

# Jouer Historique: Compétences

par Alain Bonet

Je propose ci-dessous une liste des compétences disponibles depuis l'âge de la pierre jusqu'à l'âge du bronze (qui couvre par exemple le supplément *Mythic Greece* et une partie de *Mythic Egypt*), soit les NT 1 à 5 dans ma classification. Le NT indiqué est le niveau minimal de civilisation auquel la compétence devient accessible. Les compétences indiquant un « - » ne sont pas liées à un niveau technologique et peuvent à la limite être apprises par des animaux.

Je travaille actuellement sur le NT 6 (âge du fer). Résultats dès que possible.

Accounting	5
Acrobatics	-
Acting	1
Administration	5
Adrenal Balance	-
Adrenal Concentration	1
Adrenal Defense	-
Adrenal Deflecting	-
Adrenal Evasion	-
Adrenal Landing	-
Adrenal Leaping	-
Adrenal Quick-draw	-
Adrenal Reload	3
Adrenal Resistance	-
Adrenal Speed	-
Adrenal Stabilization	1
Adrenal Strength	-
Adrenal Toughness	-
Advertising	2
Agriculture	
Cereal	3
Floristry	5
Gardening	3
Herbalism	3
Plowing	4
Alchemy/Occultism	5
Alertness	-
Alien Environment	
Airborne	- (créatures appropriées)
Dimension	-
Gravity	-
Humidity	-
Pressure	-
Sea-borne	2
Snow	-
Subterranean	-
Sun exposure	-
Temperature	-
Underwater	- (créatures appropriées)
Ambush	-
Ambush (unit)	1
Animal Driving	4
Animal Handling	3
Animal Healing	3
Animal Mastery	3
Animal Training	3
Appraisal	
Assaying	3
Beast	3
Medical Equipment	5
Ship	5
Trade	1
Tools	1
Wood	1
Architecture	
General	3
Bridges/Road	3
Naval	5
Urban Design	3
Structural	3
Surveying	3
Armor	selon équipement
Artifact Lore	1
Assume Hasty Ambush	1
Assume Quick Defense	1
Astronomy	5
Athletic Games (Brawn)	1
Athletic Games (Endurance)	1
Athletic Games (Gymnastic)	1
Attunement	1
Autopsy	5
Barefoot Walking	1
Basic Math	2
Begging	3
Biology	5
Blind Fighting	-
Blitz	1
Blocking	1
Boat Pilot	1
Body Development	-
Booking	5
Bowyer	3
Boxing	1
Brawling	1
Bribery	3
Camouflage	1
Camping	1
Canon	1
Cartography	5
Caving	-
Ceramics	3
Change Facing	1
Channeling	1
Chemistry	5
Chug	3
Circle Lore	5
Civil Engineering	5
Cleansing Trance	1
Climbing	-
Closing	1
Column	1
Comparative Religion	5
Construct Lore	1
Construction	
Civil/Residential/Street/Tunnel	3
High-Rise	4
Hydraulic	5
Shipbuilding	5
Structural	3
Undersea	3 (créatures appropriées)
Contacting	3
Contortions	-
Control Shape Change	- (créatures appropriées)
Conversation	1
Convoy Movement	1
Cooking	1
Corporate Management	5
Corpus Lore	1
Cosmetology	1
Counterfeiting	5
Crafts	
Billeting	5
Child Care	1
Clerical	5
Connoisseur	5
Counselor	1
Crewelwork	3
Embalmer	4
Enameler	4
Instrument makes	5

