

Beyond Heroes

Core Supplement BH6



The Role Playing Game for all Genres

The Beyond Heroes Roleplaying Game Book VI: The Book of Skills (version 1.3)

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Foreword

The Beyond Heroes Role Playing Game is based on a heavily revised derivative version of the rules system from Advanced Dungeons and Dragons 2nd edition. It also makes extensive use of the optional point buying system as presented in the AD&D Player's Option Skills and Powers book. My primary goal was to make this system usable in any setting, from fantasy to pulp to superhero to science fiction.

When a character uses a skill either the attempt is automatically successful or the character must roll a proficiency check. If the task is simple or the skill has only limited game use (such as carpentry) a proficiency check is generally not required. If the task the character is trying to perform is difficult or subject to failure a proficiency check is required. Of course to use a proficiency the character must have any tools and materials needed to do the job.

Character points must be expended for each skill selected. The same skill can be bought more than once, each time adding a +1 bonus to any rolls. Characters cannot improve their unmodified ratings in skills above 19. Regardless of how high a character's modified proficiency rating becomes, a roll of 20 on a proficiency check is always a failure.

All skills are linked to an attribute and a skill check is performed by rolling under that attribute score (plus any bonuses or minus any penalties). A 20 is always a failure, no matter how many bonuses. Each time a character advances a level, he gains more character points which may be expended on skills if desired.

More information can be found here.

The following skills have been taken and then modified from various AD&D 2E titles, Gamma World, Star Frontiers, and Top Secret.

Skill Cost Table

Listed here is how much it costs to buy each individual skill, and later improve it. Eg. CON skills cost 1 point each, while each time it is rebought cost 2 points each.

<u>Skill Area</u>	<u>Initial Cost</u>	<u>Each rebuy</u>
STR	1	2
DEX	2	3
CON	1	2
INT	2	3
WIS	2	3
CHA	2	2

Charisma Skills

Beg
Bluff
Brainwash
Bribe
Charm
Clowning
Diplomacy
Disguise
Etiquette
Fast Talk
Gaming
Gather Info
Interrogate
Intimidate
Sing

Beg

This proficiency serves two functions. First it allows the character to pose convincingly as a beggar; success is automatic, so no proficiency check needs to be made. This function is used most by Assassins, Bounty Hunters and Spies in the pursuit of their assignments. A character can also use begging to procure a very minimal daily income. Success requires first that there be people to beg from—people with money to give. A character in an abandoned castle or a recently pillaged village are virtually assured of failure. Impoverished regions might have greater negative modifiers—but then, so might affluent areas with traditions of stinginess.

Bluff

Bluff is the skill of making the outlandish seem credible. It covers acting, trickery and subterfuge. Favourable and unfavourable circumstances weigh heavily on the outcome of a bluff. 2 circumstances can affect the character: the bluff is hard to believe, or the action the target is asked

to take goes against his self interest, nature, personality, orders or the like. A successful bluff indicates that the target reacts as desired for a short time or believes what the character wanted him to believe. Bluff can also be used to mislead an opponent in melee combat so he can't dodge the next attack.

Brainwash

This is the ability to subvert the will of another being to obey and believe whatever the character wishes him to believe. This involves wearing down the victim's WIS and can take weeks.

Bribe

Bribery is an act usually implying money or gift given that alters the behaviour of the recipient in ways not consistent with the duties of that person or in breach of law. Bribery constitutes a crime and is defined as the offering, giving, receiving, or soliciting of any item of value to influence the actions of an official or other person in discharge of a public or legal duty. The bribe is the gift bestowed to influence the recipient's conduct. It may be any money, good, right in action, property, preferment, privilege, emolument, object of value, advantage, or merely a promise or undertaking to induce or influence the action, vote, or influence of a person in an official or public capacity. One must be careful of differing social and cultural norms. Expectations of when a monetary transaction is appropriate can differ from place to place. Tipping for example, is considered bribery in some societies, while in others the two concepts may be interchangeable. Characters know who to bribe, what to offer and how to go about it.

Charm

A character uses this skill to persuade an NPC to do something that isn't in the NPC's best interest. It can involve reasoned argument and false logic, or simply throwing a verbal smoke screen to get the target to hesitate. Sometimes it can take the form of a bargain but often the character has no intention of fulfilling his/her part of the bargain.

Note: You can not make an NPC do something that is against their alignment. When a character makes a Charm attempt, determine a difficulty number for the attempt, depending on how likely the target is to believe the player character (all penalties are cumulative). You can use the number rolled as an indication of the degree of success; if it's much higher than the victims (at least twice as much), the victim may volunteer additional help, and may never realize he/she has been had. If it's close, the victim may do as asked, then realize he/she has been duped as the player character walks away.

Clowning

The character is skilled in visual humour, slapstick and crude jokes. They can also tell amusing stories, anecdotes and jokes. The medieval equivalent is more than just a teller of jokes. The jester literally "play the fool," in that the object is to make oneself look like an idiot. On a physical level this involves being able to trip over their own feet, look incredibly clumsy, and take pratfalls (all without seriously injuring oneself.) The jests themselves are verbal jokes, part of conversations that a jester may have with himself, or with others (usually while pretending to be someone else.) The idea is to always have the humour on two levels, the overt funny stuff that even the most ignorant

observer will find funny, and a more sophisticated, biting, sardonic humour that only those in the know will understand. Jesters also know how to create jokes, put together comedy scenes, and assemble "situation" comedies. Traditionally jesters wear foppish clothing that is a mix of mismatched colours and patterns. Most successful jesters are considered to be wise counselors, and are respected for being the only member of a court who can tell the monarch that he is acting like an idiot without getting himself beaten, killed or imprisoned. This is usually done by playacting at being monarch and exaggerating any foolish or wrongheaded moves or decisions (while funny, this is not usually done in public, but privately).

Diplomacy

The character is skilled in dealing with people, from etiquette and social graces to a way with words and public speaking. In negotiations participants roll opposed diplomacy checks and the winner gains the advantage. This can also be used to resolve situations when 2 advocates plead opposite cases in a hearing before a third party. Changing others' attitudes with diplomacy takes at least one full minute. Use this skill to ask the local baron or ambassador for assistance, to convince a band of thugs not to attack you, or to talk your way into someplace you aren't supposed to be.

