Most of the time, an Academia roll is used to determine what you do and do not know; however, theoretical knowledge often has practical applications, and creative uses of this skill can spell the difference between success and failure in some situations.

When you spend tokens on Academia, you're most likely spending acuity tokens. Spending an acuity token on an Academia roll generally means that you're using a combination of knowledge, perception, and deductive reasoning to puzzle out the problem in front of you. When you spend a grace token on Academia, it could mean that you're combining your knowledge with flashy turns of phrase and fast-talk in order to convince others that you know what you're talking about, even if you don't. When you spend force tokens on Academia, it could represent using sheer willpower to recall information that you need, or forcing yourself to pour over musty old tomes in order to find the answer you seek.

Areas of specialty include, but are not limited to: occult, theology, linguistics, history, natural sciences, earth sciences, literature, philosophy, music, or any other area of theoretical study conceivable.

Athletics

Athletics represents a combination of physical fitness, strength, agility, and pure athletic ability. Those with high Athletics skills are both strong and physically fit, and may even be more resistant to damage, extreme temperatures, diseases, poisons, and

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other such things. You can also use Athletics in physical combat to represent your degree of skill with unarmed attacks and the martial arts.

Tokens spent on Athletics are usually either force or grace tokens. Spending a force token on Athletics generally represents using brute strength or a very direct approach to overcoming a physical obstacle or attaining a specific goal, or to defeating an opponent unarmed. When you spend a grace token on Athletics, you're probably using speed and agility rather than raw power, whether you're dodging blows, making quick attacks, or even running away. If you spend acuity tokens on Athletics, you might be using a combination of perception and training instead of raw physical ability, perhaps fighting smart instead of fighting hard.

Areas of specialty include, but are not limited to: lifting, running, jumping, physical resistance, hand-to-hand combat, tumbling, or any other type of similar physical activity.

Awareness

Awareness allows you to keep track of what's going on around you. The skill represents your physical senses, as well as less physical senses like intuition or kinesthetic memory. Awareness also covers things like reflexes and reaction time, and even social empathy.

Nine times out of ten, you're going to be spending acuity tokens on Awareness rolls. This doesn't mean that you can't spend force or grace tokens on Awareness, just that the skill isn't particularly well-suited to those token types. You could, for example, spend a force token to represent the fact that you're keeping yourself awake and alert through sheer willpower. Similarly, you could spend a grace token to represent performing an action that requires extreme attention to detail as well as hand-eye coordination.

Areas of specialty include, but are not limited to: sight, smell, touch, hearing, taste, intuition, empathy, kinesthetic memory, reflexes, or other things that require being aware of your environment.

Influence

The Influence skill is primarily social in nature, representing your ability to convince others to do what you want them to do. It does not just represent a skill with social manipulation, however; Influence also encompasses your social status and even your wealth, as well as other things that might impact how influential you are.

When you spend a force token on Influence, it generally represents dealing with someone in an honest and straightforward manner, though not necessarily a friendly manner; it could range from simple diplomacy to intimidation and brow-beating. If you spend a grace token on Influence, it can mean that you're pulling on flowery words, double-talk, or even outright lying, and might even mean that you're drawing on your social status or using bribes or other methods of subtle coercion. When you use acuity tokens, you're generally trying to appeal to a person's sense of reason. It could mean that you're being honest, but honesty is not a requirement; just that you're using intellect as opposed to pure charisma or force of personality to get what you want.

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Areas of specialty include, but are not limited to: bartering, diplomacy, intimidation, interrogation, or other methods of convincing people to do what you want them to do.

Legerdemain

This skill represents your ability to execute acts of fine manipulation, generally with a bent toward trickery. Sleight-of-hand, picking pockets, jury-rigging devices, palming small objects, picking locks, and other such feats of manual manipulation are all uses of the Legerdemain skill.

Grace is easily the most commonly used type of token when it comes to Legerdemain, though this is followed closely by acuity. When you spend a grace token on Legerdemain, it generally means that you're relying primarily on manual dexterity and muscle-memory to perform the act. If you spend an acuity token, you're drawing more on your senses of sight, touch, and hearing and on your training and learned skill. Force tokens generally represent a last resort, using a direct, ungentle method to do what you want, though this usually means that you're not performing the action with any particular subtlety.

Areas of specialty include, but are not limited to: picking pockets, picking locks, sleight-of-hand, concealing items, shoplifting, jury-rigging, and other such methods of fine (and, usually, underhanded) manipulation.

Marksmanship

Marksmanship allows you to shoot things. Bows, guns, slingshots, thrown daggers; if you're more than twenty feet or so away, you're probably using Marksmanship. Closer than that, and you're usually using the Weaponry skill instead.

When you use a force token with Marksmanship, you're effectively shooting from your hip. It represents a quick, direct shot with little finesse or accuracy behind it, but such a shot can be deadly effective nonetheless. When you use a grace token, you're firing a shot that's meant to cripple more than kill. You're lining up a shot, targeting a specific part of your target's anatomy to inflict a very specific injury. When you use acumen, you take your time aiming before shooting. It may not have the style or machismo of other types of shots, but you drastically increase your chance of hitting your target.

Areas of specialty include, but are not limited to: bows, crossbows, pistols, rifles, scatterguns, thrown weapons, and any other weapon that can be used at long range.

Subterfuge

Subterfuge is the skill of deceit. It covers things like lying, but it also covers using disguises, concealing large objects, hiding, sneaking around, and setting ambushes.

Force tokens are very rarely used with the Subterfuge skill, though such a thing is not impossible. It could, for example, represent a straightforward, simple lie or simply hiding quickly behind a large object. When you use grace tokens, you're using agility to keep yourself hidden or silent, or you are using elaborate falsehoods to cover your true intentions. When you use acuity, you're utilizing your environment or the weaknesses of others to remain undetected.

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Areas of specialty include, but are not limited to: lying, cheating, disguises, sneaking, hiding, shadowing, ambushing, dirty fighting, or other activities that mask your intentions or presence.

Survival

Survival covers the knowledge and experience required to survive in the wilderness, such as the ability to find shelter, food, and water, and also to follow tracks and hide your own. However, it can also be used to get by in more urban environments in similar ways, representing a kind of street smarts.

Force tokens are rarely used with Survival, though a force token could be used to represent finding the most straightforward way through the wilderness or something similar. Grace tokens are often used when you're trying to hide your tracks, using agility to do so. Acuity is easily the most frequently used with Survival, as perception and knowledge are of paramount importance when it comes to surviving in hostile environments.

Areas of specialty include, but are not limited to: trapping, foraging, building shelters, tracking, counter-tracking, identifying plants and animals, animal ken, and other abilities that could be used in either the wilderness or the urban jungle.

Weaponry

While Athletics can be used to fight unarmed, it takes the Weaponry skill to execute armed, close-quarters combat. Whether you're using a sword, an axe, a stout club, or even firing a gun at point-blank range, Weaponry is the skill for using weapons in melee combat.

Using a force token with Weaponry usually represents using brute strength, attacking with the intent to inflict maximum pain and physical trauma. If you use a grace token, you're attacking with finesse rather than might, using quick, flashy moves to distract your opponent while you attack vital areas. When you use an acumen token, you're fighting with your brain, using your senses and your intuition to find an opening in your opponent's defenses.

Areas of specialty include, but are not limited to: swords, axes, clubs, knives, spears, and other close-quarters implements of destruction, but you could also have a specialty in pistols or some other ranged weapon, to represent skill at point-blank shooting.