Skill List by Base Statistic

There are a host of skills that can be performed in Zurn. Not all of them are listed here; these are the bonuses boosted by items, weaponry, armor, other equipment, mounts, pets, and magic spells in Zurn. Game masters are free to deviate from, consolidate, and/or ignore any of the skills below, but if a game master or player is looking for what skills fall under a base statistic (or "stat" as our common shorthand), we have provided a list here.

Naturally there are other rolls beyond what you see here as well. A game master is free to create and use rolls beyond this skill list as they see fit to better craft the story for their adventurers. So, for example, a game master may create a "Thunderclap" skill as a Strength skill, allowing the character to clap his (very large) hands together, causing a shockwave that could knock opponents to the ground. Or a game master could create a "Riddles" skill as a Lore roll for the person who wants to get hints in cracking mindbending riddles (or in crafting their own riddles).

Game masters can also break up skills in this list into separate skills if they desire. A game master may want to break up the "Mischief" roll (a Finesse roll) into Lockpicking, Pickpocketing, and Impersonation (a Charm roll, not a Finesse roll), as it may help them nuance what a character excels at based on adjectives, items, etc.

We encourage game masters to do what is most conducive to their group telling their story, whatever that may look like. Chat with your players (or your game master, for the players among us) about how to use this guide.

We hope that these are useful for you in your adventures in Zurn. Each skill has a short summary of the skill; some skills are laid out in greater detail in the source material for Zurn. They are grouped according to type, which will vary based on the skill set.

This document is intended to be a short primer, and thus will not contain all of the mechanics behind a given skill.

~The Management

Strength Skills

-**Climbing**: The character attempts to climb to cover distance. This covers both the placement of hands and feet while climbing as well as distance traveled.

-**Crafting**: The character attempts a physically exerting trade that's success is minimally determined by fine motor skills or acuity, such as mining, woodcutting, ploughing, hauling, and lifting.

-**Hauling**: The character attempts to haul or drag an object or person. This includes distance covered and the relative ease of hauling the target that distance.

-**Jesting Damage**: The character strikes the target in jest, not intending to damage the target, though the strike may bring them to their knees (or the ground, if struck hard enough). Most often this comes in the form of clapping on the shoulder or head, body checks in a sport, or tackling.

-**Jumping**: The character jumps to avoid obstacles, cover distance, and change vantage point for future actions. This covers distance traveled and the aim of the jump, but is often modified by a FIN roll for footing on the landing.

-**Lifting**: The character attempts to lift an object or person. This covers the strength behind lifting the target into the air, and is sometimes modified by a FIN roll for the security of the target if held in the hand of the lifter.

-**Melee Damage**: The character deals damage in melee combat. This may involve a weapon, an improvised weapon, or the body of the person (kicking, punching, body checks, head butting, etc.).

-**Movement**: The character moves from one place to another. This is usually used in the case of flying creatures, and is treated much like a running/jumping roll.

-**Ranged Damage**: The character deals damage in ranged combat. This may involve a weapon, an improvised weapon, or the body or body part of an individual (thrown, usually).

-**Resist Physical Damage**: The character attempts to resist a physical hit, usually from a weapon, improvised weapon, body, or the ground (in the case of falling damage). This may involve armor, natural defenses (flesh, scales, fur, etc.), shields, runes, enchantments, and/or magic spells. Resistance is calculated based on which body zone (head, torso and arms, or legs) was hit by the attack.

-**Resist Magical Damage**: The character attempts to resist a magical hit, usually from a weapon or magic spell. This may involve armor, natural defenses (scales, fur, etc.), shields, runes, enchantments, and/or magic spells. Resistance is based on which body zone (head, torso and arms, or legs) was hit by the attack.
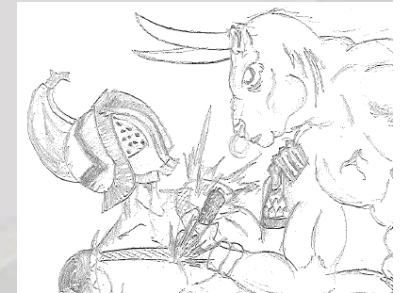
-**Resist Elemental Damage**: The character attempts to resist an elemental hit, usually from the environment, a character construct (such as fire), or a magic spell. Elemental damage may take the form of heat, frost, fire, or pressure (usually in the ocean depths). This may involve armor, natural defenses (flesh, scales, fur, etc.), shields, runes, enchantments, and/or magic spells. Elemental attacks are considered to attack the whole person, so all bonuses from all zones assist in resisting elemental damage.