Disguise

The character with this skill is trained in the art of disguise. He can make himself look like any general type of person of about the same height, age, weight, and race. A successful proficiency check indicates that the disguise is successful,

while a failed roll means the attempt was too obvious in some way. The character can also disguise himself as a member of another race. In this case a -7 penalty is applied to the proficiency check. The character may also attempt to disguise himself as a specific person with a -10 penalty to the proficiency check. These modifiers are cumulative.

Etiquette

This proficiency gives the character a basic understanding of the proper forms of behaviour and address required in many different situations especially those involving nobility and persons of rank. Thus the character will know the correct title to use when addressing a duke, the proper steps of ceremony to greet visiting diplomats, gestures to avoid in the presence of dwarves, etc. For extremely unusual occurrences a proficiency check must be made for the character to know the proper etiquette for the situation (an imperial visit, for example, is a sufficiently rare event). However, having the character know what is correct and actually do what is correct are two different matters. The encounters must still be role-played by the character. Knowledge of etiquette does not give the character protection from a gaffe or faux pas; many people who know the correct thing still manage to do the exact opposite.

Fast Talk

Fast-talk is the art of distraction and conning. If a successful proficiency check is made the fast-talker is able to get away with whatever scam he is attempting. He gains +1 to his roll for every 1 point the victim's INT is below 10. However he is -1 for every 1 point the victim's INT is over 15. The DM may also introduce modifiers according

to the difficulty or plausibility of what the character is attempting. Targets of Intelligence 3 or less are so dim that attempts to fast-talk them fail automatically because they can't follow what's being said. This allows a character to gain time by rambling nonsensically. Victims stand dumbfounded, wondering whether the player is insane, drunk or nuts.

Gaming

The character knows most common games of chance and skill, including cards, dice, bones, draughts, and chess. When playing a game, the character may either play out the actual game or make a proficiency check, with success indicating victory. If two proficient characters play each other, the one with the highest successful die roll wins. A character with gaming proficiency can also attempt to cheat, thus gaining a +1 bonus to his success chance. If the proficiency check for the game is 17 or above, however, the character has been caught cheating.

Gather Info

This proficiency represents the ability to make contacts, collect gossip and rumours, question informants and otherwise get information from people. A character with this proficiency in appropriate circumstances will be aware of any major rumours circulating among the lowlife of an area; and with a successful proficiency check specific information about a person or place can be gathered (the GM must decide how specific the information is).

Interrogate

This skill includes training in the questioning of prisoners, captives and

informers, and the assessment of that information.

Intimidate

This is a talent for bending people to your will by scaring the living daylights out of them. NPCs who are intimidated are quite likely to do what they're told out of fear. On the negative side they are also very likely to harbour much resentment against the character that intimidates them. The NPCs will keep their resentment hidden—until the first chance to avenge their pride arises. If successful the NPC is convinced that the character is ready and capable of making his life miserable—if not immediately, then in the near future.

Sing

The character is an accomplished singer and can use this ability to entertain others and perhaps earn a small living. No proficiency check is required to sing. The character can also create choral works on a successful proficiency check.

Constitution Skills

Consume Alcohol

Deep Dive

Endurance

Jog

Slow Respiration

Sport

Consume Alcohol

This character has developed an incredibly high resistance to alcohol, being able to consume large quantities without much effect. He can consume twice as much for half the effect.

Deep Dive

A character with this proficiency can add 10 feet per round to his speed of descent when diving into the water, or from the surface. Thus, a character with the deep diving proficiency can descend 30 feet per round, plus modifiers for encumbrance, running start, and height. Likewise, a character with the deep diving proficiency can surface at a rate of 30 feet (not 20 feet) per round. This proficiency provides characters with the ability to hold their breath for 2/3 their Constitution scores in rounds, not the 1/3 allowed to most characters. Effects of exceeding the allotted time are the same, regardless of proficiency ratings.

Endurance

A character with endurance proficiency is able to perform continual strenuous physical activity for twice as long as a normal character before becoming subject to the effects of fatigue and exhaustion. In those cases where extreme endurance is required, a successful proficiency check must be made. Note that this proficiency does not enable a character to extend the length of time that he can remain unaffected by a lack of food or water.

Jog

The character can move at twice his normal movement rate for a day. At the end of the day he must sleep for eight hours. After the first day's movement, the character must roll a proficiency check for success. If the die roll succeeds, the character can continue his running movement the next day. If the die roll fails, the character cannot use his running ability the next day. If involved in a battle during a day he spent running, he suffers a -1 penalty to his attack rolls.

Slow Respiration

A character with this proficiency has the ability to enter a deep trance and reduce the amount of air he needs to stay alive. To induce the trance he must be in a resting position, either resting, or lying down. After concentrating for one turn pulse and breathing drop well below normal (on a successful check if this fails the character cannot slow his breathing), so that breathing requires only 10% of the rate when resting. The character emerges from his trance at will, fully aware of anything that has occurred nearby.

Sport

This is the ability to play one specific sport at a professional level. This skill must be rebought for each additional sport.

Dexterity Skills

Acrobatics
 Ambidextrous
 Armourer
 Armour Mastery Light
 Armour Mastery Medium
 Armour Mastery Heavy
 Armour Mastery Power
 Blindfight
 Bowyer
 Clayshot
 Climb
 Cobbling
 Concealment
 Contortion
 Crackshot
 Dance
 Drive Construction
 Drive Car
 Drive Chariot
 Drive Motorbike
 Drive Power Armour (Commercial)
 Drive Power Armour (Military)
 Drive Pushbike
 Drive Tank (Military)
 Drive Train/Tram
 Drive Truck
 Drive Wagon
 Engrave
 Escapology
 EVA
 Evasion
 Fast Cast
 Fast Draw
 Fast Load
 Fast Shot
 Fencing
 Forgery
 Hairdressing
 HALO Parachute
 Horse Archery
 Joust
 Juggle
 Lightning Reflexes
 Locksmith
 Marksmanship

