

Hyborian Tales

Character Generation

Character Generation Checklist

1. Pick a character concept. You will want to talk to the other members of your party and discuss the character concept with them if at all possible.
2. Pick a culture. This will define your character's origins, and will determine whether you gain any discounts on certain Advantages, as well as giving you a set of Cultural Skills to choose from when choosing Skills.
3. Spend your 20 Advantage Points to buy Advantages. Advantages are a mixture of combat abilities, magical training, and background advantages.
4. Spend your 20 Skill Points to buy Skills. Note that at least 15 Skill Points at this stage must be spent on Cultural Skills. The remaining 5 Skill Points may be spent on Cultural Skills, Non-Cultural Skills, or a mixture of the two.
5. Pick a name.

Cultures

The following list of cultures is not strictly exhaustive, but does include the vast majority of potential player character origins. If you do desperately want to play a culture not written up here, though, talk to the referee team as ever.

Bossonian

Cultural Skills: All skills are cultural skills for Bossonians.

Advantage Restrictions: None.

Advantage Costs:

Armour, Level 2:	4 AP
Sword Mastery:	13 AP
True Aim:	18 AP
Weapon Expert (bow):	9 AP
Weapon Expert (dagger or shortsword):	12 AP
Weapon Expert (any other weapon):	13 AP

Cimmerian

Cultural Skills: Scout, Animal Lore, Blacksmith, Herbalist, Imposing, Leader, Linguist, Swordsmith, Tailor.

Advantage Restrictions: May not start game with Apprentice Sorcerer, Armour Level 1, Armour Level 2, or Cultist. May never gain Faithful.

Advantage Costs:

Armour, Level 2:	5 AP
Death Blow:	19 AP
Highly Skilled:	6 AP
Mighty Thews, Level 1:	14 AP
Mighty Thews, Level 2:	19 AP
Steeltrap Reflexes:	14 AP
Sword Mastery:	14 AP
Tiger's Strength:	16 AP
Time For A Sleep:	20 AP
Weapon Expert:	13 AP

ghulistani

Cultural Skills: Scout, Animal Lore, Blacksmith, Herbalist, Leader, Linguist, Swordsman, Tailor.
Advantage Restrictions: May not start game with Armour Level 2.

Advantage Costs:

Armour, Level 2:	5 AP
Not This Time!:	12 AP
Steeltrap Reflexes:	13 AP
Steely Nerves	3 AP
Sword Mastery	11 AP
Tenacious:	7 AP
True Aim:	21 AP
Weapon Expert (dagger or any sword):	11 AP
Weapon Expert (bow):	12 AP
Weapon Expert (any other weapon):	13 AP

Gunderlander

Cultural Skills: All skills are cultural skills for Gunderlanders.
Advantage Restrictions: None.

Advantage Costs:

Die-Hard:	10 AP
Steeltrap Reflexes:	16 AP
Sword Mastery:	13 AP
Tenacious:	7 AP
Tiger's Strength:	19 AP
True Aim:	26 AP
Weapon Expert (polearm):	10 AP

Hyborian

Cultural Skills: All skills are cultural skills for Hyborians.
Advantage Restrictions: None.

Advantage Costs:

All standard.

Hyborian Special Rule: All Hyborians start the game with +1 Fate Token. Hyborians are the dominant culture during the Hyborian Age, and are lucky, highly skilled, and well-organised.

Note: "Hyborian" is actually a name for a number of different nations. The player of a Hyborian character should always choose his or her actual nationality, from the following list: Aquilonian, Argossean, Brythunian, Corinthian, Kothic, Nemedian, Ophirean.

Hyperborean

Cultural Skills: Scout, Animal Lore, Armourer, Blacksmith, Herbalist, Leader, Linguist, Swordsman, Tailor.
Advantage Restrictions: None.

