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Skills: A Quick Introduction

In the Aeon system, a listed skill is defined as something your character can do which has mechanics written around it. As such, the only skills which will be listed on your sheet are those that have some mechanical purpose. **This does not mean that the list is exhaustive and fully representative of everything your character is.** Your character is considerably more than a stat line.

What Skills give you, and what they don't

As with all things in LARP, the more you put into your role-play, the more you will get out. Some Skills bestow simple mechanical benefits such as being able to open locks that other characters can't. Most, however, require a level of research and inspiration from the player.

For example: If your character has a *Knowledge*:* or *Academics*:* skill, it is up to you, the player, to do your own research and revision on their specialist subjects. Although the skill description does say that *Academics* or *Knowledge* "gives you the ability to ask refs for information", we will only answer specific questions and will only answer in as much detail as your question demands.

An in-game example might be a character that possesses *Knowledge: Pottery*. If the player asks "What's that?" in relation to a flowerpot, it's going to return the answer "Well, it looks like a flowerpot to me". If they take the time to read up beforehand, look over the flowerpot IC, and ask specific questions then the Ref might reveal something interesting. This may be something about the creator from the maker's mark or something strange about the glaze.

Information is not going to be spelled out and its significance is up to you to decide. At the end of the day, you should do as much "revision" as is necessary to be able to hold a casual conversation with another player-character. Refs should only be called upon for the unusual stuff.

This extends to a wide variety of Skills including, but not limited to: *Art**, *Craft**, and *Evaluate**.

Building your own character

Most characters in Aeon events will be created by the Refs. As such, they will have stat lines and Skills already assigned to them. However, input into potential Skills is possible.

Anything written in specific skill descriptions supersedes anything bullet-pointed here, but this should provide a handy guide to assigning skills, particularly if you are creating your own character:

- Unless stated in the skill description, skills can be "bought" at the straightforward rate of 1 skill = 1 slot. If you find yourself wondering why all skills are balanced so equally, well, there's just no telling what might become useful over the course of an event.
- Skills which have asterisks after them (meaning they can be better tailored to match your character), can be stacked. It is possible, for example, to have multiple fields of expertise in *Academics* or *Knowledge*, or if you're playing an especially artistic character, then you might want to take multiple *Arts*.
- Skills without asterisks cannot be stacked. Having two slots occupied by *Pick Lock* is not going to make you twice as fast at picking locks as the next petty thief. Having multiple *Pot Lock* or *Jack-Of-All-Trades* will not multiply the amount of times and length of times you can randomly recall hitherto forgotten physical or mental knacks.
- Language skills are a bit weird and different.

We are completely open to players creating their own skills, but we'd ask that you talk to us beforehand and that you read the relevant section on the Aeon Horror website to ensure that your idea is appropriate and/or cannot be incorporated into an existing skill.

Characters for weekend events will have 6 skill slots; characters for 1-day events will have 4 skill slots.



Skills

Academics: *

*1 skill: 1 slot. Can be bought multiple times with * variations*

Subjects delivered through structured schooling. Academics covers all knowledge which has been learned in a formal manner, in a formal setting. This could be esoteric or mundane in nature, but odds are that you have a qualification or a professional placement as a result of it. Academics covers: degrees, professional certification, or formal tuition. As a rule of thumb, if it can be found on a university syllabus, it counts as Academic.

Mechanically, Academics in a field gives you the ability to ask refs for information, although please note that the more specific or informed your question is, the more specific the response will be.

Using Academics to enhance your [Languages](#)

A relevant Academics skill can give you “free” languages at basic level providing you have bought a relevant Language group already – i.e. buying *Academics: Law* without *Languages: Ancient/Classical* means the Refs will acknowledge your character will know their a posteriori from their a priori but will not give them wider understanding of conversation or grammatical structure. If you have bought *Academics: Law* and also *Languages: Ancient/Classical*, you get Latin at basic for free. Another example may be *Medicine* which will grant you Ancient Greek and Latin, both at basic.