-**Resist Tearing Damage**: The character attempts to resist being torn apart, flexing its sinews and muscle tension to keep their tendons properly attached.

-**Restraining**: The character attempts to restrain the target creature. This may involve the locking of a limb, the holding down of the creature, and/or the tying up of the target.

-**Running**: The character attempts to run (or walk) to cover distance. This covers distance traveled, but is often modified by a FIN roll for placement of footing.

-**Shouting**: The character shouts, with the distance traveled being controlled by the strength of the roll.

-**Singing**: The character sings, sending sweet music into the air. The roll governs the distance traveled, often modified by a CRM roll to see how it comes across to those within range of the singing.

-**Stamina**: The character attempts to maintain their breath and acuity while moving. This may have effects on both the physical abilities of the character as well as willpower when engaged in combat.

-**Swimming**: The character attempts to swim to cover distance. This covers the speed and navigation of the character while moving in the water.

Finesse Skills

-**Concealment**: The character attempts to hide an object from view, either on their person (or on another person) or in the environment.

-**Crafting**: The character attempts to perform a trade involving strong reliance on skillful motions. This includes metalworking, metallurgy, leather working, woodworking, juggling, most music, information gathering, painting, etc.

-**Detect**: The character attempts to detect actions (usually threats) around them. A detect roll is distinguished from a search roll in that search rolls are always actions to discover information, while a detect roll is a reaction (free action) to determine whether the character is aware of things, especially threats to their person, nearby. A detect roll may not be used as a substitute for a search roll to discover information beyond situational awareness.

-**Dodge**: The character makes a quick move to get out of the way of an incoming melee, ranged, or magical attack. The dodge is a type of social roll, so all bonuses toward social rolls assist a dodge attempt.

-**Hide**: The character attempts to conceal themselves from unfriendly eyes. Hide attempts differ from sneak attempts in that the character is usually stationary, and the hide attempt is distinguished from a concealment roll in that a concealment roll involves concealing an item from view rather than the character.

-**Maneuver**: The character attempts to maneuver a vehicle (most commonly a ship) successfully. A maneuver roll is not always required when directing the vehicle, but may be required to determine whether a difficult or strategic maneuver is being attempted. A maneuver action is often a free action for the beat (determined by the situation).

-**Melee To-Hit**: The character strikes the target with a melee attack. This may involve a weapon, improvised weapon, the character himself (a punch, kick, etc.), or a creature or person that is being used as an improvised weapon, usually done by a large creature that is picking someone or something up as a weapon.

-**Melee Parry**: The character parries a melee or ranged attack. This may involve a weapon, an improvised weapon, or the character himself (an arm block, a leg block, etc.). Some attacks are not able to be parried, such as the payload of a trebuchet or catapult, or a large creature charging toward the character.

-**Mischief**: The character attempts to cause trouble (sometimes petty, sometimes criminal). Subsets of mischief rolls include lockpicking, pickpocketing, smuggling, arson, forgery, pranking, spitwadding passsersby, etc.

-**Ranged To-Hit**: The character strikes the target with a ranged attack. This may involve a throwing weapon, other ranged weapon, an improvised weapon, or a creature or person that is being used as an improvised

throwing weapon, usually done by a large creature that is picking someone or something up as a weapon.

-**Recognition**: The character attempts to recognize a person's face. A recognition roll is a form of search roll (and thus gains appropriate bonuses to search rolls).

