

Abilities cheat sheet

Abilities and When to Use Them:

Strength - Measures physical power.

- Athletics - Determines how physically capable you are in athletic feats, like running, climbing, or jumping. Example: Want to slide under a table and slice an enemy? Roll Athletics to see if you can pull it off smoothly.
- Raw Power - Measures how much sheer force you can apply. Example: Use Raw Power to break down a locked door or move a heavy obstacle.
- Unarmed - Increases the power of your strikes when fighting without weapons. Example: If you're disarmed, use Unarmed to punch or grapple opponents effectively.

Dexterity - Measures agility and reflexes.

- Endurance - How long you can physically endure, like sprinting, holding your breath, or resisting toxins. Example: Running for a long distance or trying to resist poison? Roll Endurance to test your stamina.
- Acrobatics - Reflects how nimble and flexible you are, perfect for performing agile movements. Example: Want to flip over an enemy and shoot your bow mid-air? Acrobatics helps you pull off complex stunts.
- Sleight of Hand - Determines how skilled you are at tasks requiring fine motor control, like pickpocketing or hiding objects. Example: Roll Sleight of Hand to steal a coin pouch without being noticed or hide a dagger in plain sight.
- Stealth - Makes you harder to detect in certain situations, like sneaking past guards. Example: Moving through a dark alley or forest? Use Stealth to stay hidden from enemies.

Toughness - Measures physical resilience and endurance.

- Bonus While Injured - Grants a boost when you're injured, like an adrenaline surge that keeps you going. Example: If your character is seriously hurt, they can gain an advantage on certain actions as a result of adrenaline.
- Resistance - How well you resist harmful effects, such as frost, poison, or injuries. Example: When exposed to freezing weather or poisoned food, roll Resistance to avoid taking full damage.

Intelligence - Measures reasoning, memory, and focus.

- Ignore Interrupt – Helps you focus even in chaotic or distracting situations. Example: If you're trying to solve a puzzle while under attack, Ignore Interrupt helps you stay focused.
- Arcana – Governs how quickly your magic (arcana) regenerates. Example: If you cast spells frequently, having a high Arcana will help you recover your magical energy faster.
- History – How well you remember facts about history or ancient events. Example: If you encounter a symbol from a lost civilization, use History to recall its significance.
- Investigation – Measures how well you examine details, typically when searching a room or place. Example: Searching for hidden clues or traps? Investigation helps you find them.
- Nature – Represents your knowledge about the natural world, including plants, animals, and survival. Example: Use Nature to identify a dangerous plant or to know which herbs can heal.
- Religion – Reflects your knowledge of religious practices and beliefs. Example: When facing a religious artifact or deciphering ancient prayers, use Religion to understand its importance.

Wisdom – Measures perception, insight, and emotional intelligence.

- Luck – A measure of how fortunate you are when performing uncertain actions. Example: Trying something risky, like picking a random key to open a lock? Luck can tip the odds in your favor.
- Animal Handling – Determines how good you are at managing animals, whether taming, riding, or calming them. Example: Use Animal Handling to calm a panicked horse or train a hunting dog.
- Insight – How well you pick up on subtle clues or sense when someone is lying. Example: If someone's story feels off, roll Insight to see if you can detect deception or hidden motives. 4
- Medicine – Measures your knowledge of healing and treatment. Example: If an ally is injured, use Medicine to stabilize them or heal their wounds.
- Perception – Reflects how keen your senses are, such as noticing hidden details or dangers. Example: Use Perception to spot an ambush or notice a faint sound behind a door.
- Survival – Determines how well you can survive in the wilderness, such as foraging, hunting, or navigating. Example: If you're lost in the wild, use Survival to find food, build shelter, or follow a trail.

Force of Will – Measures personal influence and determination.

- Deception – Reflects how good you are at lying or misleading others. Example: Use Deception to trick a guard into letting you through or to disguise your true intentions.
- Intimidation – Measures how frightening or forceful you can be when trying to make others submit. Example: Use Intimidation to make an enemy back down or force someone to give up information.
- Performance – Reflects your ability to perform beyond your limits, such as during an intense action or in front of an audience. Example: Use Performance when giving a rousing speech or pushing through extreme exhaustion.
- Persuasion – Measures how well you can convince or influence others. Example: Use Persuasion to talk your way out of a conflict or to win over someone's support.

Revision #3

Created 3 April 2025 20:32:30 by Lingavir

Updated 6 April 2025 15:17:49 by Lingavir