Aggressive Combat Skills

There are skills which are only functional when used in a combat context. In this case “combat context” can refer to anything from being in the thick of it, to starting or finishing something. As your combat stats simply show your proficiency, skills are a good way of showing those extra special talents that your character might have.

Aggressive combat skills are an exception rather than a rule and represent a character who has experience of violence or training with a view of violence in their past.

Ain't Dead yet

1 skill: 1 slot. Can only be bought once.

You can make attacks while on 0 or below Health. You may not use any other combat skills while doing so, just standard attacks.

Blaze Away

1 skill: 1 slot. Can only be bought once.

[Firearms] Nothing exceeds like excess, and you can blaze away with abandon. You'll at least hit something. In order to use this skill, you must perform your usual combat countdown. You can then fire your gun three times, but this only counts as one shot as the implication is that you're performing a burst fire. If at least 2 of the caps go off, you can add +1 to your damage score. For example: if you have a gun that would usually do 6 points of damage to an opponent, if you use *Blaze Away* and two or three caps sound, you will actually do 7 points of damage. It chews through ammo like a mother fucker, but you cause more damage to your opponent.

From The Hip

1 skill: 1 slot. Can only be bought once.

[Firearms] Shots may be taken without drawing a firearm to eye level, allowing shots from the hip, under the table shots, etc. The shooter must be able to see their target.

Move and Shoot

1 skill: 1 slot. Can only be bought once.

[Firearms] Your aim holds steady while you advance. This allows movement at a slow walking speed while counting out or holding an attack.

Quickdraw

1 skill: 1 slot. Can only be bought once

[Firearms] You've already sized the shot up and played through it in your mind before your hand even carries to the holster, so the action is lightning fast. This allows the offensive count to be completed without the weapon being drawn, so when the weapon is drawn the attack can be made immediately. Usual rules for holding attacks and changing targets in a count apply.



Right/Left Hook

1 skill: 1 slot. Can only be bought once.

[Melee] You have already sized up your opponent and calculated your opportunity. You can count down your melee attack without adopting a combat stance and can strike your opponent before they are even aware of your intent.

Target Switch

1 skill: 1 slot. Can only be bought once.

[Firearms/Melee] Allows changing targets during aiming or holding both melee and firearms attacks.

Weapon Specialism: *

*1 skill: 1 slot. Can be bought multiple times with * variations*

[Firearms/Melee] You are particularly proficient in the use of a particular weapon which grants you +1 bonus whenever you use it in a combat situation.

Art: *

*1 skill: 1 slot. Can be bought multiple times with * variations*

Art is the act of meaningful expression; this can range from theatrical, to musical, to artistic creation of any kind. Any character can pick up a book and read it aloud just as any character can pick up an instrument and play it. However, if you have a skill, it may be that there is something unusual or unique about your talent which marks it out. This could be to your advantage or disadvantage; it is highly dependent on circumstances. Art* skills require phys-repping on the part of the player. Refs will steer clear of assigning Art skills to players who will not feel comfortable or capable of presenting them. Refs will not dictate how “good” or “bad” you are, but if the circumstances are right, you might find that there are unusual effects from your work.

Art might cover (but will not be restricted to) any of the following: Dance, painting, drama, comedy, poetry (reading), magic tricks, sculpture, singing.

Crack Safe

1 skill: 1 slot. Can only be bought once

On any safe there will be a purple envelope which can only be opened by people with this skill. It will detail the requirements for opening the safe such as equipment and time. If you have the combination for the safe, of course, this skill is redundant.

Craft: *

*1 skill: 1 slot. Can be bought multiple times with * variations*

Craft is a character’s skill to make something. Dependent on the craft, this can be shaped by state of mind, materials at hand, or broader environmental circumstances. Craft is an enormous heading which covers the creation of a *thing* from components; as such, it can be chemical, mechanical, etc. It can require as many or as few components as possible; it is the skill of the creator and its intended purposes which will define the success of the skill. Crafting will take time, materials and purpose. As such, a degree phys-repping will be necessary.

