

# TESTS

When you want your hero to rifle through a desk and locate a specific document, scale a castle wall, negotiate a treaty with a monarch, or undertake any other activity with a chance of failure, you'll need to make a test to determine how successful you are in the task.

A *test* is a power roll that has failure as an option.

## WHEN TO MAKE A TEST

The Director should ask a player to make a test only when the player's hero attempts a task where the consequences of failure are interesting or dramatic, and where failure won't grind the story to a halt. For example, if a hero wants to leap over a waist-high wall while casually walking through a peaceful city neighborhood, the worst case for failure is probably that the hero falls on their butt, takes no damage, and can stand up to either try again or walk around the wall. As such, no test is required. But if the hero were being chased by enemies, failing to leap over the wall means the pursuers can catch them, so the Director might decide to call for a test to determine what happens.

The advancement of a story shouldn't be halted by failing a test. For instance, the heroes might need to know the color of a dwarf king's crown to solve a puzzle, with that puzzle opening the only entrance to a tomb they must enter to stop a world-ending ritual. It could be that a successful Reason test allows the heroes to recall that lore, but the test shouldn't be their only option to get the information. If the test fails, perhaps the heroes need to go to a flying library to do research, or they might be able to delve into a ruin to find the ancient monarch's portrait. A failed test should always result in a story becoming more interesting, not in the action coming to an end.

## IT JUST WORKS!

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When a hero attempts to solve a task that normally requires a test with clever, outside-the-box thinking, the Director can instead decide that no test is required and the attempt automatically works! For example, if a hero who wants to climb a wall first covers their hands and feet in giant strands of sticky spider webs, the Director might decide that they can climb up the wall without needing to make a test. These clever ideas often work for free the first time, but the Director could decide they require tests if they are used again.

## HOW TO MAKE A TEST

Each test has the following steps:

1. The director decides a hero's actions call for a test and asks the hero's player to make a power roll using an appropriate characteristic (see [Characteristics and Tests](#)) and selects a difficulty for the power roll either secretly or publicly (see [Test Difficulty](#)).
2. The player makes the power roll. If they have a skill (see [Skills](#)) that applies, they gain a +1 on the roll.
3. The player reports the result, and the Director interprets the success or failure of the roll.

## CHARACTERISTICS AND TESTS

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When you describe a task you want your hero to undertake and the Director determines that a test is necessary, they then determine which characteristic the test uses based on the nature of the task. For instance, if you're scaling a wall, the Director could ask for a Might test to determine how far and how quickly you're able to climb. If you're attempting to plead your innocence in court for a murder you didn't commit, the Director might ask for a Presence test if you're attempting to win over the jury with your personality, or a Reason test if you're laying out a logical argument to support your innocence.

Though the Director can decide to call for tests in any circumstances, a number of tasks that heroes routinely undertake are commonly set up as tests.

### MIGHT TESTS

You make a Might test whenever a risky task calls for the use of physical strength. Might tests are most often used for breaking down doors and other structures, hurling heavy objects, pulling your body up a sheer wall, swimming against a mighty current, and other feats of physical power.

### AGILITY TESTS

You make an Agility test whenever a risky task calls for the use of your physical coordination and nimbleness. Agility tests are most often used for tumbling, sneaking, picking locks, and engaging in sleight of hand.

## REASON TESTS

You make a Reason test whenever you attempt a risky task that requires the use of your mental acumen and education, formal or otherwise. Reason tests are most often used to recall lore, deduce information based on clues, complete a puzzle, forge counterfeit items or documents, break a code, convince others of a logical argument, or make an estimation.

## INTUITION TESTS

You make an Intuition test whenever you attempt a risky task that requires the use of your powers of observation and instinct. Intuition tests are most often used to notice hidden creatures or details, discern another person's motivations or honesty, calm and reassure others, and train animals.

## PRESENCE TESTS

You make a Presence test whenever you attempt a risky task that requires the use of your force of personality. Presence tests are most often used to gain trust, project confidence, and influence and lead other creatures.