Lock making	5	Finance	5
Messenger/runner	1	Fire-care	1
Miller	3	First Aid	1
Paper making	5	Fishing	
Roofer	3	Throw nets	3
Sail maker	4	Trawling	3
Sales clerk	5	Hook and line	2
Shield-making	2	Clamming	1
Stewardship	4	Flank Assault	1
Tattooing	2	Fletching	3
Totem-making	2	Flora Lore	1
Tube hollower	1	Flying/Gliding	- (créatures appropriées)
Vehicle body repair	2	Foraging	
Wicker worker	3	Food	-
Creature Lore	1	Fuel	1
Crude Weapons	1	Catalysts	1
Culture Lore	1	Herbs	1
Dancing	1	Frenzy	-
Data Processing	5	Frontal Assault	1
Death Trance	1	Gadgeteering	3
Demolition	3	Gambling	5
Demon/Devil Lore	1	Garrote	1
Detect Traps	1	Gimmickry	3
Diagnostics	1	Glyph Lore	5
Dig	1	Grappling Hook	4
Diplomacy	3	Healing Trance	1
Directed Powers	1	Health Care	1
Directed Spells	4	Heavy Machine Operation	5
Direction Sense	-	Heraldry	5
Disarm Foe (Armed)	1	Herb Lore	1
Disarm Foe (Unarmed)	1	Herding	3
Disarm Traps	1	Hide Tracks	1
Discussion	1	Hide/Control Intoxication	1
Disengage	1	Hiding	-
Disguise	1	Hiding Items	1
Distance Running	-	History	
Divided Assault	1	General	1
Divided Defense	1	Art	2
Divination		Religious	1
Astragalomancy	1	Hunting	-
Astrology	5	Hygiene	-
Augury	1	Hypnosis	1
Dowsing	1	Interior Design	In
Enthusiasm	5	Internal Medicine	4
Haruspication	1	Interrogation	2
I Ching	1	Intimidation	-
Oneiromancy	1	Jesting	1
Screying	1	Juggling	1
Somatomancy	1	Jumping	-
Tasseography	3	Kitchen Area Preparation	1
Divination Lore	comme Divination	Language	
Diving	-	5 rks maximum	0
Don/Doff Armor	selon équipement	normal	1
Drafting	5	written	5
Dragon Lore	1	Law	5
Dream Control	1	Leadership	1
Dream Lore	1	Leather-crafts	
Dream-world Control	1	Clack	1
Dream-world Lore	1	Armorer	1
Drop / Retrieve Packs	5	Cobbler	2
Drowsing	-	Furrier	1
Duping	1	Primitive	1
Education	1	Saddler	5
Element Lore	1	Tanner	2
Endurance	-	Tooler	3
Envelop	1	Upholstery	5
Erotic Arts	1	Lie Perception	1
Evade	1	Line	5
Evaluate Armor	selon équipement	Lip Reading	1
Evaluate Metal	selon le métal	Literacy	1
Evaluate Stone	1	Literature	1
Evaluate Weapon	selon l'équipement	Loading	2
Faerie Lore	1	Locate Hidden	1
Fall Into Formation	1	Lock Lore	5
Familiar Mastery	3	Locking Holds	1
Fashion	2	Magic Ritual (sp.)	2
Fauna Lore	1	Magical Language	2
Feint (Armed)	1	Mapping	2
Feint (Unarmed)	1	Martial Arts Striking	1
Fill In The Ranks	5	Martial Arts Style (Advanced)	5

Martial Arts Style (Basic)	3	Poison Lore	1
Martial Arts Style Lore	3	Poison Perception	2
Martial Arts Sweeping	2	Pole-vaulting	1
Mechanical Engineering		Political Science	3
General	5	Portaging	-
Mechanical Technology		Power Perception	2
General	5	Power Point Development	2
Mechanition	5	Power-striking	-
Medical Engineering		Power-throwing	-
General	3	Preparing Herbs	-
Surgical Equipment	3	Preparing Poisons	2
Medical Practice	3	Propaganda	5
Medical Sciences		Proselytism	3
General	1	Protocol	1
Burns/Tissue Regeneration	1	Psychology	1
Dentistry	1	Public Speaking	1
Dermatology	1	Quick-draw	1
Eye/Ear/Nose/Throat	1	Racial Attack	-
OB/Gyn/Family Planning	1	Ranged Weapon in Melee	-
Pathology	1	Rappelling	2
Trauma/Battlefield	1	React To A Melee Attack	1
Veterinary		React To An Ambush	1
General	3	React To Artillery	1
Farm	3	Read Runes	5
Exotic	5	Reading Tracks	1
Medical Technology	3	Reality Awareness	1
Meditation	1	Rear Assault	1
Mental Control - Assault	1	Recruitment	3
Mental Control - Defense	1	Region Lore	1
Metal Lore	4	Religion	1
Metal-crafts		Research	1
Bars	5	Retreat (maneuver)	1
Casting	5	Reverse Stroke	1
Compounds	5	Riding	5
Etching	5	Rope-Making	2
Foundry	5	Rope Mastery	2
Sheet	4	Rowing	2
Smelting	5	Sailing	4
Smith	4	Sanitation Engineering	
Wire	4	General	5
Bronze	5	Scaling	1
Copper	4	Scoping	3
Gold	4	Scribing	5
Silver	4	Scrounging	3
Tin	5	Sculpting	2
Armorer	5	Second Aid	2
Jewelry	4	Seduction	1
Ornamental items	4	Sense Ambush	-
Small wares	4	Sense Awareness	-
Tools	4	Service	
Weapons	4	Barber	1
Metallurgy	5	Bar-tending	5
Midwifery	1	Guide	1
Military Organization	5	Massage	1
Mimery	1	Serving	3
Mimicry	1	Valet	3
Mind Point Development	1	Setting Traps	1
Mingling	3	Sewing/Weaving	
Mining	3	Sewing	2
Missile Deflecting	1	Weaving	3
Mnemonics	1	Embroidering	3
Mount/Dismount	5	Knitting	3
Mounted Combat	5	Tailoring	3
Moving Strike	1	Tent-making	2
Music	2	Shield Wall	5
Musical Technology	2	Ship Crew-member	5
Navigation	5	Siege Engineering	5
Nerve Strikes	3	Signaling	
Observation	-	Fire	1
Open Horde	1	Flag	5
Operating Equipment	5	Hand and arm	1
Orienteering	-	Light	4
Painting	2	Sound	1
Philosophy	5	Silent Attack	1
Picking Locks	5	Singing	2
Picking Pockets	3	Situational Awareness	-
Planar Lore	1	Skiing	2
Play Instrument	2	Skinning	1
Poetic Improvisation	2	Sleep Trance	1
Poetry	2	Sniping	1

