

More Skill Ideas

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Skills

As I move towards version 4 of the rules, I'm looking to add skills into the mix. Currently there are skills, but only on a class by class basis. I'm thinking a unified skill tree (like 5e), but something a bit more compelling. I really like the way skills work in the d6 systems. Basically, you get your skill bonus by default, but then you can expand your bonus into d6 rolls. So you'd get a +1, +2, then a d6 (trained) and then another +1, +2 then d6 for (mastery).

So a master of climbing would roll d20 + their dex + 2d6 for a max possible of 37 and min of 8.

At each level a character can spend 3 points to advance their skills.

EXAMPLE: Bob The Barbarian is a MASTER (cost of 6 xp points) with a Long Sword. He gains the ability to roll an additional 2d6 when attacking (does not apply to damage)

Skill List ideas

Strength

Melee Weapon Specialization (Knife, Mace, Long Sword, etc)
Bend bars / Lift Gates (Lifting?)

Dexterity

Range Weapon Specialization (Bow, Crossbow, Daggers, etc)
Dodge* (bonus to AC?)
Pickpocket
Stealth
Throwing*

Intelligence

History
Language
Medicine
Appraise

Wisdom

Pick Locks
Search
Tracking
Notice (adds to notice number with DM rolls)

Constitution

Stamina

Death Bonus

Hit Points

Charisma

Command

Diplomacy

Persuasion

Seduce