

# Skills in *Aces and Eights*

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## Skill Checks

Skills are specialized ability checks. To use a skill, roll 1D20 against the skill's rating.

When you take training in a skill, the skill's rating starts at the lowest of all the listed ability scores. So with Leatherworking, use the lowest of your DEX and INT abilities. With Blacksmithing, use the lowest of STR and INT.

Some skills are listed as "universal," which means they are used at some point or other by just about everyone. Each universal skill gives you a +2 bonus to the rating.

## Using Skills

You gain and improve skills in "tallies," or increments of training or experience. For each tally you take in a skill, add 2 to the relevant ability score to determine your rating with the skill.

For example, if you have INT 12 and take two tallies of the INT skill Millinery, your Millinery skill rating is 16. If you take two tallies in the Carpentry, a universal INT skill, your rating is 18.

If you don't have any tallies in a skill and you try to use it anyway, you suffer a -2 penalty to the relevant ability rating. That means that with untrained universal skills, you roll against your flat ability score: the penalty for having no training cancels out the bonus for it being universal.

In many cases, a skill that is not universal cannot be attempted at all without at least one training tally. If the GM decides you can give it a try, you suffer a -2 penalty.

## BP Cost

The first tally of training in a skill costs the listed Build Points. Each additional tally costs that amount more than the one before it.

For example, the first tally of Demolition costs 6 BP. The second tally costs 12 BP; the third costs 18, the fourth costs 24, and so on.

Ability-based bonus skill points and skill learning modifiers apply as usual.

## Age and Skills

Older characters, who have had more time to gain experience, gain bonus build points that can be spent only on skills.

<u>Age</u>	<u>Skill BP Bonus</u>
Adult (20-29 years)	+10
Middling (30-44)	+15
Old Timer (45-59)	+20
Geezer (60+)	+25

## Skill Mastery

A character's general level of expertise with a skill affects what he can do with it; see the skill descriptions.

Skill mastery also determines the maximum rating a student can reach by training with the character.

The equivalent percentile skill from the official rules is listed with the skill level.

<u>Rating</u>	<u>Skill Level</u>	<u>Training Limit</u>
1-7	Unskilled	—
8-12	Novice (74%+)	—
13-17	Average (49% to 73%)	—
18-22	Advanced (24% to 48%)	17
23-26	Expert (5% to 23%)	22
27+	Master (0% to 4%)	25

## Skill Check Modifiers

Apply these modifiers to the skill rating before you roll.

<u>Difficulty</u>	<u>Modifier to Rating</u>
Trivial	+10
Easy	+8
Average	+0
Difficult	-8
Very Difficult	-10

## Conversions

Converting between the official rules' percentile skills and these rules' D20 ratings requires a little math.

$$\begin{aligned}\text{Percentile skill} &= 140 - (\text{D20 skill rating} \times 5) \\ \text{D20 skill rating} &= (140 - \text{percentile rating}) / 5\end{aligned}$$

