

SECONDARY SKILLS by William, based on an original concept by Gary Gygax.

Secondary Skills are broad areas of expertise, and they represent some kind of occupation that the character may have been apprenticed in, or may have picked up at some point, during their non-adventuring life. There is also the possibility that the secondary skill has been passed down from family members, and this is especially true if the character has more than one secondary skill, with one being a previous occupation, and one being hereditary.

Every character has a chance for obtaining a secondary skill. Consult the following table for literacy level, numeracy level, and the chance for a secondary skill.

TABLE 1.

Intelligence score	Literacy; Numeracy; No. of skills of measurable worth.
3-4.....	Has trouble speaking; cannot read or write; cannot use arithmetic; no skill of measurable worth.
5-7.....	Can read and write simple common words; can use simple arithmetic; one secondary skill - a manual labour skill only.
8.....	Can read and write; can use mathematics; one secondary skill - a manual labour skill only.
9-16.....	Can read and write; can use mathematics; one secondary skill - either a manual or an intellectual skill.
17-18.....	Can read and write; can use mathematics; two secondary skills - either manual or intellectual, roll for one choose the other.

As far as reading and writing are concerned, check any Intelligence tables in the rulebooks that you use concerning the number of possible additional languages that the character may learn or know.

When rolling on the secondary skills table, if more than one roll is required reroll any repeated result.

TABLE 2.

D%	Secondary Skill.
01-02.....	Architect / Engineer (Intellectual; building and land design; building construction management; vehicle design; siege artillery design).
03-06.....	Agricultural Farmer (Manual; crop fertilisation; farm equipment maintenance).
07-10.....	Animal Husbandry (Manual; animal handling; livestock feed cultivation).
11-12.....	Armourer (Manual; make, repair, and evaluate armour).
13-14.....	Bowyer / Fletcher (Manual; make, repair, and evaluate bows and arrows).
15-18.....	Builder (Manual; stone cutting; timber framing; construction).
19-22.....	Carpenter (Manual; carving; furniture and wagon construction and repair).
23-24.....	Courier (Manual; goods and messages delivery; draught animal handling; map reading; wagon repair).
25-28.....	Cook / Baker (Intellectual; aliment storage and preparation; kitchen sanitation).
29-30.....	Equestrian / Farrier (Manual; horse riding; horseshoe smith; horse grooming).
31-34.....	Fisher, nets (Manual; nets; small boat handling; swimming).

D% Secondary Skill.

35-38.....Fisher, rods (Manual; rods, hooks, and lines; small boat handling; swimming).

39-40.....Gambler (Intellectual; cards; dice; bones).

41-42.....Geographer / Topographer (Intellectual; map reading and creating; environmental knowledge).

43-44.....Herbalist / Phytotherapy (Intellectual; herbal medicines; disease treatment).

45-46.....Historian / Anthropologist (Intellectual; documentation of events; documentation of culture).

47-48.....Jeweller (Intellectual; precious metals; gem cutting).

49-50.....Law (Intellectual; legal advisor; client representation).

51-52.....Locksmith (Manual; key cutting; lock fitting).

53-56.....Metalworker / Blacksmith ((Manual; metal shaping; casting).

57-58.....Miner (Manual; underground excavation; mineral extraction; smelting; echo sound analysis).

59-60.....Mountaineer (Manual; search and rescue; climbing; outdoor survival).

61-62.....Navigator (Intellectual; astronomy; map reading; sailing; swimming).

63-64.....Natural Philosopher (Intellectual; alchemy; biology; botany; geology; zoology).

65-66.....Painter (Intellectual; paints; pencils; appraisal of art objects).

67-68.....Performing Arts (Intellectual; dance; drama; music).

69-70.....Physician / Healing (Intellectual; healthcare; medicine).

71-72.....Potter / Ceramist (Intellectual; sculpture; clay earthenware).

73-74.....Sailor / Ship Crew (Manual; sailing; swimming).

75-76.....Scribe (Intellectual; reading, writing, and mathematical services; cartography; cryptography).

77-78.....Shipwright (Manual; carpentry; sailing).

79-82.....Tailor / Weaver (Manual; garment making; clothing repair).

83-86.....Tanner (Manual; skinning; leather shaping).

87-90.....Thatcher / Roofer (Manual; roof mechanics; waterproofing).

91-94.....Trader / Appraiser (Intellectual; appraisal of goods; sales of goods).

