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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