Advantage Costs:

Cleave Shield:	5 AP
Highly Skilled:	7 AP
Smash Armour:	5 AP
Steeltrap Reflexes:	16 AP
Tiger's Strength:	16 AP
Time For A Sleep:	20 AP
Unbeaten Level 1:	4 AP
Unbeaten Level 2:	8 AP
Unbeaten Level 3:	16 AP
Weapon Expert:	15 AP

Hyrkanian

Note: This includes Turanians.

Cultural Skills: Scout, Animal Lore, Blacksmith, Herbalist, Leader, Linguist, Swordsmith, Tailor.

Advantage Restrictions: None.

Advantage Costs:

Armour, Level 2:	5 AP
Hale and Hearty:	5 AP
Pantherish Agility:	9 AP
Smash Armour:	7 AP
Steeltrap Reflexes:	14 AP
Weapon Expert (Bow):	10 AP
Weapon Expert (Any dagger or sword):	11 AP
Weapon Expert (Any other weapon):	13 AP

Kushite, Northern

Note: Culturally, Northern Kush includes most of the northern Black Kingdoms of the continent of Kush, that is, Keshan, Punt, and Zembabwei, as well as the kingdom of Kush itself.

Cultural Skills: Scout, Animal Lore, Herbalist, Leader, Ritualist, Sailor.

Advantage Restrictions: May not start game with Armour Level 1 or Armour Level 2.

Advantage Costs:

Armour, Level 2:	5 AP
Cleave Shield:	7 AP
Highly Skilled:	7 AP
Smash Armour:	8 AP
Steeltrap Reflexes:	14 AP
Steely Nerves:	6 AP
Tiger's Strength:	18 AP
Unbeaten Level 1:	4 AP
Weapon Expert (polearm, light mace, or heavy mace):	10 AP
Weapon Expert (bow):	12 AP
Weapon Expert (any other weapon):	15 AP

Kushite, Southern

Note: Culturally, Southern Kushites include most of the southern Black Kingdoms and the Southern Islands, as well as Darfar in Northern Kush. "Kush" is the name given to both the continent, and to the kingdom of Kush, by outsiders; it is here used to refer to the continent.

Advantage Restrictions: May not start game with Armour Level 1 or Armour Level 2.

Cultural Skills: Scout, Animal Lore, Herbalist, Leader, Linguist, Navigator, Ritualist, Sailor.

Advantage Costs:

Armour, Level 2:	5 AP
Highly Skilled:	7 AP
Smash Armour:	8 AP
Steely Nerves:	6 AP
Tiger's Strength:	16 AP
Unbeaten Level 1:	4 AP
Unbeaten Level 2:	8 AP
Weapon Expert (polearm, light mace, or heavy mace):	11 AP
Weapon Expert (any other weapon):	14 AP

Meadow Shemite

Advantage Restrictions: None.

Cultural Skills: Scout, Animal Lore, Armourer, Blacksmith, Herbalist, Knowledge, Linguist, Merchant, Swordsmith, Tailor.

Advantage Costs:	
Burning Hatred (Zuagir)	4 AP
Burning Hatred (any race other than Zuagir)	7 AP
Not This Time!:	12 AP
Tenacious:	10 AP
True Aim:	19 AP
Weapon Expert (bow):	10 AP
Weapon Expert (polearm, dagger, or any sword):	11 AP
Weapon Expert (any other weapon):	13 AP

Nordheimer

Cultural Skills: Scout, Animal Lore, Armourer, Blacksmith, Herbalist, Leader, Linguist, Sailor (Vanir only), Swordsmith, Tailor.

Advantage Restrictions: May not start game with Armour Level 2.

Advantage Costs:	
Armour, Level 2:	4 AP
Cleave Shield:	5 AP
Highly Skilled:	5 AP
Not This Time:	9 AP
Smash Armour:	7 AP
Tiger's Strength:	18 AP
Time For A Sleep:	20 AP
Weapon Expert (any sword, dagger, polearm, or axe):	11 AP

Pict

Cultural Skills: Scout, Animal Lore, Herbalist, Leader, Linguist, Ritualist, Swordsmith, Tailor.

Advantage Restrictions: May not start game with Armour Level 1 or Armour Level 2.

