

USING SKILLS ON OTHER PLAYERS

How to Use Skills

Any time you end your turn in the same space as another player, you may announce that you are using one of your skills for/against him. Using a skill against another player costs you Destiny points: 4D if you are using a Talent level skill or 2D if you are using a Master level skill. Skills may only be used once per turn against one other player.

Defending Yourself

If you do not have the skill that is being used against you, and wish its effect to not happen, there is nothing you can do except suffer. If you have the same skill at Talent level, you may pay 4 Destiny points to avoid the outcome. If you have the skill at Master level, you may pay 2D points to avoid the outcome.

Exception: If you have the Luck skill or Quick Thinking skill, you may roll a die to avoid the effects. If you roll a 4 or higher you can avoid the effect. If you have both skills, add +1 to your roll. This roll cannot be modified by any other means.

The Skills and Their Effects

Given below are the various skills that can be used against other players, and the effects. If a skill is not listed, it cannot be used against another player.

Note that to give Wealth, one must have Wealth to give. You cannot go below Beggar, so if you are at Beggar you cannot give a Wealth level. Conversely, you cannot take a Wealth level from someone who is already a Beggar.

- **Acting & Disguise:** The player you use it against gains 1 Story Point. You may take one Treasure from him or gain 2 Story points yourself.
- **Appearance:** You may make characters of the opposite sex become *Love Struck*; you can make characters of the same sex become *Envious*.
- **Bargaining & Evaluation:** You may give the player one Wealth level and take one Treasure of your choice in their possession.
- **Beguiling:** You may make your victim become *Enslaved* or you may steal one of his statuses (but not *Sultan*).
- **Courtly Graces:** You may give the other player the status *Scorned* or make him lose one of *Respected* or *Vizier*.
- **Enduring Hardship:** The other player can give you one Wealth level or Treasure to make an extra move immediately, as if it were her turn (but without an extra encounter). After the other player moves, you may move to the same space if you wish.
- **Magic:** If the player gives you one Wealth level or Treasure, you may remove any one of their statuses of their choice. Alternately, you may give the other player the status *Ensorcelled*, *Insane*, or *Beast Form*. If the other player has the Magic skill and pays the Destiny points to avoid the effects of this, you receive that status instead.
- **Piety:** You may make the other go *On Pilgrimage*, or give him the *Blessed* status and gain 3 Destiny points yourself.
- **Scholarship:** The other may give you one Wealth level or Treasure in order to gain a skill that you possess. The skill is gained at Talent level. The other may not move during his next turn but still has his encounter normally.

- **Seamanship:** If you are on a coastal or sea space, the player may move one extra space on water on his next turn for every Wealth level they give to you.
- **Seduction:** You may use this only against characters of the opposite sex. You may make the other player become *Enslaved* or *Love Struck*, or take one Wealth level from them.
- **Stealth & Stealing:** You may take one Wealth level or Treasure. If the other player has the Stealth and Stealing skill and pays the appropriate Destiny points to avoid the effects of this, you become *Imprisoned*.
- **Storytelling:** The other gains one Story point, but may not move during his next turn. He still has his encounter normally.
- **Weapon Use:** You may make the other become *Wounded*. If the player has the Weapon Use skill and pays the Destiny points to avoid the effects of this, both of you roll 2 dice and the player with the lower roll becomes *Wounded*. If a player rolls 5 or more higher than the other player, the other player is *Crippled*. If there is a tied roll, reroll. These rolls cannot be modified in any way.
- **Wilderness Lore:** The other may give you one Wealth level or Treasure in order to either lose the status *Lost* or *Pursued*, or to draw two Encounter cards on their next turn, choosing one to encounter and discarding the other into the discard pile.