### INFLUENCING PLAYER CHARACTER ACTIONS WITH TESTS

Tests can't be used by NPCs or PCs to influence the actions of PCs. Many players feel that their agency is taken away if they're compelled to jump into a pile of gold full of hidden scorpions because an NPC convinced them to do so with a Presence test. For most players, it's not fun to be in control of a single hero and lose some of that control.

Instead, Directors should do their level best to have an NPC suggest that a character dive headlong into the gold like a billionaire duck, then let the player decide what their character does. Similarly, a Director might decide that one player character can't make an Intuition test to discern another PC's motivations or honesty.

That said, if everyone in your gaming group decides to lift one or more of these restrictions after talking about it, go for it! There's no wrong way to play as long as everyone is having fun. The MCDM Safety Toolkit (available for download at <https://mcdm.gg/SafetyToolkit>) discusses how to talk about potentially problematic topics such as limiting character agency at your table.

## TEST DIFFICULTY

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The Director decides how difficult a task that requires a test is. There are two difficulties: challenging and severe. If a task seems like it's easier than challenging, then no test is necessary, the hero simply accomplishes the task. If the task seems harder than severe, then it is impossible to overcome with a test.

On a test-by-test basis, the Director can share the difficulty with the player before they make the test, which means interpreting the result can happen faster at the table. The Director can also keep the test's difficulty secret until after the player rolls the test for dramatic effect.

### CHALLENGING TESTS

A challenging test has some risk of failure, but most heroes will likely overcome it. The power roll you make for a challenging test determines the outcome (see Test Outcomes):

- **7 or lower:** You fail the task.
- **8-10:** You succeed in the task.
- **11+:** You succeed in the task with a reward.

### SEVERE TESTS

A severe test has a greater risk of failure, and most heroes will likely suffer some hardship while trying to overcome it. The power roll you make for a severe test determines the outcome (see Test Outcomes):

- **7 or lower:** You fail the task with a consequence.
- **8-10:** You fail the task.
- **11+:** You succeed in the task.

### NATURAL 12: SUCCESS WITH A REWARD

When you get a natural 12 on a test's power roll, you succeed in the task with a reward, even if the test has a severe difficulty.

## TEST OUTCOMES

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Depending on a test's difficulty and the result of the power roll made to accomplish the task, you can get one of the following outcomes.

### FAILURE WITH A CONSEQUENCE

If you fail a test with a consequence, you don't do what you set out to do and suffer an impactful setback. The Director determines the exact nature of the consequence, but the most common are related to the specific task. For instance, if a hero suffers a consequence while trying to climb a wall, they might climb halfway up the wall and then fall, taking damage and landing prone. A hero trying to sneak by cultists might get spotted by their foes who immediately attack. If a consequence strikes when a hero attempts to bribe a prison guard, the guard might decide to arrest the hero or lead the hero into a trap. If a hero suffers a consequence on a Reason test made to recall lore about the king's favorite meal, they might confuse it for a dish to which the monarch is deathly allergic.

Not all consequences need to be immediate or apparent. For example, a hero might fail with a consequence on a test made to cheat at a high-stakes game of cards with a noble. The noble notices, but the Director decides that the noble doesn't say anything. This consequence isn't made apparent until later in the evening when the noble has guards surround the hero and take the cheater down to the dungeon for stacking the deck.

Some common consequences include making an NPC so upset that they storm off, or betray, attack, or otherwise attempt to harm you, drawing the attention of a group of foes, triggering a trap or hazard that immediately harms or captures you or an ally in a significant way, breaking an important piece of equipment that is hard (but not impossible) to replace or repair, thinking you know something that you don't, or getting stuck in a situation that can be resolved with a negotiation or montage test that you didn't need to make before.

If a hero fails a test with a consequence, the consequence could be that the Director gains a doom token. If an enemy NPC fails the test, the consequence could be that the players gain a vanquish token.

When all else fails, the Director can have the stress of failure cause the creature to lose 1d6 Stamina. This Stamina loss can't be prevented.

