

# Extraordinary Skills Appendix

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## **Extraordinary Skills**

The abilities to pick a lock open, find a trap, conceal items upon your person to avoid detection or move around without detection are the kind of extraordinary skills that someone could have.

[to be written]

# Conceal Objects

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This skill allows a character to conceal objects on their person. A player wishing to search a character declares his intent and then goes through the motions, role-playing a search for one minute. At the end of this time the victim hands over all items.

Only small items can be conceal such as; a small purse, potion, scroll or letter, a small knife or a set of lock picks.

## Conceal Object I

A character is able to withhold two small items. A full search takes at least five minutes but finds them all.

## Conceal Object II

A character may prepare an item in advance, of which they are very familiar with, to hide so that it cannot be found. Examples of this are a small knife in a belt buckle, or a set of lock-picks on a string in the lining of a coat. This object can never be found by the normal means of searching.

Preparation of such items cannot be done on an adventure, and this is not meant to be a means of hiding loot.

A character may only have one such item prepared in this way, but can still use Conceal Object I

## Conceal Object III

As per Conceal Object II, but now a character can have two items prepared in this way, and can still use Conceal Object I

# Escapology

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This is the skill of escaping from bonds and restraints.

## **Escapology I**

This allows a character to escape from flexible restraints, such as ropes, in two minutes.

## **Escapology II**

This allows a character to escape from flexible restraints in thirty seconds, and from fixed restraints, such as manacles, in two minutes.

This also allows a character to escape the Entangle spell in fifteen seconds (so it lasts half the usual time).

## **Escape Artist (modus)**

This reduces the time it takes to escape from fixed restraints to thirty seconds.

# Locksmithing

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Locksmithing is the secret art of making and defeating locks. The skill to open locks is an in character skill. Some locked objects will actually have locks, if they do, you may not pick or force the lock using your real life skills. Other locks will merely be represented by in game indicators.

## Lock Markings

A locked object will either be actually locked, padlocked, closed or will be marked with the lock symbol:



In either case a character may only attempt to open the lock if they have the locks skill. The lock or the locked object may also be marked with a number of bars over the long arm of the L (see below) indicating the difficulty of the lock. You may not attempt to open (or lock) a lock without consulting a referee.

As per out of character markings, all such marks are placed within a square or a circle to indicate that they are not actually there but intended to inform a knowledgeable character of the appropriate information. As such it is not possible to 'discover' the meaning of these marks, nor is it possible to teach them to others.

## Level I Simple Locks



This symbol means that it is a simple (i.e. level I) lock.

## Level II Normal Locks



This symbol means that it is a normal (i.e. level II) lock.

## Level II Special Locks



This symbol means that it is trapped and unlike the T symbol, your character is aware that it is trapped.

## Level III Complex Locks



This symbol means that it is a complex (i.e. level III) lock.

### Level III Special Locks



This symbol means that there is a poison trap associated with the lock.

### Level IV Master Locks



This symbol means a master lock (i.e. level IV).

### Level IV Special Locks



This symbol marked with a metal washer indicates an obfuscated lock.

## The Locksmithing Skill

*Apprentice Locksmith III and above may ONLY be trained by a relevant NPC.*

This skill allows a character to pick or set a lock. It requires the use of a suitable physrep lock pick set to open the lock. Locks are all rated from levels one to four. A character can always open their own locks.

### Apprentice Locksmith

An apprentice locksmith is all about learning how locks are opened. It is broken down into three levels.

#### Apprentice Locksmith I

A character may spend 10 minutes (5 with masterwork tools) opening a Level I simple lock.

#### Apprentice Locksmith II

A character may spend 4 minutes (2 with masterwork tools) opening a Level I simple lock.

A character may spend 10 minutes (5 with masterwork tools) opening a Level II normal lock.

#### Apprentice Locksmith III

A character may discover a Level II special lock.

A character may spend 60 seconds (30 with masterwork tools) opening a Level I simple lock.

A character may spend 4 minutes (2 with masterwork tools) opening a Level II normal lock.

A character may spend 5 minutes opening a Level III complex lock. Masterwork tools are required.

### **Adept Locksmith**

The adept locksmith has learnt the basics of opening all but the most complicated of locks. Now they turn their attention to opening locks with special properties. Many of these skills require either masterwork or magical lock picking tools to work.

### **Adept Locksmith I**

A character may discover a Level III special lock. Masterwork tools are required.

### **Adept Locksmith II**

A character may spend 10 minutes opening a level IV master lock. Magical tools are required.

### **Adept Locksmith III**

A character may discover a Level IV special lock. Magical tools are required.

### **Lock Master (Modus)**

The lock master now understands the workings of locks to such a degree that they can now create their own locks using all the training they have had beforehand.