Advantage Costs:	
Armour, Level 1:	5 AP
Armour, Level 2:	5 AP
Burning Hatred (Argossean, Aquilonian, Bossonian, Cimmerian, Gunderman)	6 AP
Highly Skilled:	5 AP
Smash Armour:	8 AP
Steeltrap Reflexes:	15 AP
Tiger's Strength:	21 AP
True Aim:	20 AP
Weapon Expert (handaxe, dagger, or bow):	10 AP
Weapon Expert (any other weapon):	14 AP

Stygian

Cultural Skills: Ancient Scripts, Scout, Animal Lore, Armourer, Blacksmith, Herbalist, Knowledge, Leader, Linguist, Ritualist, Swordsmith, Tailor.

Advantage Restrictions: May not start game with Mentor.

Advantage Costs:	
Cultist:	3 AP
Apprentice Sorcerer:	12 AP
Demonic Pact:	5 – 10 AP
Iron Will:	10 AP
Not This Time!:	15 AP
True Aim:	24 AP
Weapon Expert (bow or dagger):	11 AP
Weapon Expert (any other weapon):	13 AP

Vendhyan

Cultural Skills: Ancient Scripts, Scout, Animal Lore, Armourer, Blacksmith, Herbalist, Knowledge, Leader, Swordsmith, Tailor.

Advantage Costs:

Apprentice Sorcerer:	13 AP
Highly Skilled:	3 AP
Mighty Thews, Level 1:	16 AP
Mighty Thews, Level 2:	22 AP
Tiger's Strength:	22 AP
Weapon Expert (bow, polearm, or any sword):	11 AP
Weapon Expert (any other weapon):	14 AP

Zamoran

Cultural Skills: Ancient Scripts, Scout, Blacksmith, Herbalist, Knowledge, Leader, Linguist, Merchant, Ritualist, Tailor.

Advantage Restrictions: None.

Advantage Costs:

Cleave Shield:	7 AP
Highly Skilled:	3 AP
Mighty Thews, Level 1:	16 AP
Mighty Thews, Level 2:	22 AP
Smash Armour:	8 AP
Tiger's Strength:	22 AP
Time For A Sleep:	12 AP
Weapons Expert (shortsword, crossbow, or dagger):	11 AP

Zingaran

Cultural Skills: Scout, Armourer, Blacksmith, Herbalist, Knowledge, Leader, Leechcraft, Linguist, Merchant, Navigator, Ritualist, Sailor, Swordsmith, Tailor.

Advantage Restrictions: None.

Advantage Costs:

Cleave Shield:	8 AP
Mighty Thews, Level 2:	21 AP
Smash Armour:	7 AP
Sword Mastery:	10 AP
Tiger's Strength:	21 AP
Time For A Sleep:	15 AP
Weapons Expert (any sword or dagger):	10 AP

Zuagir (Eastern Shemite)

Cultural Skills: Scout, Animal Lore, Blacksmith, Herbalist, Knowledge, Linguist, Merchant, Tailor.

Advantage Restrictions: May not start game with Armour Level 2.

Advantage Costs:

Armour, Level 2:	4 AP
Burning Hatred (Meadow Shemites)	4 AP
Burning Hatred (any race other than Meadow Shemites)	7 AP
Hale and Hearty:	5 AP
Iron Will:	10 AP
Not This Time!:	12 AP
Steeltrap Reflexes:	14 AP
Steely Nerves:	6 AP
Sword Mastery:	11 AP
Tenacious:	10 AP
True Aim:	19 AP
Weapon Expert (bow, dagger, or any sword):	11 AP
Weapon Expert (any other weapon):	14 AP

Advantages

Apprentice Sorcerer Cost: 14 AP

You have learned the basics of sorcery by being taught by another sorcerer. Unless you also have the Mentor advantage (see p. XX), this sorcerer will be a tyrant, constantly setting you unpleasant or dangerous tasks, spying on you, threatening you, draining your magical energies for his or her own ends, and confiscating anything useful you manage to acquire. Consult a referee (preferably before the event!) for more information about the types of sorcery you can use, how you use it, and what phys reps (physical representations, i.e. props) you will need. Note that sorcery can include such disciplines as Pictish shamanism or Khitan martial arts.