Evaluate: *

*1 skill: 1 slot. Can be bought multiple times with * variations*

Evaluate enables you to gauge the worth of specific items, or categories of items. Depending on your outlook or, perhaps, your trade, you might value an item for how much it could be sold for in a common main street shop, or you might come from a more... *specialised* angle. Value may translate to scarcity, religious importance, the strength of the market, or emotional investment. While the common man on the street might not place much stock in that hideous carving, you happen to know a couple of well-off clients who’d tear each other’s limbs off for the chance of owning it. Value will be relayed to you by a ref and will be given in terms appropriate to your particular angle.



Drive: *

1 skill: 1 slot. Can only be bought once

You can drive a specified vehicle with exceptional proficiency.

Get Under Skin

1 skill: 1 slot. Can only be bought once

Allows you to consult with a ref to try and figure out what another character's Flaw is even if they're not using it at the time; this requires a minimum of 1 hour of casual observation. Works in opposition to [Mother's Instincts](#). Talk to a ref before using this skill – the 1 hour period begins once a ref is aware.

Healing

All trained medical skills are referred to in our skill list as “healing” rather than “medicine”, because *Medicine* is a skill in its own right (please see below). There are three key healing skills:

First Aid

1 skill: 1 slot. Can only be bought once

First Aid is basic medical attention that doesn't require the individual to know specifics about human biology, just the treatments that work. You may, after 2 minutes of treatment, restore 1 wound per incident of wounding (fight, or other accident). This will also staunch bleeding if applicable.

Medicine

1 skill: 1 slot. Can only be bought once

Medicine is knowledge of how to use Medicines to treat ailments. This skill allows you to restore 1 point of health to a patient, which stacks with *First Aid / Surgery* (see below). While this requires suitable prop medicines, it only takes as long as it takes to get the medicine into the patient. Medicine can also be used for other effects, dependent on what's in the doctor's medical kit, which may include things that can: purge someone of poisoning (ref discretionary); restore consciousness (but not Health); restore *temporary* health (cocaine is a hell of a drug), etc, etc.



Eli Yudin
@eliyudin

Being an old-timey doctor would rule, just drunk as hell like "yeah u got ghosts in your blood, you should do cocaine about it"

Surgery

1 skill: 1 slot. Can only be bought once

Surgery requires a more advance knowledge of anatomy and procedures, and allows the restoration of a further point of Health by way of removing shot, sewing gashes, and suturing spurting blood vessels. Restores 1 health point per incident of wounding.

“I know a man...”

1 skill: 1 slot. Can only be bought once

You're a bit of a wheeler-dealer – a geezer, if you will – and you've made contacts and allies wherever you've gone. Respect and fear are one thing, but a person's loyalty forced under those circumstances lasts only as long as you have the strength to back it up. You're a friend to a great many and there's a genuine sense of partnership in your undertakings. As a result, you know a great many people who can do a great many things and a great many of those people would be only too happy to help you out if you needed a favour. Not without doing something for them in return, of course, but then that's just good business. This skill enables you to call on outside contacts to help in a situation, be that with information, resources or other less immediate favours. The skill is dependent on circumstance and will require the player to blag how they should know the individual/organisation/other they intend to use. As with a [Knowledge](#) or [Academics](#) skill, you should consult a ref for specific information where appropriate.



Jack-of-all-trades

1 skill: 1 slot. Can only be bought once

You might have led an interesting and varied life with a multitude of careers, or you may be the sort of ever-inquisitive and experimental sort of person who's happened to pick up a little practical knowledge about a lot of different things. Jack-of-all-trades enables you to perform a physical skill which is not on your character sheet. It can be used once in a 24-hour period (which is refreshed by a good night's sleep). Mechanically, this means that should you find yourself up against a locked door without a [pick lock](#) skill, you might suddenly recall an instance in your background when you overheard someone say something about aligning tumblers and displayed a particular sort of wrist movement with a hairpin that was always guaranteed to work.