-**Riding**: The character attempts to maintain their seat on a mount as they travel. A riding roll is not always required when riding a mount, but may be required if the mount is making quick movements (such as dodging arrows or other ranged weapons) or in a situation that might throw the rider. A riding roll is always a free action for the beat, and may be used as a modifier to a movement roll.

-**Search**: The character attempts to find details about the world around them, usually done as a sight-based attempt, hearing-based attempt, or smell-based attempt (or any combination of those). Search rolls may also be made by those with a connection to the magical realm to help them sense magical essences, enchantments, wards, etc. in their general vicinity as well. Subsets of search rolls include investigation attempts, recognition attempts, tracking attempts, and searching a person for concealed items.

-**Sneak**: The character attempts to silently move without being noticed by unfriendly eyes. Sneak attempts generally differ from hiding attempts in that the character is mobile rather than stationary.

-**Social**: The character weaves and moves through people, deftly avoiding bumping into people as they move. Subsets of social rolls include dancing rolls, dodge rolls, and most footing-related rolls (not sneak attempts).

-**Tracking**: The character attempts to track a creature or person using clues from the world around them. Tracking rolls may also be used as the crafting roll used by hunters in a Build Phase.

Charm Skills

-**Animals** (Society Roll): The character attempts to communicate with animals (sometimes wild, sometimes tame), addressing them on their own terms. If a character is addressing a creature with an eye toward understanding them and communicating to them, the character is making an Animals roll. Animal rolls are not made when attempting to tame a creature: that requires a Taming roll (which is a type of Charm attack, covered below).

-**Charm Rolls v. Persons of the Opposite Gender**: Some characters gain bonuses (or penalties) against persons of the opposite gender. This is a modifier to another Charm roll: it is not an independent roll.

-**Charm Rolls v. Persons of a Certain Alignment**: Some characters gain bonuses (or penalties) toward people who are Dark-Aligned or Light-Aligned. This is a modifier to another Charm roll: it is not an independent roll.

-**Con** (Charm Attack): A Con roll is performed by a character who attempts to persuade someone to do something, such that the character is certain (or has reason to believe) that what they are telling them is false. It is distinguished from the Persuade roll in that the character is intentionally trying to mislead the target character or creature. Subsets of Con rolls include impersonation attempts, lying, blackmail (as appropriate), and some forms of camouflage.

-**Court** (Society Roll): The character attempts to blend into a court setting, addressing people with the proper titles, introductions, and pleasantries of the court. If a character is addressing a person of the Court social strata (nobility, courtiers, dignitaries and envoys, archmages and grand masters of a magical or religious order, etc.) with the proper decorum, the character is making a Court roll. Court rolls are not made when attempting to convince a Court-related person to do something: that requires the appropriate Charm attack (covered below).

-**Crafting**: The character attempts a Charm-driven trade. Trades include some musical trades (including singing), commanding troops (for captains in the army or leaders of local law enforcement), conducting business at a store, dancing, etc.

-**Impression** (Charm Attack): The character attempts to persuade someone to listen to them through impressing them. This Charm attack has many subsets, including but not limited to flirting, praise, beautiful singing, acts that impress the viewer, personal prowess, and/or a good personal appearance making the viewer incapable of noticing them. Impression rolls may be made to reduce the opponent's ability to resist a subsequent Charm attack.

-**Intimidate** (Charm Attack): The character attempts to persuade someone to do something by threatening their life and/or well-being. The Charm attack has little to do with the veracity so much as the impending nature of pain to the target.

-**Market** (Society Roll): The character attempts to blend into a market setting, haggling and finagling the price of goods and services being purchased or rendered. A market roll usually involves a business setting, though the location need not be a strictly commercial setting: if a character is addressing a person of the Market social strata (guild leaders, independent tradesmen, peasant traveling tinkers, potential employers of any social background, etc.) with the manner and tactics of a businessman, the character is making a Market roll. Market rolls are not made when attempting to convince a Market-related person to do something other than accept an alternate price for a good or service: that requires the appropriate Charm attack (covered below).