Armour, Level 1 Cost: 3 AP

You may wear a mail hauberk and/or a helm, in addition to or instead of padded or soft, fabric-based armour.

Armour, Level 2 Cost: 3 AP

Prerequisite: Armour, Level 1

You may wear any armour.

Burning Hatred Cost: 8 AP

When you pick this advantage you should pick a race or group that you hate. Examples could include races such as Aquilonians, Stygians or Picts or groups such as Kozaks, the Red Brotherhood etc. Three times per day, when you are fighting a person who you genuinely believe is from your hated group you may inflict a Mighty Strike without expending a Fate Point as you unleash your anger and rage upon your foe. You can pick this advantage multiple times – each time it will apply to a different group.

Cleave Shield Cost: 6 AP

Prerequisite: Weapon Expert (hand-axe, battleaxe, or polearm)

Damage Call: Cleave (if necessary)

Once per day, when wielding any axe or axe-bladed weapon to which your Weapon Expert Advantage applies, you may make a Cleave attack on an enemy's shield. This Cleave completely destroys the shield. You may select the Cleave Advantage more than once; each time you select it, you gain an additional use per day of Cleave.

Cultist Cost: 5 AP

You are a member of some dark and unpleasant cult (discuss the precise details with the referee team). It will expect you to perform weird and horrible tasks for it, but may teach you a little sorcery or cast spells on your behalf in return.

Death Blow Cost: 20 AP

Prerequisite: Weapon Expert (arming sword, long sword, bastard sword, or greatsword), Sword Mastery

Damage Call: None (opponents will be briefed accordingly)

When wielding any sword to which your Weapon Expert Advantage applies, you may deal a Death Blow to any character who has currently has no Fate Points (this includes most ordinary human opponents, but will not usually include player characters or major non-player characters). This means that any blow you land on such an opponent that deals at least one hit of damage (other than damage that is absorbed by armour) it kills them outright. Note that this will apply anywhere the opponent is hit, though of course Mighty Thews will have its usual effects (bearing in mind that you must deal at least one hit of damage to inflict a Death Blow).

Demonic Pact Cost: 6 to 12 AP

You have a pact with a demon or similar otherworldly creature. Talk to the referee team to determine the precise nature of the pact, which can vary from the creature being some kind of demonic assassin for you, to it teaching you sorcery. In any case, it will want something in return from you... and you may not discover exactly what you have agreed to until it is much, much too late.

Die! Cost: 10 AP

Prerequisite: Weapon Expert (arming sword, long sword, bastard sword, or greatsword), Sword Mastery, Death Blow

Damage Call: “Die, (insert appropriate insult or epithet here!)” e.g. “Die, sorcerous cur!”, “Die, decadent Easterner!”, “Die, pampered fop!”, etc.

Once per day, while wielding any sword to which your Weapon Expert Advantage applies, you may deal a Death Blow to an opponent. This means that if the blow deals at least one hit of damage (after the effects of any armour) it kills them outright. Note that this will apply anywhere the opponent is hit, though of course Mighty Thews will have its usual effects (bearing in mind that you must deal at least one hit of damage to inflict a Death Blow). You may select the Die! Advantage more than once; each time you select it, you gain an additional use per day of Die!

Die-hard

Cost: 12 AP

Prerequisite: Iron Will

Your fortitude and sheer strength of will are such that you can continue to fight after suffering wounds that would cripple lesser men. When a location is reduced to zero or less hit it does not become *Stunned* and you can continue to fight as normal for the duration of the combat. If a location becomes *Disabled* then the effects are the same as usual.

Faithful

Cost: 4 AP

You are a faithful member of one of the major temples (choose a culturally appropriate one, or discuss with the referee team). Your faith allows you to resist unpleasant enemy magics, and you may ignore the effects of any one spell once per day through suitable roleplaying (see the Iron Will Advantage for an example). You are expected to obey any Priest of your religion, as well as inform religious authorities of anything that might be to their benefit. You also give a reasonable portion of any income you gain directly to your temple. You treat Knowledge as a cultural skill.