This skill requires two things to work: firstly, you need to talk to a ref beforehand and explain why your character should be able to display this hitherto unknown skill (the blag just mentioned would be a good example, but the more of a story you're able to work around it, the greater your chance of success!); secondly, you must also have the appropriate equipment to hand. It's no good saying you're an expert picker of locks based on that blag if you're then unable to get your hands on a hairpin. Additional brownie points might also be given if you find cause to exposition to any assembled players the story you've given the refs.

Once the skill has been used (successfully or unsuccessfully) your character will then forget it as easily as they recalled it. Please note: this skill is restricted to practical physical skills and not to artistic or performance-related talents.

Knowledge: *

*1 skill: 1 slot. Can be bought multiple times with * variations*

Less formal than *Academics**, Knowledge covers topics a character has learned through life experience and interaction with the world and subjects, rather than something which has required examination. Knowledge can cover anything from "on the job" learning, local lore or family tales. It is a developed awareness or proficiency. Knowledge, given its more subjective nature, may differ from person to person as perspectives clash. Knowledge also differs from *Academics* in that it's possible to have very narrow, specific Knowledges rather than broad subject overviews. Knowledge: Knots, for example.

There are too many Knowledges to list in their entirety, but expect to see such Knowledges as: Christian liturgy, local area, gardening, folk tales.

Mechanically, Knowledge in a field gives you the ability to ask refs for information, although please note that the more specific or informed your question is, the more specific the response will be.

Languages: *

*1 skill: 1 slot. Can be bought multiple times with * variations*

Unlike other skills which operate on a one slot = one skill basis, Languages are a little more complicated as we want the flexibility for players to create talented linguistics without losing all their slots. When buying languages, one's native language is, of course, free. However, this is the only freebie, and if you're playing someone who speaks a foreign language as a first language, English should probably be taken to allow communication with the rest of the players.

If you can speak a language, you will be given a card which you must hold up clearly so everyone who might be able to overhear can see. The card will show the flag of the language's country, or something pictorially relevant in the case of languages not tied to a specific geographic area.

Please note: if, OOC, you happen to be fluent in a language, bear in mind that the player you are talking to might not be!

How it all works

There are a total of three Language groups you can purchase (Modern, Ancient/Classical and Obscure) which each occupy one skill slot. Buying one or more of these groups gives you points to spend on relevant languages within that group (3, 2, and 1 respectively). Language points can be used to purchase the languages your character knows up to one of three rankings: Basic (costs 1), Good (costs 2) or Fluent (costs 3). If you want to get more points, then you should acquire the additional skill of Polyglot and/or Linguistics or acquire appropriate Academic skills (see 'Using Academics to enhance your Language' for detail on this).

	Modern Languages	Ancient/Classical Languages	Obscure Languages
Starting points:	3	2	1
Effect of Polyglot:	Doubles previous total	n/a	Doubles previous total
Effect of Linguistics:	Doubles previous total	Doubles previous total	Doubles previous total
Total maximum points:	12	4	4



On the surface of things, it might look like Ancient/Classical Languages gets a raw deal. However, [Academic](#) specialisms can give you “free”, relevant Languages at basic level depending on what you might have studied and Ancient/Classical Languages are the ones most likely to benefit from that (Law, Medicine, Classics, History, etc). If you want to learn more about that, see the “Using Academics to enhance your Language” section under [Academics](#).*

Languages: Modern

1 skill: 1 slot. Can only be bought once. Can be supplemented with other Language/Academic skills.

A Modern language is any language that is recognised as an official language by at least one country; if you can imagine the language being widely spoken as a first language during the era in which a game is set, then it qualifies as a Modern Language. Modern languages are accessible to learn (subject to your character history). Example modern languages may include: German, French, Italian, Mandarin, Spanish, or Japanese. Buying the Modern Languages group skill gives you 3 Language points to spend on appropriate languages as defined. This can be doubled with the Polyglot skill, or the Linguistics skill, or if a relevant Academics skill is possessed.

