

Skills

A skill is a particular kind of work that requires specialized training or knowledge.

Assigning Skills: Give your character any skills that are appropriate. When first creating your character, you don't have to write down every single skill your character has (the list could be quite long). Instead, focus on the skills that really define who your character is at the start of the adventure. As always, discuss your character's skills with the other players.

Proficiency: On the character sheet, each skill slot has two fillable circles. These represent the character's proficiency with the skill:

- **Apprentice (no circles filled):** The character has some experience with this skill, and can attempt to perform it. Many skills don't need to be recorded at this rank (i.e. things anyone with reasonable intelligence or common sense can attempt). However, many skills are impossible without at least this level of training.
- **Journeyman (one circle filled):** The character has considerable experience with this skill and gains a +1 bonus on checks with it.
- **Expert (both circles filled):** The character has mastered this skill through copious experience, and gains a +2 bonus on all checks with it.

A skill may involve a wide variety of tasks, but all are performed in service to a singular purpose. **Proficiency with a skill only applies if both the following conditions are met:**

- The task at hand must be something regularly performed as part of the skill.
- The task at hand must be in service of the skill's purpose.

Change

As you adventure, situations may place unexpected demands on your character. In response, you may find you need to change something about your character. Any change to your character falls into one of two categories:

- **Player Discoveries:** These are things you discover about your character. As you get to know your character better, you'll become aware of things that are already true of your character and should be recorded. Discuss these briefly with your group before writing them down. These changes shouldn't change the past, and shouldn't be referenced in the story – after all, your character didn't actually change, just your knowledge of it did. If the change is so significant that you can't make it without invalidating past gameplay events, consider making it a character discovery instead.
- **Character Discoveries:** These are things your character discovers about himself. These changes actually happen, and should be part of the story. Traumatic events, overwhelming odds, and training sprees (montages...) are some examples of events that might trigger character discoveries.