

**Bronwyn's D&D Game**  
**Skill Ranks and Skill Progression**

- **Ranks 1-10:** The maximum number of skill ranks that can be attained without specialized training is 10. This represents the best level of skill one can attain by picking things up on the road from observing associates closely, or with a handful of hours of formal training, or by practicing diligently on one's own. If there is no valid justification for improvement in game, the GM may overrule the purchase of new skill ranks, after consultation with the player. Trained skills assume a certain amount of instruction from someone more proficient, while untrained skills assume one can practice on one's own to improve to a basic level of proficiency. All characters can make untrained skill rolls without having bought ranks in those skills.
- **Ranks 11-20:** To improve in skill ranks, for both trained and untrained skills, between 11-20 takes supervised training for every skill rank you wish to improve, of a length of time determined by the GM and depending on the nature of the skill, the competence of the teacher, and the diligence of the student. This training must be given by an individual with a higher level of skill ranks than yourself, and you cannot exceed their level of skill ranks while training under them. For example, if you have Profession: Blacksmith at a skill rank of 10, and wish to improve it to 15, you will need to train under a skilled blacksmith who has at least 15 skill ranks herself in Profession: Blacksmith. At the GM's discretion, and depending on the nature of the skill being improved upon, this training requirement may vary in duration, nature, or requirements. For example, improvement in the Climbing skill above 10 may require access to and supervised or coached practice on a variety of difficult climbing surfaces (such as smooth brick walls, slanted walls, and steep cliffs).
- **Ranks 21-30:** To improve in skill ranks, for both trained and untrained skills, between 21-30 (which is the maximum skill level allowable), you will need to train under a recognized master in the skill; one who is renowned throughout the land for their abilities in this area. This master may set any limitations or conditions on training that she wishes, in other words, further training is at the discretion of the GM, and must be very clearly justified in game. The maximum skill ranks are 30, however, a character may have a total exceeding this due to ability, racial, or feat modifiers.