Languages: Ancient/Classical

1 skill: 1 slot. Can only be bought once. Can be supplemented with other Language/Academic skills.

An ancient or classical language is one that is not widely or commonly spoken. Ancient and Classical languages may remain in use for scientific, legal, or ecclesiastical functions and familiarity with them would generally indicate a character whose interests lie in one of these fields. Example Ancient and Classical languages may include Latin, Ancient Greek, or Sanskrit. Buying the Ancient/Classical Languages group skill gives 2 Language points to spend on appropriate languages as defined. Points may be doubled with the Linguistics skill, if a relevant Academics skill is possessed (e.g.: History, Classics, Law, etc.).

Languages: Obscure

1 skill: 1 slot. Can only be bought once. Can be supplemented with other Language/Academic skills.

Obscure languages may still spoken (or indeed written), but by only a very few people, and they have not been the subject of much, if any, widely-known academic scrutiny. Ask a ref whether the language you want to speak counts as Obscure. Example Obscure Languages might include: Breton, Proto-Indo-European, Ogham. Buying the Obscure Languages group skill gives 1 Language point to spend on appropriate languages as defined. This can be doubled with the [Polyglot](#) skill, or the [Linguistics](#) skill, or if a relevant [Academics](#) skill is possessed (e.g. Archeology).

Within these groups are as many languages as you could possibly think of, each coming in Basic, Good, and Fluent grades; it is up to you to decide how you allocate your points. If you buy Modern Languages, for example, then you can buy three languages at basic, or one at basic and one at good, or one at fluent. There are no hard or fast mechanics about how a level should be enacted, but these are the reasonable Role Playing guidelines:

Basic	Good	Fluent
Costs 1 Language Point	Costs 2 Language Points	Costs 3 Language Points
Speaking: You can say, hello, goodbye, and conduct conversations if the speaker talks v-e-r-y slowly and uses words you're familiar with. Basic familiarity with a language should lead to prolonged pauses, gesticulation, copious apologies, and trying to use words from a very limited vocabulary to convey meaning. Feel free to throw in random syllables and nonsensical sentences.	Speaking: You're comfortable with your ability to communicate and can talk around subjects whose proper words might not be known to you. Again: pauses, clunky phrasing and inappropriate phrases/words all apply, but faster speech and more complicated tenses are also allowed. Lots of gesticulation and pauses for thought would also be expected	Speaking: You can speak like a native. Conduct conversations with ease and fluidity, but allow yourself to stumble over the occasional chewy phrase for the sake of showing imperfection (“How you say....?”).
Reading/Translating: Please talk to a ref as you will be informed of what you can read. Unfortunately, your small exposure to the language will only give you those words you already know, so expect a lot of "this", "that", "yes", "no", "holiday" and "swimming pool". If you work with another person with Basic	Reading/Translating: Please talk to a ref as you will be informed of what you can read. As you're a few years' worth of experience ahead of a Basic character, your pool of words is going to be significantly increased. Odds are that you will be able to get a firmer grasp on what it is you're	Reading/Translating: Please talk to a ref and you will be informed of what you can read unfamiliar words (when they occur) left in their original language. Some words, after all, might not translate at all. It is hoped that with the context your extra level of skill provides, you



knowledge of the language, however, then it will get you both a little more information. This is subject to ref discretion, but likelihood is that with a display of concentrated RP, you will be presented with further information on a level with a Good ranking character.	reading but, as with Basic, you're going to be stumped by those words you've never had cause to encounter. If, however, you work with another person of Good ranking, you might just be able to piece something more together. This is subject to ref discretion, but likelihood is that with a display of concentrated RP, you will be presented with the same translation that might be handed to a Fluent ranking character.	should be able to whittle out meaning if it's there to be found.
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Polyglot

1 skill: 1 slot. Can only be bought once.

Some people's brains are just wired better for picking up and using languages practically. You are one of those lucky ones. This skill doubles Language Points available for learning Modern and Obscure languages should you buy either one or both of those skills. Polyglot is a natural talent and does not necessarily go hand-in-hand with any formal tuition.