A Lock Master using a set of magical tools may:

- 🌀 Spend 10 minutes to open, or set a Level II or III special lock.
- 🌀 Spend 10 minutes setting a Level IV special lock.

### **Agile Fingers (Modus)**

The locksmith has opened so many locks now that he knows how to open common locks in his sleep.

Using a set of masterwork or magical tools he can now:

- 🌀 Open any Level I or Level II lock in 30 seconds
- 🌀 Open Level III complex locks in 2 minutes
- 🌀 Open Level IV master locks in 5 minutes

A lock can never take less than 30 seconds to open.

# Pick Pockets

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This skill allows a character to pick someone else's pockets.

It requires the use of a suitable out-of-character device: a bulldog clip with a length of string or cord attached. This does not exist in the game but is a purely out-of-character device for game mechanics. If you see this device not in use or on (that is clipped to) another character it is not there and does not exist. If you see it being planted, then you have observed a pick pocket at work.

The pick pocket attaches the clip to the target's clothing without being noticed. A referee will then be needed to check to see if it worked. The pick pocket nominates the target item or location and if the string reaches it without pulling the attempt has succeeded.

## Pick Pockets I

This allows a character to acquire small objects which are not touching a target's skin or inside clothing. The object must not be longer than six inches in any dimension and may not weigh more than a quarter of a pound. The string is eight inches long.

## Pick Pockets II

This allows a character to acquire objects which are inside clothing but not touching a target's skin. The string is twelve inches long.

## Pick Pockets III

This allows a character to acquire even objects that are in touch with the target's skin (including rings and pendants). The string is sixteen inches long.

# Stealth

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This skill is designed to allow a character to use their natural surroundings and suitable cover to hide their presence. A character must be suitably dressed to use this skill. Some players have good 'out of character' stealth skills, and if they wish to take advantage of this, they must purchase Stealth. Stealth cannot be used while wearing heavy armour. Stealth can be used only once per encounter unless otherwise specified. Guidance from a ref is always recommended before using this skill.

## Stealth I

The purchase of Level I Stealth is required if a character wishes to move through any form of terrain unobserved (a character may not put his hand over his head). Monsters will be informed of the ability and told to act accordingly. A character must still do their best to be stealthy and dress appropriately or there will be no effect. Stealth I can be used at all times.

## Stealth II

If a character has complete cover (e.g. behind a tree, building etc.), and not being directly observed at the time this level of the skill is used, he may place 1 hand over his head (indicating he can't be seen). The character must remain completely still or will become immediately visible.

## Stealth III

If a character has complete cover (e.g. behind a tree, building etc.), and not being directly observed at the time this level of the skill is used, he may place 1 hand over his head (indicating he can't be seen). The character can then have very limited movement (e.g. he may carefully look out from his cover), if he moves away from cover, he will become immediately visible.

## Stealth IV

If a character has good cover (does not have to be complete cover), and not being directly observed at the time this level of the skill is used, he may place 1 hand over his head (indicating he can't be seen). The character can then have very limited movement (e.g. he may carefully look out from his cover), if he moves away from cover, he will become immediately visible. Level IV Stealth and above must be trained by a relevant NPC.

## Stealth V

This is the highest level of stealth available without magical assistance. If a character has cover (this may be the terrain, undergrowth or even simply the good cover of darkness), and not being directly observed at the time this level of the skill is used, he may place 1 hand over his head (indicating he can't be seen). A character may then move (very

slowly) to alternative cover as long as he can move while maintaining a suitable level of cover (e.g. a character may move from behind 1 tree to behind another if there is undergrowth between that he can use as cover). If he moves away from cover, he will become immediately visible.

### **Extra Stealthy (Modus)**

Each time this Modus is purchased, a character is entitled to use the Stealth skill one extra time per encounter.

This Modus may be purchased a maximum of twice (giving a total of 3 uses per encounter).

### **Hide In Plain Sight (Modus)**

This allows a character to enter Stealth while being observed, provided he is within 5 feet of suitable cover, and runs directly and immediately to it (it will be considered that the character has effectively 'dived for cover' after entering Stealth). This ability can only be used once per day.

# Tracking

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This is the skill of identifying tracks and following a trail in the wilderness.

You may also use Tracking to counter the pursuit of another tracker; the more skilled tracker overcoming the other in each case.

You must inform a Ref of your intent to use this skill, though this does not obviate the need for good role-playing and sensible conduct. i.e. if other characters tromp through the tracking evidence it is likely to be harder to track.

## Tracking I

This allows a character to identify the tracks of most common creatures.

## Tracking II

This allows a character to follow a trail under normal circumstances.

## Tracking III

This allows a character to follow a trail under seemingly impossible conditions as well as the ability to deduce what took place at a particular scene.

