

EXAMPLE TACTICIAN PLAN SKILL CHECKS

The Tactician profession is specialized in the creation of intricate and elaborate plans, granting bonuses to all skills checks made by participants in the plan when completing each step. Below are examples of skill checks that may be made for a plan, and what a potential step including their use would be. Plans are in no way limited to these examples. These examples are simply to give an idea of potential steps in a plan.

Example Skills	Potential Uses
Swim	<ul style="list-style-type: none"> - A swim check may be made while attempting to swim through the sewer canals to gain entrance to a strictly guarded location. - A swim check may be made to dive deep into a river to retrieve an important object that has been stashed there. - A swim check may be made to approach the bottom of a boat, disabling its hull integrity to cause chaos between the passengers.
Sleight of Hand	<ul style="list-style-type: none"> - A sleight of hand check may be made to pick an important lock that is protecting the objective. - A sleight of hand check may be made pickpocket an invaluable map from a target. - A sleight of hand check may be made to slip incriminating evidence into the possession of a framed target.
Conceal	<ul style="list-style-type: none"> - A conceal check may be made while eavesdropping to gain critical information relevant to the plan. - A conceal check may be made while smuggling explosives on the character's person to destroy a well-protected target. - A conceal check may be made to appear behind a lone guard, stealthily slitting their throat.
Forgery	<ul style="list-style-type: none"> - A forgery check may be made while forging false identification papers to gain entry into protected areas requiring clearance. - A forgery check may be made when forging false orders to be presented to an unknowing general, drawing them into a trap. - A forgery check may be made while forging a false letter to a reborn in power from their long-dead companion, sewing paranoia.
Medicine	<ul style="list-style-type: none"> - A medicine check may be made when purposefully botching a procedure to inflict pain on or disable a target. - A medicine check may be made when faking the death of a character to disperse suspicion. - A medicine check may be made while sewing a hidden message beneath the flesh of a courier for a stealthy delivery.
Disguise	<ul style="list-style-type: none"> - A disguise check may be used while using a disguise to acquire information, such as a secret password or code, from an unaware target. - A disguise check may be used while using a disguise to blend into the crowds, evading detection from curious eyes. - A disguise check may be used while using a disguise to act as famous or respected figure, abusing their power for the sake of the plan.
Perform	<ul style="list-style-type: none"> - A perform check may be made to distract a potential target using enchanting music or dance. - A perform check may be made to gain entrance to private events, exhibiting the performing character's skill in an effort to act as the performing party for the event. - A perform check may be made while attempting to entice a target, building their affection and enhancing their disposition towards the performing character.