-**Peasants** (Society Roll): The character attempts to blend into a peasant setting, acting like, looking like, and at times smelling like a commoner. A peasants roll usually involves being in a traditional peasant setting, though the location need not be menial or base: if a character is addressing a person of the Peasants social strata (serfs, slaves, apprentice tradesmen, lowly monks and priests, etc.) in the natural way of peasants, the character is making a Peasants roll. Peasant rolls are not made when attempting to convince a peasant to do something: that requires the appropriate Charm attack (covered below).

-**Persuade** (Charm Attack): A character attempts to persuade someone to do something, such that the character is certain (or has reason to believe) that what they are telling them is true. It is distinguished from the Con roll in that the character is not intentionally trying to mislead the target character or creature.

-**Resist Charm**: The character attempts to resist an incoming Charm attack. A Resist Charm roll is a free action for the beat, and may be followed by a Willpower test (which may or may not be a free action for the beat – game master discretion) if the Charm attack is greater than the Resist Charm roll.

-**Social**: The character moves deftly past people, looking graceful as he/she moves. Subsets of social rolls include dancing rolls, moving through a crowd, and most footing-related rolls. A social roll made as a Charm roll is usually a free action that modifies a FIN social roll, and is only used when the question of how graceful the movements appear to passersby and/or onlookers.

-**Soldiers** (Society Roll): The character attempts to blend into a military setting, giving orders to troops, looking sharp in uniform, or conducting official law enforcement business. A soldiers roll usually involves being in a military or law enforcement setting, though the location need not be martial in nature: if a character is addressing a person of the Soldiers social strata (conscripts, sergeants and other lesser officers, commanding officers, rulers in their position as commander-in-chief, etc.) with the proper decorum of a soldier, the character is making a Soldiers roll. Soldier rolls are not made when attempting to convince a soldier to do something beyond giving basic orders: that requires the appropriate Charm attack (covered below).

-**Taming** (Charm Attack): The character attempts to bend the will of a creature to their own, causing them not to harm him/her when interacting with it. Taming attempts are made against the target creature's Strength stat (instead of Charm stat) and may gain bonuses to resist the Charm attack normally.

Lore Skills

-**Blessings**: The character utters a blessing over the party as a Build Phase for the character, granting a static bonus specified by the blessing for the members of the party for several days.

-**Crafting**: The character attempts a Lore-based trade. Crafting attempts include enchanting, transcribing books, designing laws and policies for governance (for ruler-style characters), reciting blessings, etc.

-**Cultures**: The character attempts to properly deduce the cultural norms and practices of daily life for a given culture. A Cultures roll is distinguished from a Customs roll in that the nature of the actions and body language of the culture being examined deals more with daily activities, not ceremonial or specialized activities. It differs from a Tactics roll in that it deals with daily activities rather than battle formations and strategies.

-**Curses**: The character utters a curse on the target character, which may be dodged if desired. If the curse strikes the target it receives the stated penalty for the curse through the end of the beat and until the end of the next beat.

-**Customs**: The character attempts to properly deduce the ceremonial norms and practices of a given culture. A Customs roll is distinguished from a Cultures roll in that it is concerned with ceremonial and specialized rituals rather than the activities of daily life. It is also distinguished from a Languages roll in that it is primarily taking cues from what is seen, smelled, and general vibes from the target culture rather than understanding what is being said.

-**Design**: The character attempts to design a new item, enchantment, spell, upgrade, vehicle, etc. The design roll should reflect the tier value of the item, enchantment, spell, upgrade, vehicle, etc. that is being designed.

-**Dispel**: The character dispels a spell just cast (against himself or against another character). The dispel attempt must equal or surpass the magic casting attempt. Dispel attempts always require at least one Channel Dice from the character's Channel Dice store to initiate, and if the character runs out of Channel Dice they will not be able to dispel magic until their Channel Dice store replenishes.

-**Languages**: The character attempts to translate the language of a given person(s) accurately. The roll determines both how much of a given person's speech is translated, as well as the accuracy of the translation.