Hale and Hearty

Cost: 6 AP

You are particularly healthy, with a strong constitution. Consequently, you may be unaffected by mild poisons or disease, and will shrug off the effects of stronger poisons and more deadly diseases. More dangerous poisons or diseases may affect you somewhat less than normal.

Highly Skilled

Cost: 4 AP

You gain +6 Skill Points (SP) to spend on Skills (see p. XX). You may take this Advantage as many times as you wish.

Implacable Bravery

Cost: 8 AP

Prerequisite: Steely Nerves

You are completely unaffected by *Fear* or *Terror* (see p. XX) from the creature type you chose when you acquired Steely Nerves (see p. XX).

Iron Will

Cost: 8 AP

Your willpower is such that you may ignore the effects of any one spell once per day, so long as you roleplay your resistance in a suitable manner. Often this will involve momentarily or partially being affected by the spell, then shrugging it off with a visibly Herculean effort.

Mentor

Cost: 6 AP

Prerequisite: Apprentice Sorcerer.

Your sorcerous tutor is that rarity, an ethical, almost good-natured sorcerer, who has taken you under his or her wing and taught you well. He or she will be a powerful ally and patron to you, so long as you continue to show proper respect and gratitude. Unfortunately, you are unlikely to learn any of the truly diabolical spells from your mentor.

Mighty Thews, Level 1

Cost: 15 AP

The musculature of your limbs is so powerful, and your fighting skill so superlative, that every time you are struck on either your arms or your legs (choose either your arms or your legs when you select this Advantage) you may reduce the damage you suffer from the blow by one hit. In most cases, where the damage would only have been one hit anyway, you are dealt no damage at all. Note that armour will always affect damage before Mighty Thews does, so that a character with Mighty Thews Level 1 (Arms), and wearing plate armour, will

ignore all blows to her arms that do “only” one or two hits of damage, and will only sustain an injury to her arm if struck with a three-hit attack (such as a Mighty Blow delivered by a character with Tiger’s Strength).

In effect, you are capable of turning what would have been a serious wound into little more than a scratch. You will still be cut or bruised from the attacks, but you will never suffer a disabled or severed limb.

The only exception is as follows: if an attacker strikes when you are somehow chained up, held down, or otherwise restrained and so unable to “roll with the blow” to dissipate the damage, in which case you are dealt damage as usual for the attack.

Mighty Thews, Level 2 **Cost: 20 AP**

Prerequisite: Mighty Thews Level 1

As for Mighty Thews, but you may ignore all damage from strikes to both your arms and your legs.

Not This Time! **Cost: 10 AP**

Prerequisite: Die-hard, Unbeaten Level 3

Resistance Call: “Not this time, (insert appropriate insult or epithet here)!” e.g. “Not this time, foolish mortal!”, “Not this time, hellspawned demon!”, “Not this time, Nordheimer dog!”, etc.

Once per day, when hit by a call of Die! (see p. XX), you may negate the Die! effect completely. You may select the Not This Time! Advantage more than once; each time you select it, you gain an additional use per day of Not This Time!

Pantherish Agility **Cost: 10 AP**

Your reflexes are so finely tuned that if you are moving fast enough it is almost impossible for an archer to aim accurately at you. While you are in rapid motion (usually running or charging), any arrows fired at you using True Aim do not ignore your armour.

Priest **Cost: 4 AP**

You have been consecrated as priest to your deity. If you do not also have the Faithful advantage, you are merely a priest for the trappings of power and the possibility of corruption. If you are Faithful, you are that rare thing in the Hyborian Age, a genuine holy person. In either case, you may give orders to the Faithful (so long as those orders do not conflict with the tenets of your deity) and will often be accorded greater respect in certain areas. You treat Knowledge as a cultural skill.