### FAILURE

If you fail a test without consequence, you don't do what you set out to do. If you're attempting to climb a wall, you find no purchase. If you're attempting to recall lore, you can't recall the facts, if you're attempting to bribe a guard, they don't take the bait.

When you get this result, the director can decide that there might still be a small penalty for failure, depending on the circumstances of the test. This penalty shouldn't be as harsh as rolling for failure with a consequence. For instance, a hero who gets this result on an Agility test made to sneak by a group of cultists might draw the attention of one with a noise. Now one of the cultists is coming to investigate, but they haven't raised the alarm ... yet.

### SUCCESS

If you succeed on a test without consequence, you simply achieve whatever you set out to do. You climb that wall, sneak by those cultists, or bribe that guard just like you planned it. Smooth.

### SUCCESS WITH A REWARD

If you succeed on a test with a reward, you do whatever you set out to do and gain a little something that makes your life easier in the form of momentum or luck that makes the immediate future easier for you or your friends. The Director determines your reward, and it is often related to the task at hand. For instance, if you succeed with a reward while climbing a wall, you might find a ladder at the top that you can lower so any allies climbing after you can do so without needing to make a test. A hero trying to sneak by cultists who succeeds with a reward might be able to also dose the cultist's nearby water barrel with sleeping poison as they pass by unseen. Succeeding with a reward while bribing a prison guard could mean that the guard will also unlock a door for you in addition to forgetting you were ever there.

Like with consequences, the reward for succeeding with a reward doesn't need to be immediate or apparent. For example, a hero might succeed with a reward on a challenging test made to cheat at a high-stakes game of cards with a noble. Not only does the hero win the game, but the Director decides that their reward is that a servant watching the game is impressed with the player character's performance. After the game, the servant approaches the hero, offering a Flying Potion from the noble's private stash in congratulations and admiration.

Some common rewards include accomplishing a related, follow-up task that would normally require a test without needing to make the test, allowing an ally engaged in the same task to accomplish the task without needing to make the

test too, obtaining a consumable supernatural item or useful piece of mundane equipment, learning a piece of helpful information, impressing or ingratiating someone who grants you a small favor, and noticing a hidden danger well before it strikes, giving you time to avoid or prepare for it.

If a hero succeeds on a test with a reward, the reward could be that the players gain a vanquish token. If an enemy NPC succeeds on the test, the reward could be that the Director gains a doom token.

#### **OPTION: LET PLAYERS PITCH CONSEQUENCES AND REWARDS**

Coming up with consequences and rewards for tests can be a big part of the fun for many Directors, but even the best of us occasionally run low on ideas. That's why the game gives the default option of consequences and rewards in the form of fortune and doom tokens and Stamina loss. However, if you're a Director who prefers narrative consequences and rewards, consider asking the players to pitch you different consequences and rewards when they make a test. You can reject, add to, or modify their ideas as you see fit. Players should understand that they need to pitch real consequences when they suffer one and not rewards disguised as consequences if you use this option.

## HOW LONG DOES IT TAKE?

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The amount of time required for a task involving a test is determined by the Director. A task such as recalling lore with a Reason test might take no time at all. Ducking behind a barrel to hide with an Agility test might require a maneuver or an action, while tracking a band of voiceless talkers through the World Below could take hours or even days.

### TESTS DURING COMBAT

Many (but not all) tests that a hero might make during combat are made as maneuvers. See [Make a Test](#) in [Maneuvers](#) for more information.

## CAN I TRY AGAIN?

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In many cases when you fail a test, you can't attempt the test again unless the circumstances of the test change. For instance, if you attempt an Agility test to pick a lock and fail, you can't attempt to pick the lock again until you get some better lockpicks, oil the lock, or have someone demonstrate how to pick a similar lock.

The Director decides when the circumstances have changed enough to allow a new attempt at a test.