Mountaineer
 Pick Locks
 Pick Pockets
 Pilot Airship
 Pilot Balloon
 Pilot Chronal Transport
 Pilot Fixed Wing Glider/Propeller
 (Civilian)
 Pilot Fixed Wing Propeller (Military)
 Pilot Fixed Wing Jet (Civilian)
 Pilot Fixed Wing Jet (Military)
 Pilot Jetpack
 Pilot Marine Freighter
 Pilot Marine Hovercraft (Commercial)
 Pilot Marine Hovercraft (Military)
 Pilot Marine Motorboat
 Pilot Marine PWC
 Pilot Marine Sailboat
 Pilot Marine Submersible (Commercial)
 Pilot Marine Submersible (Military)
 Pilot Marine Warship (Military)
 Pilot Orbital Shuttle
 Pilot Planar Transport
 Pilot Rotor Wing (Commercial)
 Pilot Rotor Wing (Military)
 Pilot Space Fighter (Military)
 Pilot Starcraft (Commercial)
 Pilot Starcraft (Military)
 Pilot System Spacecraft (Commercial)
 Pilot System Spacecraft (Military)
 Plumbing
 Reflex Mastery
 Ride Air Animal
 Ride Land Animal
 Ride Sea Animal
 Rope Use
 Safecrack
 SCBA
 SCUBA
 Set/Remove Traps
 Shield Mastery
 Short Hand
 Ski
 Skinning
 Skydive
 Sleight of Hand

Somatic Concealment
 Stealth
 Stuntman Driving
 Stuntman Fall
 Surf/Skateboard
 Swing
 Tailor
 Tightrope Walking
 Trailing
 Tree Walking
 Typing
 Unarmed Combat Aerial
 Unarmed Combat Boxing
 Unarmed Combat Martial Arts
 Unarmed Combat Wrestling
 Ventriloquism
 Weapon, Bio-Emission
 Weapon, Cape
 Weapon Group Specialty
 Weapon Offhand
 Weapon Single Specialty
 Weapon Specialization
 Weapon Twin Specialty
 Weapon Two Handed Specialty
 Weapon + Shield
 Zero G Manoeuvres

Acrobatics

The character can flip, dive, roll, tumble and perform somersaults, handstands, flips, etc. Aside from entertaining, the character with tumbling proficiency can improve his Armour Class by 4 against attacks directed solely at him in any round of combat provided he has the initiative and foregoes all attacks that round. When in unarmed combat he can improve his attack roll by 2. On a successful proficiency check he suffers only one-half the normal damage from falls of 18 metres or less and none from falls of 3 metres or less. Falls from greater heights result in normal damage. He can also maintain his balance under difficult circumstances.

Ambidextrous

This character is equally skilled with the use of either hand. This trait carries over into training, so that the PC can use weapons, bear a shield, and perform acts of strength equally well with the right or left hand. The character is good at the two weapon fighting style, suffering no penalty for the first hand, and only a -2 penalty for off-hand use.

Armourer

This character can make all of the types of armour given the proper materials and facilities. When making armour the proficiency check is rolled at the end of the normal construction time. The time required to make armour is equal to two weeks per level of AC below 10. For example a shield would require two weeks of work whereas a suit of full plate armour would require 18 weeks of work. If the proficiency check indicates failure but is within 4 of the amount needed for success the armourer has created usable, but flawed armour.

Such armour functions as 1 AC worse than usual although it looks like the armour it was intended to be. Only a character with armourer proficiency can detect the flaws and this requires careful and detailed inspection. If the flawed armour is struck in melee combat with a natural die roll of 19 or 20 it breaks. The character's AC immediately worsens by 4 additional classes (although never above 10) and the broken armour hampers the character's movement. Until the character can remove the broken armour (a process requiring D4 rounds), the character moves at $\frac{1}{2}$ of his normal rate and suffers a -4 penalty to all of his attack rolls.

Armour Mastery

The character gets +1 to his AC over his armour bonus when he specializes in one type of armour and may still use the armour as part of an attack. Also any penalties normally incurred while using armour are reduced by 1 or 10% for each time this skill is taken. This skill must be retaken for each of the four different types; Heavy, Light, Medium and Power.

Light - Includes Ring, Padded, Leather and Studded Leather.

Medium - Includes Brigandine, Hide, Scale, Chain, Banded and Splint.

Heavy - Includes Plate, Bronze Plate, Field Plate and Full Plate.

Power - Includes all forms of electronic and exo armour.

Blindfight

The skill of fighting in conditions of poor or no light. The character only suffers half the normal penalties for fighting in complete darkness or when blinded, and only suffers one quarter the normal penalties of blindness when fighting under starlight (characters without the skill normally only suffer half of the normal penalties). Also when dealing with invisible opponents the character only suffers half the normal penalties. To receive these benefits the player must roll under the blind fighting skill percentage. Also the character has a chance of detecting the presence of an invisible creature equal to half the skill proficiency. This proficiency is effective only against opponents or threats within melee distance of the character. Blind-fighting does not grant any special protection from missile fire or anything outside the immediate range of the character's melee weapon. Furthermore it does not enable the character to discover invisible creatures; he has only

a general idea of their location and cannot target them exactly.

Bowyer

This character can make bows and arrows. The construction time for a long or short bow is one week, while composite bows require two weeks, and D6 arrows can be made in one day. When the construction time for the weapon is completed the player makes a proficiency check. If the check is successful the weapon is of fine quality and will last for many years of normal use without breaking. If the check fails the weapon is still usable but has a limited life span: An arrow breaks on the first shot; a bow breaks if the character using it rolls an unmodified 1 on his D20 attack roll.

Clayshot

With this skill the normal penalty for a small target doesn't apply, tiny targets are only -2, large are +5 and giant are +8.

Climb

The character can scale angled and uneven surfaces. Not only does he have a better climbing percentage than other characters he can also climb most surfaces without tools, ropes, or devices.

Cobbling

The character can fashion and repair shoes, boots, and sandals.

Concealment

This character can hide in either rural or urban environments almost perfectly using trees, undergrowth, doorways, fences, etc.

Contortion

The character has a unique ability to wriggle out of ropes, manacles, brackets, chains, and other bonds by twisting bones out of sockets. The bound character can make a Dexterity check when attempting to twist free of the bonds. Such an escape requires D6 rounds for each limb that is bound.

Crackshot

With this skill there is no penalty for shooting at or from moving mounts or vehicles.

Dance

The character knows many styles and varieties of dance, from folk dances to formal court balls.

Drive Car

This allows the character to drive all kinds of manual and automatic cars, four wheel drives, mini buses, utes and vans.