-**Magic Cast (Spell Lore)**: The character casts a spell from a lore of magic. This includes augment spells (bonuses to the caster and/or allied characters), hex spells (reductions to the target(s) of the spell), direct damage spells (area-based magical attacks), magic missile spells (single-target magical attacks), and summon spells (the creation and formation of creatures by magic to assist the caster). Spells are either cast for instant effects or last for a duration as specified by the spell.

-**Medicine**: The character attempts to heal a person through the art of medicine. The roll includes both diagnosing the patient and treating the wound/illness.

-**Navigation**: The character plots a course, be that in the air, on land, or on the high seas. The roll determines how well the group is directed through dangerous terrain as well as how well they keep the proper course and heading.

-**Prayers**: The character utters a prayer, causing the effect for the prayer that lasts for one day (and a player may not have two versions of the same prayer active on themselves at the same time). A character with a "priest" adjective receives a -5 to the difficulty to recite the prayer.

-**Predict**: The character attempts to accurately predict what someone is doing (not necessarily saying, as that may require a Languages roll). A Predict roll is performed as a reaction to another action taken during the beat by another character, and thus is a free action for the beat. A successful Predict roll allows the character to properly assess the likely action(s) and, as applicable, motives of the target, allowing them to better react to actions this beat.

-**Prophecy**: The character attempts to glimpse the future, seeing a vision of what is to come. The roll determines how much of the future is seen, as well as accuracy and details (determined by how much the roll was successful by, whether the result is complicated, etc.).

-**Remembrance**: The character attempts to recall something they learned in the past. The roll determines both the amount of information recalled as well as the accuracy of the memory. Subsets of Remembrance rolls include History rolls, Philosophy rolls, Lineage rolls, Navigation rolls, etc.

-**Tactics**: The character quickly takes in the scene to attempt to ascertain the strategy of the characters he is engaging on a martial level. A successful Tactics roll allows the character to take a Strength-based movement action (running, jumping, climbing, swimming, or flying/floating) or a hiding or concealment action (not a sneak action) as a free action for the beat. Multiple successful Tactics actions in the same beat result in multiple free movement and/or hiding actions for the beat. A Tactics roll differs from a Predict roll in that a Tactics roll is always an action for the beat, while a Predict roll is often a reaction (free action) to an action taken by someone else during the beat.

-**Value**: The character attempts to assess the value of a given item. This is most useful when interacting with a salesman or in a bartering situation.

-**Willpower**: The character attempts to exert their mental fortitude to keep their wits about them. Willpower tests are always performed on a Difficulty: 10+ unless stated otherwise by the magic spell or special rule. Situational modifiers may change the number of dice rolled by the character. The most common Willpower tests are rolls to resist Charm attacks (after a failed Resist Charm attempt), rolls to charge an enemy in combat, and rolls to avoid performing a particular type of action (mischief, casting a damage spell, etc.).

A Final Word from the Creator of *The Legends of Zurn*

We almost didn't create this document. One of our big struggles when we first started designing the game was the question of which skills we would place in our base stats, and we quickly came to the conclusion that we didn't want to do a set "skill list" for a few reasons.

First, it means that when players are building characters and assigning experience points, they have to read through the whole list before figuring out what kind of character they want to play, and that slows the character creation process down.

Second, it means that people stop thinking about their holistic character and instead think about them as compartmentalized areas of interest, and we didn't want that either. We wanted to know character qualities, not just the skills present on the character's personal resume.

So we created the adjective system, standardized a few skills through items and equipment, and created over 100 magic spells in our first book that play a role in some of the skills in this list. But as the game went through production, we began to realize that giving a sense of, "what does this item actually do?" to our players was wise, so we produced this document.

We hope it is helpful to you for what it is designed to do – give some clarity to what an item or spell does – but if you love us and the world that we are creating, make my joy complete and don't just live in the skill list. We want you to think about your character holistically, seeing them as a person with qualities and traits as wide and varied as you are, and we have found that this can be oversimplified by a skill list.

So enjoy your adventures – live great lives performing mighty acts that are in this list and some that are beyond it. And tell us what you do – we want to add to this list as time goes by!

See you in-game,

Aaron K