Smash Armour **Cost: 6 AP**

Prerequisite: Weapon Expert (light mace, heavy mace, or polearm)

Damage Call: Smash (if necessary)

Once per day, when wielding any mace, warhammer, or blunt-headed polearm, to which your Weapon Expert Advantage applies, you may make a Smash attack on an enemy’s metal armour. This Smash destroys the piece of armour it connects with (though said armour may be repaired by a character with the Blacksmith skill). You may select the Smash Advantage more than once; each time you select it, you gain an additional use per day of Smash.

Steeltrap Reflexes **Cost: 15 AP**

Your speed on the attack is preternatural, allowing you to ignore the One-Second Rule (see p. XX).

Steely Nerves **Cost: 4 AP**

You have faced many terrifying foes or stared death in the face on many occasions and have learned to control your fear. Choose one type of creature from among the following: ape-like creatures, snake-like creatures, demonic creatures, or undead creatures. You may ignore *Fear* effects from this type of creature. Also, *Terror* effects from this type of creature only affect you in the way that *Fear* would normally.

Sword Mastery **Cost: 12 AP**

Prerequisite: Weapon Expert (arming sword, long sword, bastard sword, or greatsword; see p. XX)

When wielding any Mastercrafted (see p. XX) sword to which your Weapon Expert Advantage applies, you may ignore the Different Locations Rule (see p. XX).

Tenacious

Cost: 8 AP

Prerequisite: Unbeaten 1

You are so determined that you will not let your grip on life slip easily. The first time either your chest or head is *Destroyed* on any one day, it is instead treated as *Stunned*, without the need for you to spend a Fate Point.

Time For A Sleep

Cost: 16 AP

Damage Call: "Time for a sleep, little Argossean" or similar

When you use a pommel, sap, blackjack, or wooden weapon to lightly strike an unarmoured opponent from behind on the upper torso (this strike is used as it is safer than a head blow from behind), he or she is knocked out for around a minute.

True Aim

Cost: 25 AP

Prerequisite: Weapon Expert (bow or crossbow)

Damage Call: None (opponents will be briefed accordingly)

When you hit an opponent with a missile weapon that you have Weapon Expert Advantage with, you ignore any armour they are wearing.

Tiger's Strength

Cost: 20 AP

You deal two hits ("double") damage with any melee weapon you wield, except for a staff that is under 54" long. This +1 damage is not cumulative with the +1 damage from Weapon Expert.

Unbeaten, Level 1

Cost: 5 AP

You gain +1 hit on each location.

Unbeaten, Level 2

Cost: 10 AP

Prerequisite: Unbeaten Level 1

You gain +1 hit on each location.

Unbeaten, Level 3

Cost: 20 AP

Prerequisite: Unbeaten Level 2

You gain +1 hit on each location.

Weapon Expert

Cost: 12 AP

Damage Call: "Expert" (if necessary)

You are capable of dealing two hits ("double") damage with a single type of weapon whenever you wield it. Choose the weapon type from the following list:

Dagger	(Any dagger from 0" to 24")
Arming Sword	(Any sword from 24" to 36")
Long Sword	(Any sword from 36" to 42")
Bastard Sword	(Any sword from 42" to 48")
Greatsword	(Any sword of 48" or larger)
Hand-axe	(Any axe up to 30")
Battleaxe	(Any axe from 30" to 48")
Light Mace	(Any mace, club, or warhammer up to 30")
Heavy Mace	(Any mace, club, or warhammer 30" to 48")
Polearm	(Any spear, halberd, long axe, maul etc. of 48" or larger)
Staff	(Any staff at least 54" long)
Crossbow	(Any crossbow)
Bow	(Any bow)

Note that this division of weaponry is designed to reflect the typical makeup of weapons that may be found and wielded on an adventure. Since characters will not always start off the game with their own personal weaponry, and since swords are the most common weapons found en route, it makes sense to give some other benefit to axe, mace, and polearm wielders -- here, that benefit is the ability to use a wider range of weapon sizes with one Advantage. If you want a "realistic" explanation too, the swordsman is a lot more fussy about getting the weapon *just right* in balance and heft and all that, than is the axe maniac or mace-wielding thug.

