

ARGUMENT

Starting Disposition

Test Persuader then add the number of successes to Will.

Argument Skills

Attack	Defend	Feint	Maneuver
Persuader	Persuader	Persuader or Deceiver	Persuader or Deceiver



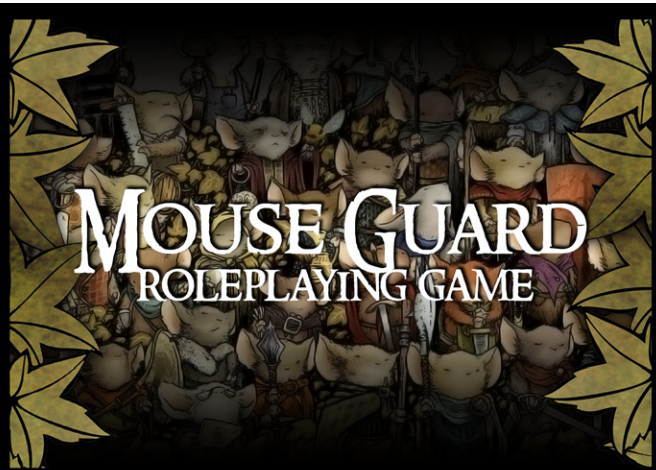
CHASE

Starting Disposition

Test Scout then add the number of successes to Nature.

Chase Skills

Attack	Defend	Feint	Maneuver
Scout	Pathfinder	Pathfinder	Scout



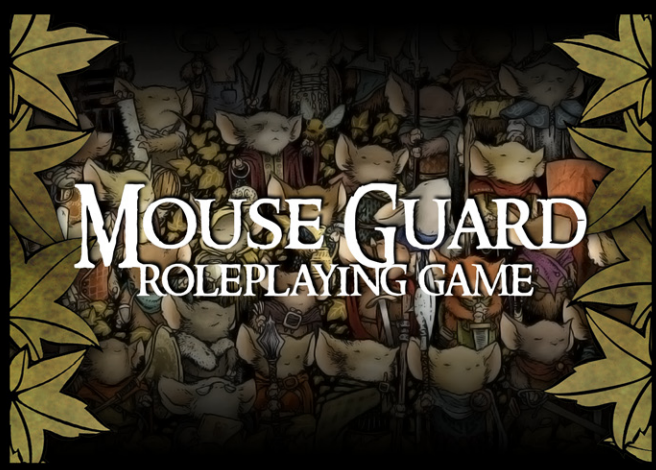
FIGHT

Starting Disposition

Test Fighter then add the number of successes to Nature or Health.

Fight Skills

Attack	Defend	Feint	Maneuver
Fighter	Nature	Fighter	Nature



FIGHT - ANIMAL

Starting Disposition

Test Fighter then add the number of successes to Nature or Health.

Fight Skills

Attack	Defend	Feint	Maneuver
Fighter or Hunter	Lore or Nature	Fighter or Hunter	Lore or Nature



NEGOTIATION

Starting Disposition

Test Haggler then add the number of successes to Will.

Negotiation Skills

Attack	Defend	Feint	Maneuver
Haggler	Haggler	Deceiver	Deceiver



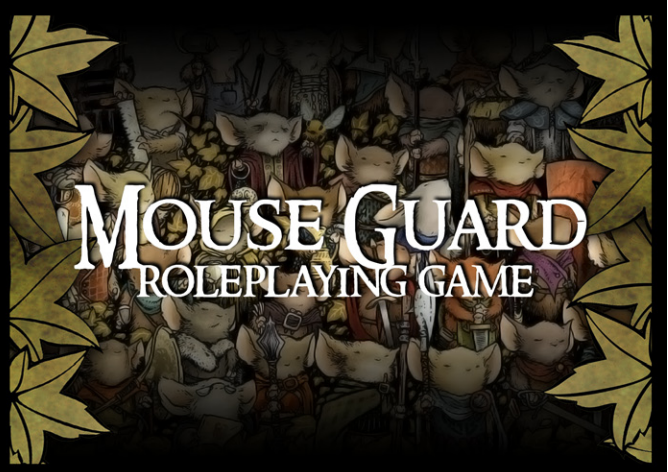
JOURNEY

Starting Disposition

Test Pathfinder then add the number of successes to Health.

Journey Skills

Attack	Defend	Feint	Maneuver
Pathfinder	Survivalist or Weather Watcher	Pathfinder	Survivalist or Weather Watcher



SPEECH

Starting Disposition

Test Orator then add the number of successes to Will.

Speech Skills

Attack	Defend	Feint	Maneuver
Orator	Orator	Orator or Deceiver	Orator or Deceiver



WAR !

Starting Disposition

Test Militarist then add the number of successes to Will.

War Skills

Attack	Defend	Feint	Maneuver
Militarist	Militarist or Orator	Militarist	Militarist



NATURE

Escaping • Climbing • Hiding • Foraging

If you are acting within your Nature:
You can use your Nature ability in place of any relevant skill.

If you are acting against your Nature:
You can use Nature ability in place of any skill or ability. If the test is failed your Nature is Taxed by the margin of failure.

If you have Persona points you can Tap your Nature:
You can spend a Persona Point to add dice equal to your Nature ability to any dice roll (except Resources or Circles). If the test is failed you tax Nature by the margin of failure. Additionally if the test was against your Nature you automatically Tax Nature by 1 even if the roll was passed.



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TESTS

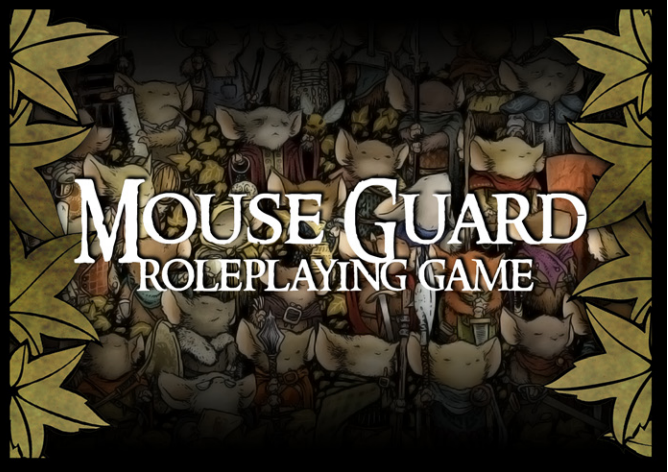
When making a test roll the number of dice listed for the relevant Ability or Skill

Independent Test
Successes rolled (each result of a 4, 5 or 6) must equal or beat the Obstacle (Ob) number

Versus Test
Whoever rolls the most successes wins the test

I am Wise
You may add 1D to your test by incorporating one of your related skill-wises

Teamwork
Help from another player adds 1D to your test



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