

Lore

This skill represents the character's knowledge about the game world – an amalgamation of geography, history, current events and other information. A successful roll yields an answer regarding one event or feature, as adjudicated by the referee. The level of detail is related to the character's actual Lore skill rating.

The character's class further defines this skill, in that information relating to places and events more relative to the class are slightly more likely to be known. This is called "Deeper Knowledge", and grants a bonus to rolls for the skill.

This skill does not represent Legend Lore and will not produce knowledge in extreme detail or specific information such as, for example, command words or abilities of items, unless the adventure specifically states this. An Identify spell is still necessary for use of a magic item.

Class	Deeper Knowledge
Cleric	Religions & gods, demons & angels
Fighter	Wars, military & warriors, weapons & armor
MU	Arcana & dimensions, items of power
Specialist	Nations & societies, ruins & catacombs
Dwarf	Dwarves & dwarfholds
Elf	Elves & citadels, ancient history
Halfling	Halfling holes, food & drink

Situation	Mod
Deeper Knowledge	+1
Common knowledge (name of the king, name of a large city)	+1
Ancient times (fallen empires, crumbled cities, old battles)	-1
Obscure knowledge (details and specifics)	-1

Medicine

This skill is used for treating injuries, stopping bleeding and helping those suffering from sickness. It is purely non-magical, and the techniques used are fairly basic. This skill can be used in two ways; to treat wounds in the field, and to help others recover faster.

If used in the field, a Healer's Kit is required. This item costs 100 sp, and this provides material for 10 uses (successful or not). Replenishing uses costs 8 sp each. Using the skill in this way takes 1 turn and restores hit points equal to half the character's level (round down). Once the skill has been used to help a character in this way, it may not be done again until he once again suffers damage at least equal to this same amount.

If used for long-term care, the skill costs 5 sp per day to use, and the character can treat as many *other* characters as his or her skill level. A successful roll (roll for each patient) duplicates the effect of a physician (double normal recovery). This multiplier applies in all situations, but of course it is necessary for the character to rest to get the most benefit out of it. This use of the skill does not require a Healer's Kit under

normal circumstances, but expenses of 1 sp per day per treated character for bandages and basic supplies is usually necessary.

Riding

Merely using horses for transportation is usually not a problem for adventurers, nor is it a problem using them as beasts of burden. Entering combat on horseback, however, or trying more daring stunts, is usually reserved for those trained in this skill.

This skill is also useful in those rare circumstances when a more unusual steed than a horse or mule is to be ridden – perhaps an elephant, or a rare war-tiger?

Riding is not rolled for overland travel, but when in a chase on horseback or when in combat rolls need to be made in certain situations. Riding can also be rolled to travel further than is normally possible by pushing your horse. This requires a roll from everyone in the group, however, or that the character pushing his horse separates from the rest of his party.

Rolls in combat are usually made in two separate situations – once when entering combat, to coax the animal into actually daring to enter battle, and when the animal suffers damage or is frightened by large beasts, very loud noises or the supernatural.

A failed roll means the animal will retreat from combat, taking the character with it in the process. A roll failed by more than 2 points means the character is actually thrown, landing prone and suffering d6 damage.

Situation	Mod
Riding a Horse	+1
Riding a War Beast (trained for battle, or naturally ferocious)	+1
Using stirrups	+1
Steed below ½ hitpoints	-1
Supernatural threat	-1
Moving at a gallop (max speed)	-1

For chases, or when riding in unusual or dangerous situations, make a roll with the modifiers above. A failed roll means the horse and character must stop. Another roll can be made immediately to negate this result, but if this roll also fails the character is thrown from the horse, landing prone and suffering d6 damage (d6+1 if the horse was moving at maximum speed).

Pushing a horse allows you to move as if using a forced march, but a successful skill roll means you move at double the normal movement rate. The animal still suffers damage as per the forced march rules, however, and risks severe injury or death. Pushing an animal in this way may only be done if it is at most Lightly Encumbered; otherwise, use the normal Forced March rules.

The Riding skill can also be used to judge horseflesh, and to gauge the quality of an animal (amount of total hp) compared to others of a similar breed and size. It is also sometimes used to care for horses, although basic daily care does not require a roll or any points in the skill.