## TESTS IN OPPOSITION

If a hero attempts to sneak by an enemy guard unnoticed, should the hero make an Agility test to sneak, or should the guard make an Intuition test to catch the hero in the act? If a cultist lies to a hero about the location of a secret temple, does the cultist roll a Presence test to lie, or does the hero roll an Intuition test to discern the cultist's honesty?

When a hero makes a test that could be opposed by one or more NPCs making another test, the hero makes the test, unless the rules state otherwise. They're the stars of the story, and the consequences and rewards of tests have longer-lasting implications for heroes, so let them be the ones to roll as often as possible.

As a guideline for the Director (and not a hard and fast rule), the test is severe if more than one creature opposes the hero. The test is also severe if an opposed creature would have a higher bonus to their test roll that applies to the task than the opposed hero. If a hero without the Sneak skill and an Agility score of 1 attempts to sneak by a guard with an Intuition score of 2 and the Awareness skill, then the roll is severe. Otherwise (and barring any other circumstances), the test is a challenging test.

The failure consequences of opposed actions are some of the easiest to create on the fly. Fail to hide from someone, and they see you. Fail to lie to someone, and they catch you lying. Fail to arm wrestle someone for a free ale, and you're picking up the tab. The consequence is that the opposition bests the hero.

## NPCs ROLL FOR DECEPTIVE TASKS

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There are times when a hero and an NPC are in opposition that the Director may choose for the NPC to make a test instead of a player. This occurs when an NPC undertakes an action of which the heroes aren't aware or searching for actively. The Director can choose to roll in these scenarios in order to keep the fact that task is happening and its result secret from the players.

For instance, if an assassin attempts to ambush the heroes as they sit around a campfire without anyone keeping watch for danger, then the assassin makes an Agility test to sneak up on the heroes unnoticed. The Director rolls and doesn't reveal the results until the heroes actually realize someone is approaching their camp. If the assassin fails, the heroes notice immediately as their assailant loudly steps on a twig. If the assassin succeeds, the heroes don't notice until the assailant

is right on top of them. If a player had said that their hero was on the lookout for danger, they should make the test instead.

The NPC might also make a Presence test if they lie to the heroes and the heroes have no reason to believe the character would be deceptive. (You'll know if the heroes are, because the players will ask if they can make a test to discern the NPC's honesty.)

The difficulty of the NPC's test can be modified by the skills and characteristics of the heroes they attempt to deceive in the same way NPC statistics can modify a hero's test difficulty.

This is an optional rule that can be used as frequently as the Director sees fit. The Director is also free to ask the heroes to make a reactive test to a deceptive NPC action instead (see [Reactive Tests](#)).

## OPTIONAL RULE: OPPOSED POWER ROLLS

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In the very rare occurrence that two or more heroes are in a conflict with each other that requires them to make tests, the Director can have all the heroes involved make a test. The hero with the highest result on their power roll wins. You can't earn a reward as part of these opposed power rolls, and they don't follow the typical difficulty structure or have three different tiers of possible outcomes.

For example, if your hero attempts to sneak by another, you would make an Agility test opposed by the other's Intuition test. If you get a higher result than the opposing hero, you sneak by without them noticing. If the opposition gets a higher result, they catch you in the act of sneaking. If multiple sneaking heroes attempt to get by multiple heroes on the lookout for sneaks, then they all make a test and all the results are compared to determine which heroes on guard notice which sneaking heroes.

In the event of a tie in an opposed test, the state of the scene doesn't change. In the previous example, a tie means that if a hero on guard duty didn't know a sneaking hero was there, then the guard hero remains oblivious. If the guard did know the sneak was there, and the sneak is trying to hide after being noticed, a tie means that the guard still knows the sneak's location.

The Director can also use this as an optional rule when NPCs and heroes are opposed.

## REACTIVE TESTS

There are times when a hero isn't engaged in overcoming a task and the Director might ask a hero to make a test without context until after the power roll is made. This is because the hero has a chance of knowing or noticing something of significance that their player does not know to look for or ask about.

