

## Miscellaneous Abilities

These Abilities are entirely optional and your GM may or may not allow their use.

### Resources

This represents the chance that the character will own and be carrying (or have stored nearby) an item of equipment, herb or piece of clothing that he or she wishes was already written down on their character sheet! Heroes with high Resources are adept at fashioning useful things from the most unlikely sources (McGyver anyone?) or squirreling away seemingly unimportant items for just the right occasion.

### Wealth

This Ability is a rough estimate of the hero's value in cold hard cash. If he or she needs to buy an item at short notice, use this Ability. Wealth is never used for day-to-day acquisitions like food, ale or replacement clothing. This sort of consumerism is assumed to happen 'off screen' automatically. If the hero needs to buy a sword (and the GM decides it would be amusing for this not to be an automatic action) use Wealth.

Both Resources and Wealth range from zero (0) upwards based on the Careers chosen by the player. Simply add up the numbers in the 'R' (Resources) and 'W' (Wealth) columns for the hero's Careers. Add the number for each three *full* levels the character has in the Career.

*Example: If a character has the Noble Career at levels 0-5 his base Wealth derived from that Career is two. If his Noble level increases to 6 the Wealth level will increase by a further two points.*

Resources and Wealth are used in the same manner as any other game ability; the GM sets a difficulty level based on the player's description of his or her character's activity and the player makes a dice roll.

R	W	Career	Example Skills
		Alchemist	Potions & Perfumes, Plant Lore, Poisons, Medicines, Metallurgy and Distilling
1		Assassin	Silent Strike, Gather Information, City Lore, Persuasion & Intimidation, Poisons, Lockpicking and Fast Reflexes
2		Barbarian	Wilderness Lore, Berserk Rage, Riding, Survival, swimming, Intimidation and Natural Instincts
	1	Blacksmith	Make Weapons & Armour, Repair, Metallurgy, Weapon Lore and Bartering & Haggling
		Farmer	Plant Lore, Animal Lore, Animal Handling, Repair, Cooking and Trading
		Gladiator	Showmanship, Tactics, Weapon Lore and Fast Reflexes
1		Hunter	Wilderness Lore, Trapping, Survival, Tracking and Stealth
1	1	Mercenary	Survival, Riding, Intimidation, Carousing and Weapon & Armour Repair
	2	Merchant	Trading, Persuasion, City Lore, Guilds and Knowledge of Distant Lands
		Minstrel	Singing, Storytelling, Performance, Legends, Fast Talk and City Lore
	2	Noble	Credit Rating, Court Contacts, Bribery, Leadership, Dress-Sense and Etiquette
1		Physician	Literacy, Poisons, Plant Lore, First Aid and Diseases
		Pirate	Climbing, Sea Lore, Navigation, Swimming, Ship Handling and Knowledge of Distant Ports
		Priest or Druid	Legends, Ancient Lore, Theology, Astronomy and

			Literacy
		Scribe	Literacy, Ancient Lore, Languages and Cartography
1		Slave	Begging, Humility, Stealth and Listening
		Soldier	City Lore, Intimidation, Riding and Authority
		Sorcerer	Astrology, Astronomy, Legends, Literacy, Arcane & Ancient Lore and Spell Casting
1		Thief	City Lore, Burglary, Stealth, Lockpicking, Guilds and Picking Pockets
		Torturer	Intimidation, Medicines and Killing Blows
1		Wench	City Lore, Seduction, Carousing and Picking Pockets