Note also that certain weapon types are not represented on this list. A staff or stick weapon under 54" long is not regarded as dealing sufficient damage to be affected by the Weapon Expert Advantage unless you use a Mighty Strike (see p. XX). Likewise, thrown weapons are useful for distracting your enemies, but rarely for killing them outright unless with a Mighty Strike.

Skills

Ancient Scripts

Cost: 4 SP

Prerequisite: Linguist.

You are able to decipher almost any written language, even those that fell out of use millennia ago, thanks to your superb linguistic skills, education, and keen mind.

Armourer

Cost: 12 SP

Prerequisite: Blacksmith

You may repair armour in half the usual time (see Blacksmith). In addition, you are capable of re-sizing plate armour to provide a better fit for the wearer. Finally, you are capable of making armour, given sufficient steel and a suitably good-quality forge.

Animal Lore

Cost: 6 SP

You have an extensive knowledge of natural creatures. You know what creatures you will encounter in certain environments and know about their likely behaviour, if they are poisonous etc. The GM will include a Lore Sheet in your character briefing giving appropriate information for the area in which the adventure takes place. You may examine this at any time, though you may not show it to other players or read from it to them (you may read some of it and then explain its content in your own words if desired).

Blacksmith

Cost: 3 SP

You can make simple field repairs to metal armour or weaponry. You will need a hammer and flat surface for repairing plate, or two pairs of pliers and a hammer for repairing mail, and the armour must be removed from the wearer before you can start work. Twenty minutes' work will restore one piece of armour to its full capabilities.

Herbalism

Cost: 10 SP

You are capable of creating and dispensing various herbal substances. So long as you have suitable phys reps available, you always have a supply of various herbs about your person (see the referee team to find out exactly what your collection of herbs will do on any particular adventure).

Knowledge

Cost: 2 SP

You have a good knowledge of one particular subject of your choice. Examples include:

- The rites and myths of one particular god (e.g. Mitra, Set, Ishtar, etc.).
- The customs and laws of one country (e.g. Aquilonia, Zingara, etc.).
- The history of a particular country
- The rituals of a particular sorcerous tradition

Imposing

Cost: 15 SP

Prerequisite: Leader

You have a powerful, imposing demeanour. Other people will be wary of attacking you or even vocally contradicting you or disobeying your orders, though they may still do any or all of the above if other pressures are acting upon them.

Leader

Cost: 15 SP

You are capable of rising to the top of a small group of people, such as a minor mercenary company, pirate crew, farming hamlet, or nomad band. This will not occur immediately, but will require a certain amount of time. In most cases, this will occur between adventures. In effect, it allows you to occasionally start an adventure already set up as the leader of this group. Sometimes, if an adventure begins among a group you have spent some time in beforehand, you may be informed by the referees that you believe you have a very good

reputation among the group, so that if there is a crisis of leadership (perhaps manufactured by you and your cohorts) during the adventure you may be able to take control.

Leechcraft

Cost: 10 SP

Prerequisite: Herbalism

You have trained in the complex and extensive arts of advanced medicine. By spending at least three months attending to a character you can heal a location that has been destroyed so it is usable again. The location will never be as strong as it was originally, however. You can also diagnose and treat diseases and complex poisons.

Linguist

Cost: 2 SP

You have a natural talent for spoken languages. You start the game knowing two languages of your choice in addition to your native tongue. Furthermore, you are assumed to have always learnt at least the basics of the predominant language in any region you are adventuring in, unless circumstances dictate otherwise (for example, if the adventure starts out with you washed up on the shores of a completely unknown island, you will not have had any chance to learn any of the language before the adventure begins, though you will certainly pick it up rapidly during the course of the adventure). This often means you will gain a bonus language every adventure.

Locksmith

Cost: 9 SP

Prerequisite: Blacksmith

You are capable of making and repairing locks. With the right tools (hammer and chisel, prybar), and a lot of noise, you can open any non-magical lock, though the time required will vary according to the strength of the lock.