Reactive tests are typically made in the following circumstances, though the Director can call for them outside of these events:

- **Hidden Environmental Features:** The Director asks for an Intuition test to notice a secret door, hidden trap, or other disguised environmental feature.
- **Hidden Environmental Features:** The Director could call for an Intuition test to notice a hidden monster (or they could use the rules in [NPCs Roll for Deceptive Tasks](#)).
- **Hidden Motives:** The Director can ask for an Intuition test during a conversation to read an NPC and see if they are lying or withholding information or an emotional response (or the Director could use the rules in [NPCs Roll for Deceptive Tasks](#)).
- **Recall Lore:** The Director might ask a hero to make a Reason test when presented with a new object, piece of information, or event to see what significant information the hero might already know about it.
- **Resist Damage and Effects:** The Director could ask a hero to make any ability test to resist the effects of a hazard, trap, or other danger. For example, a hero caught in a blizzard might have to make a Might test to avoid losing Stamina in the cold, and a creature who drinks a psionic, mind-controlling poison may need to succeed on a Presence test to ward off the effects. Tests made to resist damage and effects are special. The effect that causes the roll always outlines what each tier of the power roll means, and no additional reward or consequences are needed. For example, a hero in a hallucinogenic toxic gas cloud needs to make a Might test to resist its effects. On a result of 7 or lower, they attack their nearest ally at the start of every turn they remain in the cloud. On a result of 7 to 9, they keep their wits about them, but are slowed until they exit the cloud, moving at half speed. On a result of 10 or more, the hero suffers no effect from the hazard.

### DIRECTOR'S OPTION: SECRET REACTIVE TESTS

Some Directors prefer to make the power rolls for reactive tests for the heroes without asking the players to do it. This allows the Director to make the rolls when appropriate for hidden objects, creatures, motivations, and information

without tipping off the players that there is information to be gained. Having the Director roll requires the Director to have everyone's characteristics and skills on a piece of paper (physical or digital) for easy reference.

## SKILLS

Skills represent the different specializations a hero has outside of attacking, defending, and using special and supernatural ancestry and class features and equipment. Whenever you make a test, check your list of skills and see if you have any that apply to the test.

### APPLYING SKILLS

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If you have a skill that applies to a test you make, you gain a +1 on the test. For instance, if your hero has the Hide skill, you have a +1 on any test you make to hide. This might include an Agility test to hide behind a barrel, or a Presence test to disappear into a crowd.

Unless the Director deems otherwise, you can make a skill test even when you don't have the appropriate skill. This means you simply make the test using the indicated characteristic but without the +1 the skill grants.

You can't apply more than one skill to a test.

### MIXING CHARACTERISTICS AND SKILLS

The bonuses from characteristics and the +1 from skills are separate and can apply to the same roll. Although certain skills are often paired with one characteristic more than others, a skill can apply to any characteristic test that makes sense. The Director has the final say on which characteristic is used to complete a task, and can call for a different characteristic based on the circumstances.

For example, intimidating someone with a purely verbal threat is a Presence test. But if a player describes their character tearing a log in half with their bare hands to intimidate someone, the Director is likely to call for a Might test instead. The Intimidate skill applies to both tests. Scaling the side of a building is covered by a Might test, but if a hero does a series of leaps from one balcony to another to reach a roof, the Director could call for an Agility test instead. The Climb skill applies to both of these tests.

### MANY SPECIFIC SKILLS

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This game includes a big list of skills, and each is fairly specific. For example, instead of one Athletics skill that covers climbing, jumping, swimming, and lifting heavy objects, we have separate Climb, Jump, Swim, and Lift skills. Instead of a Thievery skill that covers picking locks, picking pockets, and disabling traps, we have three skills: Pick Locks, Pick Pockets, and Sabotage.

We made the decision to have a lot of specific skills based on our design goals. First, having skills that are this specific means that you frequently will make tests that don't use one of your skills and just apply a characteristic. By not having a few broader skills, it means that covering the spread of every skill is actually impossible. Luckily, the math of the game doesn't require you to have a skill to have a decent chance of success on a test. That means heroes will attempt tasks without the help of a skill because someone needs to do it, and that is pretty darn heroic!