Drive Chariot

A character with proficiency in this skill is able to safely guide a chariot, over any type of terrain that can normally be negotiated, at a rate 1/3 faster than the normal movement rate for a chariot driven by a character without this proficiency. Note that this proficiency does not impart the ability to move a chariot over terrain that it cannot traverse; even the best charioteer in the world cannot take such a vehicle into the mountains.

Drive Construction

This enables the character to use the big farm equipment such as the combine and cotton picker, trucks with cranes, cherry pickers, bulldozers, backhoes, cement mixers, crane trucks or mobile cranes or

truck-mounted cranes, dump trucks, forklifts and cranes.

Drive Motorbike

This character can drive all kinds of motorcycles, trikes and quads.

Drive Power Armour (Commercial)

Characters with this skill are taught the fundamentals of maneuvering giant robots. These robot exoskeletons and vehicle type robots that require a pilot and crew. The training focuses on piloting, not combat.

Drive Power Armour (Military)

Like the commercial skill characters are taught how to pilot giant robots but in addition are also trained in combat using the mech. This includes the various weapon systems, hand to hand aptitudes, and any defence systems.

Drive Pushbike

This applies to any vehicle requiring manual power. The character can perform high speed turns, jumping ramps and doing stunts.

Drive Tank (Military)

This is the ability to drive cruiser, infantry, light, medium, heavy and engineering tanks and APCs and use any weaponry.

Drive Train/Tram

This is the ability to drive passenger and freight trains, and trams.

Drive Truck

This covers both medium and heavy category vehicles. It includes platform trucks, flatbed trucks, buses, fire trucks, recreational vehicles or motor homes, ballast tractors, garbage trucks, log carriers, refrigerator trucks, semi-trailer

trucks also known in Britain as "Artic" for 'articulated lorry', tank trucks or tankers or tanker lorries in Britain and heavy haulers.

Drive Wagon

This is the skill of driving teams of animals, such as for wagons or carriages. It includes the skills of being able to "hitch and drive" teams of creatures (mules, horses, oxen, reindeer, etc) pulling wheeled (sled in winter and certain climates) carriages. Includes the care and feeding of a variety of animals and knowing how much load his wagon can bare, as well as the skill to assess and negotiate fees, wages, and expenses for cargo hauling, and estimate the number of hours or days to make the trip.

Engrave

This skill allows one to lavishly decorate gemstones, objects, weapons and armour with intricate engravings.

Escapology

This allows a character to slip out of ropes and other types of bindings and restraints. When a character is bound or tied the GM assigns a penalty based on the type and circumstance of the binding.

EVA

This skill involves working outside a spacecraft while wearing a vacuum suit. The skill covers suit operation and repair, damage control, maneuvering and knowing what to do when things go wrong.

Evasion

This proficiency allows the character to lose someone who is following him/her

or keep a particular person from finding them in a public place.

Fast Cast

With this skill if you are a mage you can cast twice with both spells only counting as 1 attack. This skill can be taken multiple times adding 1 extra shot each time.

Fast Draw

The character can pull out a weapon without it counting as an action. This means you can draw and initiate combat as a single attack.

Fast Load

This skill allows characters to quickly change clips, load one bullet into a revolver or shotgun, or cycle a new round in a bolt action rifle and fire in the same attack.

Fast Shot

With this skill you can fire twice with both shots only counting as 1 attack and only needing to roll to hit once. This skill can be taken multiple times adding 1 extra shot each time.

Fencing

This is a combat based sport, that focuses on three separate weapons, and on those weapons only; the Foil, the Sabre, and the Epee. Characters have proficiencies in all 3 weapons and also gain the following abilities:

Feint; The Feint is simply a fake attack. It is used to draw a parry or reaction out of the opponent. The exact method of attack the character fakes varies and can be any type of attack the character possesses. This is a Combination Move, used in conjunction with another attack. The character chooses what attack to fake and rolls on his Thac0. On a

successful roll the false attack succeeds. The opponent can (and should) attempt to defend against the false attack. Whether they successfully defend against the fake attack or not, the attacker then moves into the second attack. The character is at +3 to Thac0 with second attack and the defender must use an attack to defend against it.

Riposte; The Riposte is simply an attack made directly after a parry. Essentially a Combination Parry/Attack, the speed of which this is accomplished with a fencing weapon is remarkable, even more so than their more lethal cousin, the rapier. It takes one attack and can be done as many times in a melee round as the character wishes. Parry bonuses are halved, but the character is at +3 to Thac0 on the Riposte and the defender must use an attack to defend against it.

Lunge; The Lunge is a fast attack used to close distance quickly. The Lunge basically is a standard attack that only works at Long Range and produces a Critical hit. Successful or unsuccessful, the Lunge requires a Maintain Balance roll to get back into a position of being able to move. This recovery takes an additional attack, making a total of two required for the move. Attacks and parries can still be made while in the lunge position, but are both at -3 and moving is impossible.

Disengage; The disengage is a fast move that brings the weapon underneath the opponent's weapon to attack in the opposite line. This is a defensive move that can only be done in response to an attack on the blade or weapon arm itself, such as an Arm Hold, Entangle, or direct damaging attack on the weapon. It uses the character's normal bonuses to parry, but grants the character +3 to Thac0 on

the following attack due to the speed and ease of the "parry," as well as the opponent being slightly off-balance after the failed attack. This move can be combined with the Riposte, resulting in an additional +2 to Thac0.

Fleche; The Fleche is a surprise attack that starts out similar to a lunge, but the Fencer follows through with a full speed charge at his opponent. This attack must be made at the beginning of the melee and the attacker loses all ability to attack for the rest of the round, but can still evade (at half normal bonuses) and parry. The move closes distance rapidly, and regains that distance just as quickly as the fighter passes by the enemy. A failed Fleche results in the defender having to spend two actions closing the distance to the Fencer. The end result is a Critical hit. Should the defender know the Fleche is coming, they can use a Riposte or Combination Parry/Attack against it, to which the Fencer is at -4 to parry.

