

Step 2: Skills

You have **6 skills** that represent your capabilities. By default, all skills start at **d4**. Assign one **d10**, one **d8**, and one **d6** to skills your character excels at.

The Six Skills:

Endure: Withstand thermal extremes, storms, hunger, psychic burnout, physical exertion.

Navigate: Traverse twilight belt, Deep Roads, ruins, day-side margins, storm-lashed routes.

Perceive: Thermal sensing, psychic awareness, tracking, noticing details, environmental assessment.

Commune: Weather working, deep bonding, negotiation, psychic communication, ritual.

Resolve: Repair tech, solve problems, analyze data, decode Earth archives, improvise tools.

Assert: Intimidate, defend, attack, command, physical confrontation.

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