Since players don't need to be worried about covering the spread of skills, they're free to choose the skills they think fit their heroes best and are the most fun to have. You can get pretty specific with the hero you want to make. Maybe you want an elementalist who has a gymnastic background in jumping and tumbling and also studied religion and blacksmithing. You can make that in our game! Having a specific backstory is part of cinematic storytelling.

Our rules for skills allow for them to be flexibly applied to any test that is appropriate. This encourages clever thinking. Players can ask Directors, "I want to impress the duke with a story about how I ascended the sheer Cliffs of Azgahnan. Can I use my Climb skill to get a +1 on my Presence test?" That's great! Getting creative like that is a lot fun, it paints a visual picture, and it's tactical thinking! However, if skills are broad, that would encourage players to find a way to apply the same skill over and over again to as many tests as possible, which isn't fun for anyone and doesn't make a very compelling story.

### SKILL CATEGORIES

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Skills are broken down into five categories: crafting, exploration, interpersonal, intrigue, and lore.

### FOR THE DIRECTOR: MAKE YOUR OWN SKILLS

Directors should feel free to make their own skills that they feel are relevant and useful to their campaigns and adventures. For instance, the game doesn't have a Brewing skill for brewing ale or Painting skill for making art because those aren't tasks that typically come up or require a test in a game about fighting monsters and saving the world. However, a Director could decide that their campaign involves poisoned barrels of ale and large amounts of counterfeit art, and that adding these two new skills to the game would make it more fun for the players. The Director picks a category for these new skills, Crafting, and lets the players know that they can swap out any Crafting skill they have for these new ones.

### CRAFTING SKILLS

Crafting skills are used in the creation and appraisal of goods and for jury rigging contraptions. Crafting skills are especially useful during rests and downtime.

Rewards for tests made with crafting skills typically include having leftover rare material used in the creation process, knowing a buyer willing to pay extra for a good you're appraising, or making a jury rigged device so amazing that it works for more uses than it should.

Failure consequences for tests made with crafting skills typically include wasting rare materials used in the creation process, greatly overestimating or underestimating an item's value, and poorly jury rigging something so that it harms the wrong people.

#### Crafting Skills

Skill	Use
Alchemy	Make bombs and potions
Architecture	Create buildings and vehicles
Blacksmithing	Forge metal armor and weapons
Fletching	Make ranged weapons and ammunition
Forgery	Create false badges, documents, and other items
Jewelry	Create bracelets, crowns, rings, and other jewelry
Mechanics	Build machines and clockwork items
Tailoring	Craft cloth and leather clothing

### EXPLORATION SKILLS

Exploration skills are used to physically explore your environment and overcome physical obstacles.

Rewards for tests made with exploration skills typically include helping another creature engage in the same task succeed without needing to also make a test, automatically succeeding on a follow-up test while engaged in the same task, reaching a destination faster than you anticipated, and learning about or avoiding an upcoming hazard.

Failure consequences for tests made with exploration skills include harming yourself, your gear, or your allies, getting lost, or stumbling headlong into a hazard or place you were trying to avoid.

## Exploration Skills

Skill	Use
Climb	Move up vertical surfaces
Drive	Steer vehicles
Endurance	Remain engaged in strenuous activity over a long period of time
Gymnastics	Move across unsteady or narrow surfaces and tumble
Heal	Use mundane first aid
Jump	Leap vertical and horizontal distances
Lift	Pick up, carry, and throw heavy objects
Navigate	Read a map and travel without getting lost
Ride	Ride and control a mount who isn't sapient, such as a horse
Swim	Move through deep liquid

## INTERPERSONAL SKILLS

Interpersonal skills are used to socially interact with other creatures. Most are particularly useful during negotiations. Aside from the Handle Animal skill, you can generally only use interpersonal skills when you attempt to influence creatures who have emotions and who can understand you.

