

Bloodshed

Base Cost: 100
Stat: STR

Skill Type: Warrior
Default: Non

This Skill allows the Warrior to deal extra damage with a single forceful blow. Each time the fighter makes a lethal attack with his weapon he may also roll a bloodshed check, if successful the warrior gets +1 to damage for each dice rolled applied to each die of lethal rolled for the attack.

Graceful Fighting

Base Cost: 25
Stat: COM

Skill Type: Warrior
Default: Non

This Skill allows the warrior to become more elegant when fighting. Other than to make the fighter look cool, this skill has no real effect on combat.

Drinking

Base Cost: 20
Stat: HEA

Skill Type: Dwarf
Default: Non

This skill allows the drinker to more eloquently ingest his drink. Each die successfully made reduces the HEA check required to keep drinking. (due to his built up tolerance) additionally other checks can be made to look cool while drinking. This skill does not help walking or other activity impaired by drinking.

Billiards

Base Cost: 25
Stat: AGI

Skill Type: Auger
Default: Non

This skill is required to play the game using more the just luck. Each player rolls his rank in the skill in d6 during a match the higher total wins the match. A player with no billiards skill gets 1D6.