95-96.....Trapper / Furrier (Manual; animal traps; skinning; sales and repair of fur goods).

97-98.....Weaponsmith (Manual; make, repair, and evaluate melee weapons).

99-100.....Woodsmen (Manual; woodland lore; lumbering).

Adjudicating Secondary Skills:

All standard “everyday” uses of the secondary skills will always succeed. However, for more critical uses of the skills, such as giving life saving medical treatment, then the Referee is free to adjudicate the secondary skills as he or she sees fit within their own campaign worlds. It is recommended that the skills be tested using a percentile based system in order to keep them in line with the character class skills, such as the Thief skills, the Ranger tracking skills, etc.

One way in which the skills could be measured and adjudicated is by giving 1st level characters a base of 30% in their secondary skills, and should they successfully use the skill to enhance their adventuring career whilst at a certain experience level, then when the time comes to move up in level allow the character to raise their secondary skill base percentage by either 5% or 10%. It is not recommended that a skill be raised up above 95%.

30% will be higher than some of the character class skills at 1st level, but this is easily justified by the fact that the character will already have some experience with their

secondary skills, whilst they are just starting out as an adventurer. The skills are secondary now that the character has become a treasure, fame, and danger seeker.

A character's ability scores and race may influence their skill percentage, and circumstantial modifiers may come into use too. Characters could also have more than one skill percentage per generalised skill area, for different sub skills within that area. This is up to the individual Referee.

OPTIONAL: BASIC SKILLS.

NOTE - these skills, regardless of their "basic" title, will add complexity to your game.

Here is a short list of Basic Skills that all adventurers could (or should) have, along with some base percentage skill scores for beginning 1st level adventurers. It should be noted that whilst some of these percentages may seem very low (Tracking 0% for example), they can be altered easily by circumstantial modifiers (such as trying to follow a track through mud). If no skill percentage is given it is because the skill will always succeed under normal everyday circumstances. Should things become more critical then a character class skill or a secondary skill may have to be used. Some of the skills listed WITH a percentile skill number, such as Horse Riding for example, will also succeed under normal everyday circumstances, such as riding from town A to town B. However, as soon as one needs to jump over a fence on horseback, one will need a character with the Equestrian / Farrier secondary skill to have a better try than just the 5% chance that most 1st level characters will have.

Some of these skills will also be boosted for certain character classes, and for characters with certain secondary skills. A character who is a Thief will obviously have a better Climb skill than the one listed here for example, and someone with experience as a Sailor will have better Swimming skills. It is up to the individual Referee to adjudicate these skills for their own campaign.

Animal Handling 20%

Balance / Tightrope Walking 20%

Climb 40%

Direction Sense 5%

Fire Building

Food Preparation

Hide 10% or 40% for Thieves and Thief subclasses.

Horse Riding 5%

Lore / General Knowledge 10%

Move Quietly 10% or 40% for Thieves and Thief subclasses.

Outdoor Survival 5%

Rope Use

Swimming 10%

Tracking 0%, except characters with Agricultural Farmer, Animal Husbandry, Trapper / Furrier, or Woodsman secondary skills - 5%.

Wound Dressing

Just like the Secondary Skills these skills can increase in percentage as long as a character is successfully using them to enhance their adventuring life. An increase of 5% or 10% when the character moves up in experience level is recommended, up to a maximum of 95%. Note that if one character has one of the Basic Skills all characters should have the skill too. These are not specialist skills but are in fact just the standard skills which make up the general form of an adventurer.

Also, note that "Move Quietly" is not the same as the Thief skill "Move Silently", which would be a much harder thing to do for non-Thief or non-Thief subclass characters. Also note that "Hide" is not the same as the Thief skill "Hide in Shadows", it's just a general "Hide" and nothing quite so lethal or surreptitious.

It is recommended that Thieves and Thief subclass characters increase their "Hide" and "Move Quietly" basic skills by at least 5% when they move up in experience level, even if they have not made much use out of it, and that both of these basic skills should always be higher than "Hide in Shadows" and "Move Silently" which are much more specialist. Check your rulebook/s for whether or not your edition of the game allows Thieves and their subclasses to progress above 95% or even 100% with certain skills (namely skills in hiding and moving), and if they do then make an exception for the character with the 95% maximum rule, allowing the skill to progress as high as is appropriate.