Rewards for tests made with interpersonal skills typically include gaining an extra favor, item, or piece of information from the person or people with whom you interact.

Failure consequences for tests made with interpersonal skills include making the person you're interacting with so angry, sad, embarrassed, offended, or otherwise upset or uncomfortable to the point where they storm off, spread rumors about you, attack you, betray you, blackmail you, or otherwise attempt to harm or ignore you.

## Interpersonal Skills

Skill	Use
Brag	Impress others with stories of your deeds
Empathize	Relate to someone on a personal level
Flirt	Attract romantic attention from someone
Gamble	Make bets with others
Handle Animals	Interact with animal wildlife that isn't sapient
Interrogate	Get information from a person withholding it
Intimidate	Awe or scare another person
Lead	Inspire people to action
Lie	Convince someone a falsehood is true
Music	Perform music vocally or with an instrument
Persuade	Convince someone to agree with you through use of your charms and grace
Read Person	Read the emotions and body language of other creatures



## Intrigue Skills

Intrigue skills are used in tasks of investigation, thievery, and spycraft.

### Intrigue Skills

Skill	Uses
Alertness	Passively sense details in your surroundings
Conceal Object	Hide an object on your person or in your environment
Disguise	Change your appearance to look like a different person
Eavesdrop	Actively listen to something that is hard to hear, like a whispered conversation through a door
Escape Artist	Escape from a bonds, such rope or manacles
Hide	Conceal yourself visually from others
Pick Lock	Unlock a lock without the key
Pick Pocket	Steal an item that another person wears or carries without them noticing
Sabotage	Disable a mechanical device, such as a trap
Search	Actively search an environment for important details and items
Sneak	Move silently
Track	Follow a trail that another creature has left behind

## Lore Skills

Lore skills are used to research and recall specific information. They are also useful when conducting research during rests and downtime.

Rewards for tests made with lore skills typically include learning an extra piece of useful information.

Failure consequences for tests made with lore skills typically include knowing an incorrect piece of information that seems useful, but will actually make things worse or waste time. It's fun to roleplay these moments, so lean in! Alternatively, the Director can make severe lore tests for each hero in secret and let the players know the narrative outcome without revealing the result of the dice.

### Lore Skills

Skill	Use
Culture	Knowing about a culture's customs, folktales, and taboos
Criminal Underworld	Knowing about criminal organizations, their crimes, their relationships, and their leaders
History	Knowing about significant past events
Magic	Knowing about magical places, spells, ritual, items, and phenomena
Monsters	Knowing monster ecology, strengths, and weaknesses
Nature	Knowing about natural flora, fauna, and weather
Psionics	Knowing about psionic places, spells, ritual, items, and phenomena
Religion	Knowing about religious mythology, practices, and rituals
Rumors	Knowing gossip, legends, and uncertain truths
Society	Knowing noble etiquette and the leadership and power dynamics of noble families
Timescape	Knowing about the various planets of the timescape

### **ARE ALL SKILLS EQUAL?**

We have a big list of skills, and it's impossible for us to know which will be most useful during a campaign. For instance, the Swim skill could be very useful during a campaign that takes place on the ocean and has heroes exploring underwater ruins, but won't come up as much in a campaign that takes place entirely in a vast desert. The Psionics skill might come up a lot in a campaign where the voiceless talkers are the main foes, and Magic might be more useful in a game where the heroes take on a circle of evil mages. If you're worried about a skill being useful, check your skill list with your Director after you create a hero. At the Director's discretion, you can swap out any skill you have with any other in the same category.

## **ASSIST A TEST**

You can assist another creature with a test that they make, provided that you have a skill that applies to the test, the other creature isn't using that skill on the test, and you can describe how you help to the Director's satisfaction. In other words, your attempt to help has to make sense, and you have to bring some useful expertise to the table. Helping another creature sneak by shouting encouragement at them isn't going to make them stealthier.

If you help another creature with a test, the creature can use your bonus to the roll, including the +1 from the skill, instead of their own. You can only benefit from one creature's help on a roll.