

**Medium armor skill**

STAT: STR  
BASE: 200  
Default: 2

This skill allows the wearer to reduce the number of dice to perform difficult maneuvers in medium-weight armor. The wearer can use this skill in one of four ways: to increase movement rate, to reduce the number of physical penalty dice associated with a particular type of armor, to be able to stand up as a 1/5 movement action, or to perform basic acrobatic maneuvers such as somersaults and rolls. The associated checks are as follows:

Increase movement rate :1d6 per extra 10 feet of movement  
Decrease physical dice :2d6 per die to reduce  
Stand up quickly :2d6  
Basic acrobatic maneuvers:GM discretion

Medium-weight armors include chain mail, brigandine, and scale mail.

**Heavy armor skill**

STAT: STR  
BASE: 250  
Default: 3

This skill allows the wearer to reduce the number of dice to perform difficult maneuvers in heavy-weight armor. The wearer can use this skill in one of four ways: to increase movement rate, to reduce the number of physical penalty dice associated with a particular type of armor, to be able to stand up as a 1/5 movement action, or to perform basic acrobatic maneuvers such as somersaults and rolls. The associated checks are as follows:

Increase movement rate :2d6 per extra 10 feet of movement  
Decrease physical dice :2d6 per die to reduce  
Stand up quickly :2d6  
Basic acrobatic maneuvers:GM discretion

Heavy-weight armors include banded mail, plate mail, and full plate mail.

**Stalking**

STAT: CSE

BASE: 150

Default: 4

This skill allows the stalker to be able to follow a target through a crowd with the intent of gathering information or possible malevolent interception. It allows a user to be able to blend himself into a crowd but still observe his target. This skill does not allow the stalker to Move Silently or Hide; it just allows them to follow or approach someone unnoticed. This skill is intended for use in an urban setting more than rural.

Another use of this skill is to detect whether you are being followed by a stalker. This is done via an opposed die roll; if the stalked target has the higher roll they have noticed the stalker.

If a stalked target does not have the stalking skill, they must make a Perception check in dice equal to 2 plus the number of dice the stalker used for his stalking check.