Linguistics

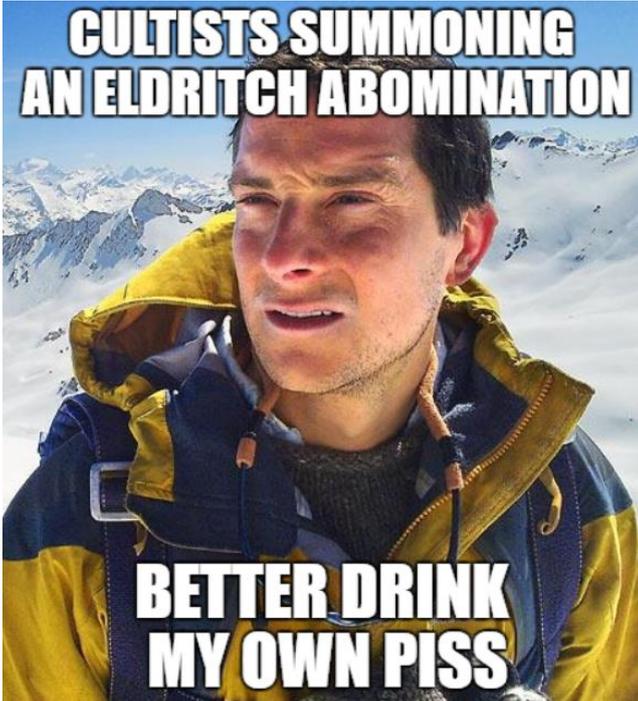
1 skill: 1 slot. Can only be bought once.

Some people might not have a natural ability with Languages, but they do have a great deal of fascination and love for them. Although Linguistics is technically an Academics or Knowledge skill, we have separated it out as it has a discrete effect on your language points pool. Linguistics doubles language points available for learning Modern and Ancient/Classical and Obscure languages should you buy one, two or all of those skills.

Mother's Instincts

1 skill: 1 slot. Can only be bought once

Allows you to consult with a ref to try and figure out what another character's Coping Mechanism is even if they're not using it at the time; this requires a minimum of 1 hour of casual observation. Works in opposition to [Get Under Skin](#). Talk to a ref before using this skill – the 1 hour period begins once a ref is aware.



Outdoor Survival

1 skill: 1 slot. Can only be bought once

For whatever reason, you've had cause in your past to come to grips with a more basic, needs-driven lifestyle. A far cry from the luxury of central heating and pre-prepared food, you know how to build a shelter, build a fire and keep yourself alive. Outdoor Survival grants you basic techniques; feel free to discuss with a ref what you might be capable of in a given circumstance.

More specialised skills such as [Craft: Trap](#), for example, might be given separately where your character has a particular expertise in an area and will guarantee greater success. With the Outdoor Survival skill, though, you've got the basic knowledge there. You may require a little more time to get it perfect, though.

Drinking your own piss is not mandatory and cannot be endorsed by the event organisers.

But you do you.



Passive Combat Skills

Some combat skills don't involve wielding weapons or inflicting damage. Some characters might be unusually skilled in avoiding exactly that sort of situation.

Dodge

1 skill: 1 slot. Can only be bought once

You are a limber fighter or an otherwise dextrous individual, who tends towards the "don't get hit" school of combat. Three times in a given 24 hour period (which is refreshed by a good night's sleep), you may call "Dodge" to entirely evade a single melee attack. If you were you yourself counting out a melee attack, then performing a dodge does not break your count. Dodge does not allow the evasion of grapple attempts, or firearm attacks.

Escape

1 skill: 1 slot. Can only be bought once

The Escape skill allows you to escape from a successful grapple; to do this call "Escape!" and move away from the player or players grappling you. If you do not move away, they can grapple you again. If you move towards another player who wishes to grapple you, they may do so. You can do this in any 24 hour period (which is refreshed by a good night's sleep) three times.