# Trapsmithing

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Trapsmithing is the secret art of making and defeating traps. This skill is an in character skill. Some trapped objects will actually have a physical mechanism: You may not disarm them using your real life skills. Other traps will merely be represented by in game indicators.

## Trap Markings

A trapped object will either be actually equipped with a simple mechanical trap or will be marked with the trap symbol:



In either case a character may only attempt to disarm (or set) a trap if they have the traps skill. The trapped object may also be marked with a number of bars over the long arm of the T (see below) indicating the difficulty of the trap. You may not attempt to disarm or set any trap without consulting a referee.

As per out of character markings, all such marks are placed within a square or a circle to indicate that they are not actually there but intended to inform a knowledgeable character of the appropriate information. As such it is not possible to 'discover' the meaning of these marks, nor is it possible to teach them to others.

### Level I Simple Traps



This symbol means that it is a simple (i.e. level I) trap.

### Level I Special Traps



This symbol means that there is a creature associated with the trap.



This symbol means that there is a poison trap.

### Level II Normal Traps



This symbol means that it is a normal (i.e. level II) trap.

### Level II Special Traps



This symbol means that there is magical energy associated with the trap.

### Level III Complex Traps



This symbol means that it is a complex (i.e. level III) trap.

### Level III Special Traps



This symbol means that there is dischargeable energy associated with the trap.



This symbol means that there is permanent or sustained magic associated with the trap.

### Level IV Master Traps



This symbol means a master trap (i.e. level IV).

## The Trapsmith Skill

*Apprentice Trapsmith III and above may ONLY be trained by a relevant NPC.*

This skill grants a character certain information regarding traps. It also assists in their disarming and setting. It is not intended to substitute role-playing, the disarming process and disarming traps will require a phys rep tool kit. Traps are all rated from levels one to four. A character can always disarm his own traps.

### Apprentice Trapsmith

The apprentice Trapsmith learns about how to discover and disable simple normal traps.

#### Apprentice Trapsmith I

A character may discover a Level I simple trap.

A character may spend 10 minutes (5 with masterwork tools) disarming a Level I simple trap.

#### Apprentice Trapsmith II

A character may discover a Level II normal trap.

A character may spend 4 minutes (2 with masterwork tools) disarming a Level I simple trap.

A character may spend 10 minutes (5 with masterwork tools) disarming a Level II normal trap.

### Apprentice Trapsmith III

A character may discover a Level III complex trap.

A character may spend 60 seconds (30 with masterwork tools) disarming a Level I simple trap.

A character may spend 2 minutes (4 with masterwork tools) disarming a Level II normal trap.

A character may spend 5 minutes disarming a Level III complex trap. Masterwork tools are required.

### Adept Trapsmith

Having learnt the basics of disarming traps, the adept can now go on to setting traps of his own, or learning how to spot special traps. All abilities of the adept Trapsmith require masterwork or magical tools.

#### Adept Trapsmith I

A character may discover a Level I special trap.

A character may spend 10 minutes setting a level I simple trap. Masterwork tools are required.

#### Adept Trapsmith II

A character may discover a Level II special trap.

A character may spend 10 minutes setting a level II normal trap. Masterwork tools are required.

#### Adept Trapsmith III

A character may discover Level III special traps.

A character may spend 10 minutes setting a level III complex trap. Masterwork tools are required.

A character may spend 10 minutes disarming a Level I special trap. Masterwork tools are required.

### Master Trapsmith (Modus)

The character has now spent a career of learning how traps are created and removed. With such a good working knowledge they move on to the hardest of all traps. All skills in this modus chain require the use of magical tools.

#### Master Trapsmith I

A character may discover a Level IV master trap.

#### Master Trapsmith II

A character with magical tools may spend 10 minutes disarming a Level IV master trap.

### Master Trapsmith III

Fluent with the language of traps to such a degree, weaving their hands through complicated pulley systems, the master Trapsmith at this level can pull off truly amazing feats.

The Master Trapsmith III can now:

- ☞ Spend 10 minutes to temporarily disable a Level I, Level II or Level III Special Trap. While disabled, the trap will be inactive *only* for the character that disarmed it. The trap will be disabled for a period of ten minutes.
- ☞ With the aid of a magic user you can spend 10 minutes to disarm or set a Level II or Level III Special Trap. In attempting to disarm a trap of this nature the right type of magic user may be required.
- ☞ You may spend 10 minutes setting a Level IV Master Trap.

### Agile Body (Modus)

The Trapsmith has opened so many traps now that he knows how to open common traps in his sleep.

Using a set of masterwork or magical tools he can now:

- ☞ Disarm a Level I Simple or Level II Normal Trap in 30 seconds.
- ☞ Disarm a Level III Complex Trap in 2 minutes.
- ☞ Disarm a Level IV Master Trap in 5 minutes.

A trap can never take less than 30 seconds to open.