

<i>Brawn</i>	<i>Base</i>	<i>Effective</i>	<i>Group</i>	<i>Speed</i>		<i>Harmony</i>	<i>Base</i>	<i>Effective</i>	<i>Group</i>	<i>Speed</i>	
Acrobatics/Climb	_____	_____	_____	3/1	<i>Speed increases by _____ (÷2 squares)</i>	Animals/Wilderness	_____	_____	_____	0	<i>Animal control has _____ skill</i>
Melee/Press	_____	_____	_____	2	<i>Attacks injure _____ more opponents</i>	Block/Dodge	_____	_____	_____	3	<i>Reduce ranged attacks by _____</i>
Shoot/Throw	_____	_____	_____	0 or 1	<i>Point blank range is _____ (×3 squares)</i>	Exit/Escape	_____	_____	_____	4/2	<i>May ignore _____ group members</i>
Wrestle/Disarm	_____	_____	_____	1	<i>Can endure _____ more major losses</i>	Perception/Etiquette	_____	_____	_____	1	<i>Reduce surprise attacks by _____</i>
<i>Brains</i>						<i>Technology</i>					
Bargain/Wonder	_____	_____	_____	1	<i>Wondrous feats have _____ skill</i>	Alchemy	_____	_____	_____	0	<i>Identifying potions has _____ skill</i>
Identify/Lore	_____	_____	_____	0	<i>Herbs heal _____ times faster</i>	Chemstry	_____	_____	_____	0	<i>Golems have _____ possible skill</i>
Intuition/Provoke	_____	_____	_____	0	<i>Fast talking lasts _____ hours</i>	Machinery	_____	_____	_____	0	<i>_____ Spot bonus & duration multiplier</i>
Stealth/Track	_____	_____	_____	2	<i>Shadow use increases by _____</i>	Transmutery	_____	_____	_____	0	<i>Works at a distance of _____ meters</i>
						<i>Other</i>					
						Racial Ability	_____	_____	_____	0	

The Effective Rating for a skill may be modified by [bonuses](#) or [penalties](#):

- an [equipment bonus](#) is +1 for an excellent quality item or +2 for an item with a long-duration enchantment.
- a [situational advantage bonus](#) is +1 or +2 for favorable circumstances.
- a [group bonus](#) happens when multiple characters cooperatively attempt the same skill use: +1 for two characters, +2 for three or four, or +3 for five or more.
- a [talent bonus](#) is granted by certain talents. A talent rated between 1 and 4 grants +1; a talent rated between 5 and 8 grants +2.
- a [special item bonus](#) is +1 or +2 from magic items or similar ultra-special equipment.
- an [equipment penalty](#) is -1 for a broken or improvised item or -2 for a cursed item.
- a [situational disadvantage penalty](#) is -1 or -2 for unfavorable circumstances.

Aside from their active use, skills can also proactively protect a character as described by a situation's [elusion](#) requirement.

The rules about skills and talents also apply to [NPCs](#).

The GM and Player [take turns](#) to tell the story. The Player's turn lasts until the Player describes the PC's intention to use a skill or item; any other details [are free](#), Player questions [are free](#), and characters get an [extra turn](#) after defeating a foe. The GM's turn lasts until the Player (and thus the PC) learns new information. Within each turn events are resolved in [four stages](#): first, observations; second, movement and communication; third, ranged effects; fourth, reach effects.

Skill use is categorized as [uncontested](#) or [contested](#) with rules for determining success. Some skill use attempts are [automatically successful](#). Meaningful contested skill use is resolved by counting [losses](#) until [defeat happens](#).

Creatures differ by more than skill and talent ratings because of their [traits](#).

9P can [use dice](#) if the GM and Player desire.