Binding the Blade; Binding the Blade is a defensive move made with the sword that traps the other person's arm or weapon in a position they can't attack from. Specifically, a Bind involves making contact with the opponent's weapon at two points along the blade/attacking surface. One contact is made with the blade, the other contact is made with the guard. This prevents the weapon from moving into a position it can attack from. In Fencing, this move is mainly used to set up another move or test to see what the opponent's reaction to it is. Typical moves made after a Bind include the Glide, attempts at a disarm, or one could just hold the weapon there to see what the opponent will try to get out of it with. Any action made during

the Bind is at +3 and the defender cannot use their bound arm or weapon to defend against it. Escaping from a bind is fairly simple, just retreat or move your blade back and/or out. This leaves the defender able to parry with their weapon, but the defender loses initiative as he sets himself back up into an attacking or defensive posture.

Inquartata; Called the three point lunge in Modern Fencing (and an illegal move, too, since no part of the body except the feet can touch the strip), this move consists of throwing the rear leg back and dropping the whole body under an incoming attack. The non-weapon hand is placed flat on the ground to aid in balance. The weapon is thrust outward into the attack, one that the defender will have to struggle to defend against. This works just like a Combination Evade/Attack. The Fencer rolls to Evade at full bonuses, then rolls to Thac0 at no bonuses. The opponent must use an attack to defend against it, as Automatic Parry won't work. In addition, the character is at +3 to Maintain Balance after a successful Evade roll, regardless of the Thac0 Roll, until they rise back into the guard position. This move can only be used once per melee round.

Forgery

This proficiency indicates a skill at creating false documents, mimicking the handwriting of others and detecting forgeries. No check is required if the character is simply trying to duplicate a style of writing—the issuing of an anonymous military decree for example. Characters trying to duplicate the signatures of specific individuals must see those signatures; the GM rolls the proficiency checks secretly to see if the forgeries are successful. If a character

writes a longer message in a specific hand the GM rolls the check with a -2 modifier. The GM should also roll the check if a character seeks to determine if another document is a forgery. On a 20 the character makes the wrong assumption whereas a failure with less than 20 means that the character is not sure of the truth or falsehood of the sample.

Hairdressing

The character can do the following with hair; cut and style, add and remove colour, create perms and advise on hair care. He can also trim and shape beards. A failed roll means the end result is not as desired (too short, not even, ugly, etc).

HALO Parachute

The skill of parachuting includes the methods, procedures and techniques of parachuting, packing the chute, skydiving techniques, precision landing, landing without injury, and practice of jumping from a high altitude aircraft. The advantage of parachuting is secrecy, since the trooper's insertion into enemy territory is silent and often goes unnoticed. The following three methods are the ones most commonly used by modern paratroopers:

High-Altitude-Low-Opening (HALO) operations also begin at 25,000 to 30,000 ft but the paratrooper does not pop the chute until an altitude of 4,000 ft, or even less. The jump takes place so rapidly that there is little chance for the paratroopers to be viewed after the chutes open.

High-Altitude-High-Opening (HAHO): jumps take place from a height of 25,000 to 30,000 ft. As the paratroopers drop

they travel laterally to the desired drop zone where they wish to land. This technique is used to "throw off" enemy units since they will probably search for paratroopers directly beneath the path of the aircraft.

Low-Altitude-Low-Opening (LALO) drops are the most dangerous method. The jump is made at the mere height of 300 to 500 ft. If there are any complications (a failed roll) the paratrooper is likely to be injured (broken bones) or killed (30% chance).

Hang Glide

Hang gliding is an air sport in which a pilot flies a light and unmotored foot-launchable aircraft called a hang glider (also known as Delta plane or Deltaplane). Most modern hang gliders are made of an aluminium alloy or composite-framed fabric wing. The pilot is ensconced in a harness suspended from the airframe, and exercises control by shifting body weight in opposition to a control frame, but other devices, including modern aircraft flight control systems, may be used. This gives pilots the ability to soar for hours, gain thousands of metres of altitude in thermal updrafts, perform aerobatics, and glide cross-country for hundreds of kilometres.

Horse Archery

A character with this skill can not only fire a bow from the back of a moving horse or any other mount without penalty, but can do so without falling off.

Joust

This includes the combat skills necessary for a successful joust as well as the manners, behaviour and flair

needed to impress an audience. To take this proficiency the character must first have a weapon specialization in the jousting lance. A character with this proficiency modifies his attack rolls in a jousting match by +2. The use of this proficiency assumes the character has an adequate lance, shield and mount. Should a character win a match his stylish performance favourably impresses the audience. Audience members with a special interest in the match (such as royalty, gamblers, or potential paramours) who later encounter the jousting modify their reaction rolls by +2. If he wins several matches in a tournament, the bonus doesn't rise above +2. If he later loses a match or two in the same tournament he still earns the bonus.

Juggle

The ability to toss up a number of objects such as balls, clubs, knives, lit torches, and almost any small objects, and keep them continuously in the air with fast hand movements. It is used for the entertainment of others and to develop greater hand-eye coordination. He can juggle to one object/item per 3 DEX, plus one for every two levels of experience gained. Juggling also enables the character to attempt desperate moves. On a successful attack roll vs. AC 0 (not a proficiency check) the character can catch small items thrown to harm him. Thus the character could catch a dagger or a dart before it hits. If this attack roll fails however the character automatically suffers damage. The character is able to catch one missile per round (if at least one hand is free plus two additional missiles if he forgoes all attacks that round and has both hands free, whether he has initiative or not). If the skill is

retaken the character may catch an additional missile for every slot spent. Alternately the character may take a +1 bonus on the attack rolls to catch the missiles for each slot spent.

Lightning Reflexes

This character has become so quick as to gain +1 initiative and +3 Thaco.

Locksmith

This is the specialized skill of making locks. The character can make and repair all kinds of mechanical locks. This also adds a +1 to the lockpicking skill.

Marksmanship

This skill is special training in long-range rifle or bow firing and marksmanship. The character must have the rifle or bow skill to which the Thaco bonus of +2 is applied. The wind will deflect the projectiles at long ranges. You can measure it and adjust for it, but it will impact the flight.
 Calm (under 5 MPH) no modifier.
 Light wind (5-10 MPH) -1 Thaco.
 Windy (10-20 MPH) -2 Thaco.
 Strong wind (over 25 MPH) -6 Thaco.
 Gusty wind, assign an additional penalty of -2.
 Note: The above modifiers assume a wind blowing 90 degrees to flight of bullet, adjust for other directions.

