

# Skills & Feats

## 3.0 – 3.5 Modifications

Old 3.0 Skill	New 3.5 Skill	Folded Into	Notes
Alchemy	Craft (alchemy)	---	Requires 1 spellcaster level to make alchemical items
Animal Empathy	[wild empathy]	---	Not a skill; class feature of druid, ranger
Innuendo	---	Bluff	---
Intuit Direction	---	Survival	Automatic with 5 ranks of Survival
Perform (type, type, type)	Perform (category)	---	Perform works like Craft or Profession
Read Lips	---	Spot	---
Ride (mount)	Ride	---	Doesn't indicate a particular type of mount
Pick Pocket	Sleight of Hand	---	---
Scry	---	---	Spells now require Will saves
Wilderness Lore	Survival	---	---

Old 3.0 Feat	New 3.5 Feat	Folded Into	Notes
Ambidexterity	---	Two-Weapon Fighting	Two-Weapon Fighting includes all benefits
Expertise	Combat Expertise	---	---
Weapon Finesse (weapon)	Weapon Finesse	---	Grants benefit with all qualified weapons
Sunder	Improved Sunder	---	Sunder now name of the special attack
Shield Expert	Improved Shield	---	Bash Originally appeared in <i>Sword &amp; Fist</i>

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## Altered & Peculiar Skills

Skill	Source	Note
Artillery	BotR, 52	
Bombadier	DfA, 7	
Medicine (Combat)	BotR, 52	As Book, Doctors & Medics only; Altered DCs
Medicine (Pathology)	New	Doctors only : The ability to perform autopsies.
Medicine (Physician)	New	Doctors only : The ability to treat patience for non-trauma wounds, diagnose medical ailments, understand drugs, treat poisons, provide long term care.
Medicine (Surgery)	New	Doctors only : The ability to perform surgical repairs. In game terms the surgeon can heal 2d6+Wis in a hospital, or 1d6+Wis with a med kit, even if the wound has already been treated.
Craft (Alchemy)	PHB, 70	OSI Adepts & Blood Mages only
Decipher Script	PHB, 71	Intelligence Operators, Experts who have specialised in ciphers, OSI Adepts, Operatives & Blood Mages only
Demolitions	BotR, 53	
Driving	BotR, 54	
Entrench	AK, 22	
Knowledge (Arcana)	PHB, 78	OSI Classes & Blood Mages only
Leadership	BotR, 54	This is now a skill and replaces the standard 3.5 feat.
Mechanic	BotR, 54	
Navigation	BotR, 55	Note the DC is 15, not 20.
Navigation	DfA, 7	
Observation & Assess	AK, 21	
Piloting	DfA, 7	
Prayer	BotR, 55	OSI Chaplains only
Use Magic Device	PHB, 85	OSI Adepts & Blood Mages only
Wireless Telegraphy	AK, 23	

## New Skill Synergies

5 or more ranks in...	Gives a +2 bonus on...
Diplomacy	Leadership
Knowledge (Biology)	All Medicine Checks
Knowledge (Chemistry)	Craft (Alchemy) & Demolitions checks to make home made explosives
Knowledge (Engineering)	When searching for secret or hidden entrances or compartments
Knowledge (Geography)	Navigation Checks & Survival checks to keep from getting lost or for avoiding hazards
Knowledge (Geology)	Entrench Checks
Knowledge (Mathematics)	Decipher Script when working with ciphers
Knowledge (Military)	Observation & Assesment Checks
Knowledge (Physics)	Wireless Telegraphy Checks
Medicine (Any)	Having 5 ranks in any medicine specialty automatically gives a +2 to all other skills. This is a one off bonus though.
Observation & Assesment	Knowledge (Military) Checks

## Altered & Peculiar Feats

Feat	Source	Note
Dead Eye	BotR, 56	The description says “ <i>Dead Eye raises a character’s damage total when he’s made an exceptional attack roll with a ranged weapon.</i> ” thus to qualify for the additional Dead Eye damage each round that hits must be a critical, or hit by atleast 4.

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## Weird Feats

All have the requirement of “Weird Circumstance” and are subject of the war masters discretion ...