# Skill List

<b>SKILL</b>	<b>BP COST</b>	<b>ABILITY SCORE</b>	<b>UNIVERSAL</b>	<b>PREREQUISITES</b>
<b><i>Crafts</i></b>				
Blacksmithing/Metalworking	7	STR/INT	No	
Brewing	1	INT	No	
Carpentry	2	INT	Yes	
Cobbling	1	DEX	No	Leatherworking
Cooking	1	WIS	Yes	
Demolition	6	INT	Yes	
Gunsmithing	8	DEX/INT	No	
Jeweler	9	INT	No	Appraisal (minerals)
Leatherworking	1	DEX/INT	No	
Locksmithing	4	DEX/INT	No	
Logging	3	STR/INT	No	
Machine Operating/Repairing	2	INT	No	
Millinery	1	INT	No	
Pottery	1	DEX/WIS	No	
Primitive Weapon Making	6	DEX	No	
Prospecting	9	WIS	Yes	
Seamstress/Tailor	1	DEX	No	
Skinning/Tanning	3	STR/WIS	Yes	
Slaughter	2	STR/INT	Yes	
Stonemasonry	2	STR/INT	No	
Weaving	1	DEX/INT	No	
<b><i>Liberal Arts</i></b>				
Culture	1	INT	No	
Current Affairs	2	WIS	Yes	
History	1	INT	No	Reading Comprehension
Journalism/Composition	2	INT	No	Reading Comprehension
Law	6	INT	No	Reading Comprehension x2
Reading Comprehension/Penmanship	4	INT	No	
Religion	5	INT	Yes	
<b><i>Professions</i></b>				
Accounting	3	INT	No	
Administration	5	INT/WIS/CHA	Yes	
Appraisal	1	INT/WIS	No	
Bookbinding	1	DEX/INT	No	Leatherworking and Seamstress
Calligraphy/Signmaking	1	DEX	No	Reading Comprehension
Cartography	1	INT	Yes	
Engineering Design	7	INT	No	Mathematics x2
Engineering Locomotive/Steamboat	3	INT	No	Engineering Design
Military Engineering	2	INT	No	Engineering Design
Military Strategy/Tactics	5	INT	No	
Photography	1	INT	No	Chemistry
Telegraph Operating	4	INT	No	
<b><i>Sciences</i></b>				
Botany	1	INT	No	
Chemistry	4	INT	No	Mathematics
Dentistry	5	INT	No	
Geology	4	INT	No	
Mathematics	6	INT	No	Reading Comprehension
Medicine	10	DEX/INT	No	
Nursing	3	WIS	No	

**Social Skills**

Deception	4	INT/CHA	Yes
Diplomacy	4	INT/CHA	Yes
Disguise	4	INT/CHA	Yes
Distraction	1	CHA	Yes
Fast Talking	1	CHA	Yes
Fortune Telling	1	CHA	Yes
Gambling	7	WIS/CHA	Yes
Gaming	1	DEX/INT	Yes
Glean Information	2	INT/WIS/CHA	Yes
Graceful Entrance/Exit	1	CHA	Yes
Idle Gossip	1	CHA	Yes
Interrogation	5	STR/WIS	Yes
Intimidation	2	CHA	Yes
Joke Telling	1	CHA	Yes
Language	5	INT	No
Mimic Dialect	1	CHA	Yes
Oration	2	INT/CHA	Yes
Reading Lips	7	INT	Yes
Recruiting	4	CHA	Yes
Resist Persuasion	2	WIS	Yes
Salesmanship	7	INT/WIS/CHA	Yes
Seduction, Art of	1	CHA/LKS	Yes
Slick Talker	4	INT/CHA	No
Social Etiquette	4	CHA	No

**Trail and Farm Skills**

Agriculture	2	WIS	Yes	
Animal Empathy	2	WIS/CHA	No	
Animal Herding	1	WIS	No	
Animal Husbandry	1	WIS	Yes	
Animal Lore	1	INT	No	
Animal Mimicry	1	WIS	Yes	
Animal Training	10	INT/WIS	No	Animal Empathy x3, Animal Lore x3
Boating	2	WIS	Yes	
Bronc Busting	2	STR/WIS/CHA	Yes	Riding
Camouflage	6	WIS	Yes	
Climbing	2	STR/DEX	Yes	
Droving	3	WIS	Yes	
Fire Building/Extinguishing	1	WIS	Yes	
Fishing	1	WIS	Yes	
Hiding	3	DEX/INT	Yes	
Hunting	5	DEX/WIS	Yes	
Listening	5	WIS	Yes	
Observation	6	WIS	Yes	
Primitive Ranged Weapon Use	4	DEX	No	
Riding	3	DEX/WIS	Yes	
Rope Use	2	DEX	Yes	
Searching	5	WIS	Yes	
Set Traps	10	DEX	No	
Sneaking	8	DEX	Yes	
Survival	7	CON/INT/WIS	Yes	
Swimming	1	STR/CON	No	
Tracking	9	WIS	Yes	
Weather Sense	3	WIS	Yes	

**Miscellaneous**

Artistic Ability	1	DEX/WIS	Yes	
Escape Artist	8	DEX/INT	Yes	
Forgery	10	DEX/INT	Yes	
Juggling	2	DEX	Yes	
Lock Picking	8	DEX/INT	Yes	Listen (combination locks only)
Pick Pocket	9	DEX	Yes	
Sleight of Hand	2	DEX	Yes	
Ventriloquism	8	INT	Yes	