Mountaineer

A character with this proficiency can make difficult and dangerous climbs up steep slopes and cliffs with the aid of spikes, ropes, etc. If a character with mountaineering proficiency leads a party placing the pitons (spikes) and guiding the others, all in the party can gain the benefit of his knowledge. A mountaineer can guide a party up a cliff face it could not otherwise climb.

Pick Locks

The character can try to pick padlocks, finesse combination locks (if they exist), and solve puzzle locks (locks with sliding panels, hidden releases, and concealed keyholes). Picking a padlock requires tools. Using typical thief's tools grants normal chances for success. Using improvised tools (a bit of wire, a thin dirk, a stick, etc.) imposes a penalty on the character's chance for success. The GM sets the penalty based on the situation; penalties can range from -5 for an improvised but suitable tool, to -60 for an awkward and unsuitable item (like a stick). The amount of time required to pick a lock is D10 rounds. A thief can try to pick a particular lock only once per experience level. If the attempt fails, the lock is simply too difficult for the character until he learns more about picking locks (goes up a level).

Pick Pockets

A player uses this skill to pilfer small items from the pouches, pockets, belts, sleeves, packs, etc. of others. A failed attempt means the thief did not come away with an item, but it does not indicate he was caught in the act.

Pilot Airship

The ability to fly powered blimps and dirigibles. The character can pilot, steer, raise and lower, and land/dock all airships. He can also locate problems, sew up or glue torn fabric, repair control linkages (including pedal driven propellers), and attach ropes and rigging.

Pilot Balloon

The ability to fly hot-air and helium balloons. The character can pilot, steer, raise and lower, and land. He can also locate problems, sew up or glue torn fabric, repair control linkages (including

pedal driven propellers), and attach ropes and rigging.

Pilot Chronal Transport

This covers all forms of time machines from base packs to military fighters.

Pilot Fixed Wing (Civilian)

A fixed-wing aircraft is a heavier-than-air craft whose lift is generated not by wing motion relative to the aircraft but by forward motion through the air. The term is used to distinguish from rotary-wing aircraft where the movement of the wing surfaces relative to the aircraft generates lift. There are two different types to choose from; glider/propeller or jet.

Pilot Fixed Wing (Military)

Training includes flying, maneuvering, aerial combat strategies, and typical fighter jet weapon systems.

Pilot Jetpack

This is the piloting skill for backpack like units that strap to the back of an individual to carry him airborne. This includes both atmospheric and space packs.

Pilot Marine Freighter

This character can pilot all types of container ships, bulk carriers and tankers.

Pilot Marine Hovercraft (Commercial)

Also known as an air-cushion vehicle or ACV, is an amphibious craft capable of travelling over land, water, mud, ice, and other surfaces. Hovercraft use blowers to produce a large volume of air below the hull, or air cushion, that is slightly above atmospheric pressure. They are now used throughout the world as specialized

transports in disaster relief, coastguard, and survey applications, as well as for sport or passenger service. Very large versions have been used to transport hundreds of people and vehicles across the English Channel.

Pilot Marine Hovercraft (Military)

As per the commercial skill but also having military applications used to transport tanks, soldiers and large equipment in hostile environments and terrain. And the use of any weapons.

Pilot Marine Motorboat

These include any vessel propelled by an internal combustion engine driving a jet pump or a propeller under 80 feet that can be driven by one person.

Pilot Marine PWC

Sometimes mistakenly called Jet Ski (which is the brand name of a PWC manufactured by Kawasaki Heavy Industries) this is the ability to pilot all types of Personal Water Craft.

Pilot Marine Sailboat

The character can sail sloops, cutters, catboats, ketches, yawls, schooners, catamarans and trimarans.

Pilot Marine Submersible (Commercial)

This skills includes the knowledge to pilot all types of submersibles including underwater sleds, mini subs and most types of commercial submarines.

Pilot Marine Submersible (Military)

This includes conventional and nuclear submarines. Also, includes training on exactly how the vessel operates, such as the engines and weapon systems.

Pilot Marine Warship (Military)

This includes the ability to pilot all types of military surface vessels including aircraft carriers, battle cruisers, battleships, corvettes, cruisers, destroyers and frigates and use them in combat.

Pilot Orbital Shuttle

The ability to pilot standard shuttlecrafts.

Pilot Planar Transport

This covers all forms of interdimensional machines.

Pilot Rotor Wing (Commercial)

A rotorcraft is a heavier-than-air flying machine that uses lift generated by wings that revolve around a mast called rotor blades. Several rotor blades mounted to a single mast is referred to as a rotor. Includes autogyros, gyrodynes, tiltrotors, and civilian, utility and observation helicopters.

Pilot Rotor Wing (Military)

These usually include the larger and heavier (armoured) type as well as transport choppers. Generally, they hold four or twelve passengers, although the largest can hold three times that. The fighter types can be mounted with machine guns and missiles.

Pilot Space Fighter (Military)

Typically one to three man fighter vehicles specifically designed for fighter to fighter, fighter to power armour, fighter to ship, or fighter to robot space combat. These vessels engage in reconnaissance, military support, close combat, dog-fights, surgical strikes, and rescue missions. Some resemble atmospheric jet fighters or shuttle crafts (and may have transatmospheric capabilities) while others may look like

rockets, geometric shapes or resemble animals (typically fish) and insects.

Pilot Starcraft (Commercial)

These are the BIG intergalactic civilian vessels which travel between stars; massive cargo ships, ore haulers, transports, and other immense ships, usually with a crew and/or passengers that number into the hundreds or even thousands.

Pilot Starcraft (Military)

This skill applies to the piloting and use in combat of the military versions of the various starcraft.

Pilot System Spacecraft (Commercial)

This covers civilian space vehicles which can only travel within a local star system between planets.

Pilot System Spacecraft (Military)

This skill applies to the piloting and use in combat of the military versions of the various spacecraft.

Plumbing

Knowledge of how to fix blocked drains, leaky faucets, add tubing/plumbing to a network, and connect systems to main drains/local sewage systems. Also knows the basics of water management systems, desalinization plants, water pumps and water towers and so on.

Reflex Mastery

This skill confers several abilities;

1) The character can read opponents' moves, anticipating blows and striking where they will be rather than where they are. +1 to Initiative, and AC each time taken. The initiative roll also applies to attempting a second blow against someone who has just dodged your first one.

2) You can force your opponent into positions that leave them vulnerable to your attacks. The character makes a fake attack in order to throw his opponent off guard. This gives your enemies a -1 to Thaco and AC.

