

Perception

Perception represents a character's awareness, empathy, and social skills.

Skills

- **Deceive:** Con, bluff, or convince
- **Hide:** Avoid notice and sneak past threats
- **Persuade:** Negotiate and charm
- **Search:** Look for hidden objects or details
- **Tactics:** Coordinate and strategize

Bonuses

If your character meets these thresholds, they get the following bonuses during combat.

Perception 4. You can Aim once on your turn as a Free Action.

Perception 6. You can Defend using Hide on your turn as a Free Action. When you do, you can move up to one zone.

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