Feat	Source	Page	Avail.	Benefit	Drawback	Notes
Mine Feel	AK	27	Yes	Detect mines	Freeze Up	---
Radio Head	AK	28	Yes	Inbuilt radio	... the voices	---
Rune Tattoo	AK	29	Yes	Increase Stat	Decrease ‘presence’	---
Solar Healing	AK	29	Yes	Increase healing in the sun	No healing if away from the sun	---
Trembling Hands	AK	29	Yes	Danger Sense	Shaky hands	---
Below Zero Resistance	HFO	20	Yes	Cold Tolerance	Heat Intolerance	---
<i>Bullet Proof</i>	<i>HFO</i>	<i>20</i>	<i>No</i>	<i>Immune to hits</i>	<i>Very little</i>	<i>Just no ...</i>
Propaganda Prophet	HFO	20	Yes	Mass Suggestion	Must tow party line	---
Vodka Healing	HFO	20	Yes	Regain hits from vodka	Become an alcoholic	---
Aqualungs	LotRD	40	Yes	Breathe in water	Develop Gills	---
Chameleon Skin	LotRD	41	Yes	Bonus to hide	Funny coloured skin	Hide bonus is +8/+4
Night Vision	LotRD	42	Yes	Night Vision	Aversion to sunlight	---
Ghost Walker	New	---	Yes	Ability to assume a ghostly form	Become steadily weaker until form is permanent	---
Hardened	New	---	Yes	DR & AC Bonus	Poor Dexterity	---
One Spell Wonder	New	---	Yes	One Adept spell	Cannot use runes or become an adept	---
Strength of Character	New	---	Yes	Add Cha bonus to all saving throws	Poor diplomacy and intuition	---
Supernatural Sense	New	---	Yes	Detect Magic & Evil	Poor Alertness	---

## New Weird Feats

<b>Feat</b>	<b>Ghost Walker</b>
<b>Requirements</b>	Weird Circumstance
<b>Benefit</b>	The character can assume a <i>Gaseous Form</i> as per the spell (PHB p234). This form is looks like the character but is nearly invisible (+10 Hide, Automatic Move Silently). The form can be assumed at any time, but requires a Willpower roll, DC:21, to succeed.
<b>Disadvantage</b>	Failing the willpower saving throw by 10 when invoking this feat permanently reduces the characters strength by 1 point. A natural 1 is an automatic reduction. If the characters strength drops to zero the effects become permanent. The characters equipment does not transform with him.
<b>Feat</b>	<b>Hardened</b>
<b>Requirements</b>	Weird Circumstance
<b>Benefit</b>	The character has developed a toughened skin. Much of his skin is hard, with reduced sensitivity. As a result the character has Damage Resistance 1/- and a +2 natural armour class bonus.
<b>Disadvantage</b>	The reduced flexibility and sesnitivity mean the character losses 4 points of dexiterity.
<b>Note</b>	This feat may be taken multiple times.
<b>Feat</b>	<b>One Spell Wonder</b>
<b>Requirements</b>	Weird Circumstance
<b>Benefit</b>	The character knows, and can cast, any one spell from the Adept spell list. The Spellcraft skill is a racial skill, but uses the Charisma attribute, not intelligence. To cast the spell the character must make a Spellcraft roll with a DC equal to 15 + twice the spells level. Fatigue for the spell is calculated as 3 times the spells level (1 point for 0-level spells).
<b>Disadvantage</b>	Because the character casts his spell by force of personnality rather than rune knowledge he cannot understand the concepts of rune magic. The character cannot become an Adept or use any Rune items. When invoking this feat using Spellcraft the character is subject to the Backlash & Spectacular Success rules (BotR p121).
<b>Note</b>	This feat may be taken multiple times.
<b>Feat</b>	<b>Strength of Character</b>
<b>Requirements</b>	Weird Circumstance; Chaisma 12+
<b>Benefit</b>	The character has a strong character an believes he can overcome anything thrown at him. As a result, add the characters Charisma bonus to all three saving throws.
<b>Disadvantage</b>	The character is singularly focused on his own abilitites and motives. As such his Diplomacy and Sense Motive skills are reduced by 2 points.
<b>Note</b>	This feat can only be taken once.
<b>Feat</b>	<b>Supernatural Sense</b>
<b>Requirements</b>	Weird Circumstance
<b>Benefit</b>	The character is attuned to the supernatural world around him. As such he can <i>Detect Magic</i> (PHB p219) and <i>Detect Evil</i> (PHB p218). He doesn't need to roll to use these, but Detecting Magic costs 1 Fatigue point whilst Detecting Evil costs 2 Fatigue.
<b>Disadvantage</b>	The character is looking at two different worlds and he is thus distracted from the mundane. All Spot and Search rolls are at -2.