3) You are skilled at moving through a melee and striking foes as you go. Normal penalties don't apply.

Ride Air Animal

The character is trained in handling a flying mount. Unlike land-based riding, a character must have this proficiency (or ride with someone who does) to handle a flying mount. In addition, a proficient character can do the following:

1) Leap onto the saddle of the creature (when it is standing on the ground) and spur it airborne as a single action. This requires no proficiency check.

2) Leap from the back of the mount and drop 10 feet to the ground or onto the back of another mount (land-based or flying). Those with only light encumbrance can drop to the ground without a proficiency check. In all other situations, a proficiency check is required. A failed roll means the character takes normal falling damage (for falling flat on his face) or misses his target (perhaps taking large amounts of damage as a result). A character who is dropping to the ground can attempt an immediate melee attack, if his proficiency check is made with a -4 penalty to the ability roll. Failure has the consequences given above.

3) Spur his mount to greater speeds on a successful check, adding 1d4 to the movement rate of the mount. This speed can be maintained for four consecutive rounds. If the check fails, an attempt can be made again the next round. If two checks fail, no attempt can be made for a

full turn. After the rounds of increased speed, its movement drops to 2/3 its normal rate and its Maneuverability Class (see Glossary) becomes one class worse. These conditions last until the mount lands and is allowed to rest for at least one hour.

4) The rider can guide the mount with his knees and feet, keeping his hands free. A proficiency check is made only after the character suffers damage. If the check is failed, the character is knocked from the saddle. A second check is allowed to see if the character manages to catch himself (thus hanging from the side by one hand or in some equally perilous position). If this fails, the rider falls. Of course a rider can strap himself into the saddle, although this could be a disadvantage if his mount is slain and plummets toward the ground.

Ride Land Animal

Those skilled in land riding are proficient in the art of riding and handling horses or other types of ground mounts. A character with riding proficiency can perform all of the following feats. Some of them are automatic, while others require a proficiency check for success.

1) The character can vault onto a saddle whenever the horse or other mount is standing still even when the character is wearing armour. This does not require a proficiency check. The character must make a check however if he wishes to get the mount moving during the same round in which he lands in its saddle. He must also make a proficiency check if he attempts to vault onto the saddle of a moving mount. Failure indicates that the character falls to the ground--presumably quite embarrassed.

2) The character can urge the mount to jump tall obstacles or leap across gaps.

No check is required if the obstacle is less than three feet tall or the gap is less than 12 feet wide. If the character wants to roll a proficiency check, the mount can be urged to leap obstacles up to seven feet high, or jump across gaps up to 30 feet wide. Success means that the mount has made the jump. Failure indicates that it balks, and the character must make another proficiency check to see whether he retains his seat or falls to the ground.

3) The character can spur his steed on to great speeds, adding 6 feet per round to the animal's movement rate for up to four turns. This requires a proficiency check each turn to see if the mount can be pushed this hard. If the initial check fails, no further attempts may be made, but the mount can move normally. If the second or subsequent check fails, the mount immediately slows to a walk, and the character must dismount and lead the animal for a turn. In any event, after four turns of racing, the steed must be walked by its dismounted rider for one turn.

4) The character can guide his mount with his knees, enabling him to use weapons that require two hands (such as bows and two-handed swords) while mounted. This feat does not require a proficiency check unless the character takes damage while so riding. In this case, a check is required and failure means that the character falls to the ground and sustains an additional D6 points of damage.

5) The character can drop down and hang alongside the steed using it as a shield against attack. The character cannot make an attack or wear armour while performing this feat. The character's Armour Class is lowered by 6 while this manoeuvre is performed. Any attacks that would have struck the character's normal Armour Class are

considered to have struck the mount instead. No proficiency check is required.

6) The character can leap from the back of his steed to the ground and make a melee attack against any character or creature within 10 feet. The player must roll a successful proficiency check with a -4 penalty to succeed. On a failed roll the character fails to land on his feet, falls clumsily to the ground and suffers D3 points of damage.

Ride Sea Animal

The character is trained in handling an aquatic mount. Unlike land-based riding, a character must have this proficiency (or ride with someone who does) to handle this mount. In addition a proficient character can do the following:

1) The character can vault onto a saddle whenever the mount is standing still even when the character is wearing armour. This does not require a proficiency check. The character must make a check however if he wishes to get the mount moving during the same round in which he lands in its saddle. He must also make a proficiency check if he attempts to vault onto the saddle of a moving mount.

2) The character can urge the mount to jump tall obstacles or leap across gaps. No check is required if the obstacle is less than three feet tall or the gap is less than 12 feet wide. If the character wants to roll a proficiency check, the mount can be urged to leap obstacles up to seven feet high, or jump across gaps up to 30 feet wide. Success means that the mount has made the jump. Failure indicates that it balks, and the character must make another proficiency check to see whether he retains his seat or falls.

3) The character can spur his steed on to great speeds, adding 6 feet per round to the animal's movement rate for up to four turns. This requires a proficiency check each turn to see if the mount can be pushed this hard. If the initial check fails no further attempts may be made, but the mount can move normally. If the second or subsequent check fails the mount immediately slows to a walk and the character must dismount and lead the animal for a turn. In any event after four turns of racing the steed must be walked by its dismounted rider for one turn.

4) The character can guide his mount with his knees, enabling him to use weapons that require two hands (such as bows and two-handed swords) while mounted. This feat does not require a proficiency check unless the character takes damage while so riding. In this case a check is required and failure means that the character falls to the ground and sustains an additional D6 points of damage.

5) The character can drop down and hang alongside the steed using it as a shield against attack. The character cannot make an attack or wear armour while performing this feat. The character's Armour Class is lowered by 6 while this manouevres is performed. Any attacks that would have struck the character's normal Armour Class are considered to have struck the mount instead. No proficiency check is required.

Rope Use

This proficiency enables a character to accomplish amazing feats with rope. A character with rope use proficiency is familiar with all sorts of knots and can tie knots that slip, hold tightly, slide slowly, or loosen with a quick tug. If the character's hands are bound and held

with a knot he can roll a proficiency check (with a -6 penalty) to escape the bonds. This character gains a +2 bonus to all attacks made with a lasso. The character also receives a +1 bonus to all climbing checks made while he is using a rope, including attempts to belay (secure the end of a climbing rope) companions.