Pick Locks, Level 1

Cost: 6 SP

You will be issued with a padlock key, which you must attach to a phys rep for a set of lockpicks. After one minute of "lockpicking" roleplaying, you may attempt to use the key on any padlock. Note that there are only four padlock variants used in *Hyborian Tales*; at Level 1, you will be capable of opening around 1/3 of the basic locks used in the game, and none of the advanced locks.

Pick Locks, Level 2

Cost: 8 SP

Prerequisite: Pick Locks, Level 1

As Level 1, but you will be issued with a second padlock key to try alongside the first. After thirty seconds of "lockpicking" roleplaying, you may attempt to use one of the keys on any padlock; you may try again with the second key after a further thirty seconds of lockpicking if necessary. At Level 2, you will be capable of opening around 2/3 of the basic locks used in the game, and none of the advanced locks.

Pick Locks, Level 3

Cost: 10 SP

Prerequisite: Pick Locks, Level 2; Locksmith

As Level 1, but you will be issued with a third padlock key to try alongside the other two. After twenty seconds of "lockpicking" roleplaying, you may attempt to use one of the keys on any padlock; you may try again with a second key after a further twenty seconds of lockpicking if necessary, and with the third key after twenty seconds more. At Level 3, you will be capable of opening all of the basic locks used in the game, and none of the advanced locks.

Pick Locks, Level 4

Cost: 20 SP

Prerequisite: Pick Locks, Level 3

As Level 1, but you will be issued with a fourth, larger padlock key to try alongside the other three. You may try any of the three basic keys as rapidly as you can turn the keys in real life. Using the larger padlock key to open a more advanced lock will take you around one minute of "lockpicking".

Merchant

Cost: 5 SP

Whenever you are buying or selling an item, you will always make a very favourable deal, unless the other trader also has the Merchant skill.

Navigator

Cost: 5 SP

Prerequisite: Sailor

You may navigate at sea, using the sun, stars, tides, maps, soundings, and other complex tools.

Ritualist

Cost: 4 SP

You are capable of performing in some manner during rituals. You might drum, dance, sing, chant, or any combination; the important thing is that when your group's sorcerer is casting a spell, you are capable of joining in to enhance the spell. The more ritualists who assist, the better. Note that the sorcerer gaining the benefit of the ritual will also need the Ritualist skill!

Ruler

Cost: 15 SP

Prerequisite: Leader

As for Leader (see p. XX) except that you may rise to become leader of a more substantial group of people, for example, an entire pirate fleet, or a large savage tribe, or even a small kingdom.

Sailor

Cost: 1 SP

You are able to handle the basics of working a boat or ship. So long as you are within sight of shore, this includes simple navigation.

Scout

Cost: 10 SP

You are capable of finding your way around wilderness areas so long as you are on land. In between games, this will make crossing deserts, forests, and other areas far easier and mean you and your friends are more likely to start the next game in an advantageous (or at least, less disadvantageous) position. During a game, you will be provided with a simple out-of-character map of the event site, which you may consult at any time by roleplaying "getting the lie of the land" (e.g. climbing a tree or hill, or otherwise scouting your immediate area). You may not under any circumstances show this map to another player.

Swordsmith

Cost: 18 SP

Prerequisite: Blacksmith

You can manufacture swords and other metal weapons. If you have access to Akbitanan steel or a similarly high-quality steel, and a top quality forge, you may make mastercrafted weapons. Mastercrafted weapons are essentially indestructible -- they will never break, though they may need minor repairs occasionally. Mastercrafted weapons are required for use of the Sword Mastery skill.

Tailor

Cost: 2 SP

You may repair Soft Armour of all kinds, so long as you have a phys rep sewing kit (consisting of needles, thread, and appropriate patches). Repairing one point of armour requires removal of the armour and five minutes of roleplaying sewing with your sewing kit.

Other Skills

Cost: ???

If you want to learn a skill not listed here, please contact your friendly local referee team and ask -- we'll probably work something out with you.