If you are grappling somebody who uses the Escape skill, you must give them the opportunity to move away before you may attempt a new grapple.

Escape can also be used outside of a combat context. If a character with the Escape skill is bound, if they are given 1 minute of uninterrupted work, they can release themselves. If they're caught again, however, then it's tough luck, and they'll have to start again (if given the chance). Escaping from binding is not a limited skill and can be used as many times as necessary. It might, however, be opposed by another character's skill of relevance. It is ref discretion as to how long it will take you to escape if your capturer makes it known that they are putting in additional effort with a skill of their own (*Knowledge: Knots*, or *Restrain* for example).

Restrain

1 skill: 1 slot. Can only be bought once

If you enter into a grapple with the specific intention of restraining your opponent you get a +1 to your grapple call if you have this skill. This is listed as a Passive Combat Skill because it is not intended to damage your opponent, but bring a peaceful end to a conflict.

Restrain can also be used outside of a combat context. If a character with the Restrain skill has cause to bind another player (using whatever materials are at hand), they will do so more successfully than a character without. Success is up to ref discretion, but your skill will be taken into account if your bound victim tries to wriggle free. With a skill of Restrain, it is broadly assumed that (unless they display great ingenuity), they will not succeed.

Pick Lock

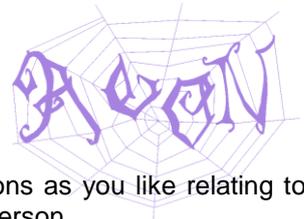
1 skill: 1 slot. Can only be bought once

Having the pick lock skill enables you to get around a lock without a key or brute force. On every door or item which possesses a lock, there will be a purple envelope which can only be opened by people with this skill. It will detail the requirements for opening the lock such as equipment and time. You do not have to tell a ref if you perform this skill (that would, after all, defeat the purpose of sneaking around), but you must fulfil the criteria as described ("Requires 1 minute uninterrupted time with correct tools", for example).

Potluck

1 skill: 1 slot. Can only be bought once

It could well be that you are an intellectually inquisitive or long-learned individual who has the sort of mind that happens to seize upon titbits of knowledge (scholastic and otherwise), and are prone to recalling peculiar facts at unusual times. Once in a 24-hour period (which is refreshed by a good night's sleep) you call upon a hitherto unspecified Academic or Knowledge skill by talking to a ref. You will need to specify the area of Academics or Knowledge that you want to call upon (be specific!), and come up with a reason as to why you should know about that area; the better the blag, the greater your success. As with [Jack-of-all-trades](#), if you can then slip this exposition into play, there will be hypothetical brownie points.



A successful blag will grant you 15 minutes of opportunity to ask a ref as many questions as you like relating to that subject. This could be in relation to a situation, about a specific object, or maybe even a person. The main restriction with this is that it must be a subject which you have been able to come across in what is – for your character – an average day. Your character must have good reason to have passing acquaintance with a subject, so reaching for something which scholars of several decades or more are still uncertain over will not work.

Ride Horse

1 skill: 1 slot. Can only be bought once

You can ride a horse, should one be made available.

It may even be an unusually lovely horse.



Torture

1 skill: 1 slot. Can only be bought once

Torture is the (some would say) sophisticated art of putting a subject under duress. Often by hurting them. Under such stresses, subjects are generally more pliable, and more willing to do or say whatever is needed to make it stop, although the actual extraction of the information is always down to the inquisitor's guile. An act of torture works by inflicting controlled damage to a subject's Health and Sanity. After every 5 minutes of torture, the subject will lose 1 point of Health.

The outcome of this is the infliction of Threat levels:

- As soon as the torture begins (which may involve binding, confining, or other subdual) the victim is on Green level.
- After 10 minutes of torture they should be informed that they are on Yellow level
- If the torture continues a further 20 minutes (total of 6 points of Health lost) they are on Orange level threat.

A torture "scene" is not a light thing to be a part of, and should be well and *mindfully* (i.e. of the subject's OoC comfort) roleplayed throughout, by both torturer and subject.