Spatial Location Awareness	-	Wax-working	4
Speed Reading	5	Weapon * 1-H Concussion	selon équipement
Spell Ambush	4	Weapon * 1-H Edged	selon équipement
Spell Lists	4	Weapon * 2-Handed Melee	selon équipement
Spell Targeting	4	Weapon * Missile	selon équipement
Sprinting	-	Weapon * Pole Arms	selon équipement
Stalking	-	Weapon * Thrown	selon équipement
Stargazing	2	Weapon Style (Advanced)	5
Start Movement	1	Weapon Style (Basic)	3
Stat Gain	-	Weapon Style Lore	3
Stilt-walking	3	Weather-watching	1
Stone Crafts		Weightlifting	-
Brick-maker	3	Woodcrafts	
Gem-cutter	3	General	1
Masonry	3	Carpentry	1
Stone Carving	2	Cartwright	4
Stone Cutter	3	Joining	3
Stone Knapping	1	Lumbering	1
Stone Lore	1	Shipwright	3
Stop Movement	1	Wheelwright	4
Street-wise	3	Wood Carving	2
Stun Removal	-	Work Force Organization	1
Stunned Maneuvering	-	Wrestling	1
Subdual	1	Xeno-lores	1
Substance Tolerance	-	Xeno-Medicine	1
Summoning	4		
Surfing	2		
Surgery	3		
Surveillance	1		
Swashbuckling	1		
Swimming	-		
Symbol Lore	5		
Tackling	1		
Tactical Games	5		
Tactics			
Aerial	1 (créatures appropriées)		
Cavalry	5		
Combines Assault	1		
Guerilla	3		
Infantry	1		
Naval	5		
Sabotage	3		
Scouting	1		
Siege	5		
Small Unit	1		
Strategic	5		
Tale Telling	1		
Targeting	3		
Taunting	1		
Tax Evasion	5		
Textiles			
Dyeing	3		
Quilting	3		
Spindle	2		
Tightrope-walking	-		
Time Sense	1		
Torture	1		
Tracking	-		
Trading	2		
Trading Lore	3		
Trap Building	1		
Trapping	1		
Trick Shooting	3		
Trickery	1		
Trivia	1		
Tumbling	-		
Tumbling Evasion	-		
Two-weapon Fighting	1		
Undead Lore	1		
Undersea Engineering	3 (cultures appropriées)		
Unhorsing	5		
Unlife Lore	1		
Urban Engineering	3		
Use/maintain equipment	selon équipement		
Using Prepared Herbs	1		
Using/Removing Poison	2		
Vehicle Lore	2		
Ventriloquism	1		
Visual Arts	2		
Warding Lore	5		

*A suivre...*