Safecrack

The ability to open all types of safes either by touch or explosives.

SCBA

The letters S.C.B.A. stands for Self Contained Breathing Apparatus. This is special firefighting equipment used to deliver air to the firefighter through a full face mask and is worn to protect against smoke inhalation, toxic fumes, and super heated gasses. The character is skilled in its use and suffers no penalties to maneuverability.

SCUBA

The letters S.C.U.B.A. stands for Self Contained Underwater Breathing Apparatus. Characters learn the methods of skin diving and underwater swimming, and use of oxygen tanks/apparatus, mask and flippers.

Set/Remove Traps

The character is trained to find small traps and alarms. These include poisoned needles, spring blades, deadly gases, and warning bells. This skill is not effective for finding deadfall ceilings, crushing walls, or other large, mechanical traps. To find the trap he must be able to touch and inspect the trapped object. A player can check an item for traps once per experience level. Searching for a trap takes D10 rounds. Once a trap is found the player can try to remove it or disarm

it. This also requires D10 rounds. If the dice roll indicates success the trap is disarmed. If the dice roll indicates failure the trap is beyond his current skill. He can try disarming the trap again when he advances to the next experience level. If the dice roll is 20 he accidentally triggers the trap and suffers the consequences.

Shield Mastery

This includes the use of bucklers, target shields, small shields, large shields, body shields and wall shields.

+1 to Thaco called shot parry at levels 1, 3, 6, 9, 12, and 15.

+1 to Thaco for D4 damage at levels 4, 8, and 12.

Shields can be used in one hand with a weapon in the other. The character gets +1 to his AC over his shield bonus when he specializes in one type of shield and may still use the shield as part of an attack.

Short Hand

Shorthand is an abbreviated and/or symbolic writing method that increases speed or brevity of writing as compared to a normal method of writing a language. Many forms of shorthand exist. A typical shorthand system provides symbols or abbreviations for words and common phrases, which can allow someone well trained in the system to write as quickly as people speak. Abbreviation methods are alphabet-based and use different abbreviating approaches. Shorthand notes are typically temporary intended either for immediate use or for later transcription to longhand.

Ski

A character proficient in skiing is able to move over snowy ground much faster

than a non proficient character. Depending on the conditions movement is at least 1.5 times that of walking, often more. During cold weather (-8 Centigrade or below) movement may be something like 15 (for characters with base 12), walking under these conditions is suggested to 6. Wet snow will lower this rate as far down as 6 (walking here will be about 2). This is cross-country skiing.

Skinning

This proficiency gives the character knowledge of the proper ways to skin and prepare an animal for food or for sale. Furs may be obtained with this skill as long as the proper type of knife is available. A successful proficiency check indicates the fur is acceptable to be sold or the animal is fit to be eaten. Failure indicates a damaged fur or improper cleaning of an animal. One small animal may be skinned in one hour. Medium sized animals may be skinned in two hours while large animals require four hours of time for proper skinning.

Skydive

The skill of parachuting includes the methods, procedures and techniques of parachuting, packing the chute, skydiving techniques, precision landing, landing without injury, and practice of jumping from a high altitude aircraft.

Sleight of Hand

The character is skilled at concealing or manipulating small items and familiar with such tricks as pulling a coin from a child's ear, separating two joined rings, or causing a pigeon or rabbit to vanish. For the most part nothing more than manual dexterity and showmanship are required.

Somatic Concealment

Though any spell caster can mumble the verbal components of a spell and hide material components a character with this skill can conceal their movements, making smaller gestures and making them look like natural movement. Success means that no one knows that you were casting a spell. It cannot be used untrained.

Stealth

The character can move with a minimum of sound. Even creatures with the sharpest ears are no more likely to detect his presence than they are to hear a feather drop. The ability works equally well in icy mountains, heavily wooded forests, or any other type of wilderness terrain. Getting from place to place without being heard is only the most obvious application of this ability. Other uses include sneaking up on one or more opponents in order to surprise them. Examining the contents of a cart or a cabinet by removing the objects one by one then replacing them in silence. Change armour or clothes. Other actions the DM allows, such as restringing a bow, or cutting a slit in the back of a tent. He can move no faster than 1/3 his normal movement rate when moving silently. He continues to move silently until the terrain changes (for instance, if he enters an area of pebbles, shallow water, or dried leaves), or he attempts a new action that affects his ease of movement (such as carrying an unconscious companion or a large jug of sloshing water). Any such change requires a new roll.

Stuntman Driving

Stunt driving is being able to take a vehicle to the edge of losing control, while staying in control. Almost every

action movie features some type of automotive stunt work. Whether it is a fully involved car chase with multiple vehicles, or a single car sliding to a stop on a specific mark, these manoeuvres are all executed by highly trained stunt performers. As out of control as some of these stunts may look, they are planned, choreographed, rehearsed, and performed with every precaution taken. Timing can be critical and if one driver is a little off their mark or just a few seconds too late or early, the shot can be ruined or worse, someone could be hurt.

Evasive Action: Fleeing or dodging another vehicle, obstacle, missile or some other attack by moving out of the way. Evasive action often involves weaving, zigzagging and sudden turns at high speeds. A successful roll means the pilot has successfully dodged out of the way. A failed roll means an ineffective evasive manoeuvres which, in turn, means the vehicle has been hit and/or the attacker is still hot on his tracks. Three consecutive successful evasion rolls means the pilot has completely lost the pursuer.

Reverse Driving: This is simply driving in reverse/backward. Roll for each turn, swerve or evasive action. A failed roll means a minor collision.

Sideswipe: This manoeuvres can be used against a stationary object, moving vehicle or person. The purpose of a sideswipe is to strike another vehicle, object or person with a glancing blow from the body of your vehicle. To strike, the swiping player rolls under his Pilot skill with penalties. Note: The target if controlled by another person can attempt to dodge via evasive action or stunt driving. A failed roll to sideswipe means an automatic miss, make a second roll at the same penalty or lose control of the

vehicle. If control is lost roll on the Loss of Control Table under stunts. Damage from a sideswipe is 2D6 for every 32kph of speed. The sideswipe also damages the vehicle, which is equal to one third the damage inflicted to the target.

Stunts: Includes sharp turns at high speeds, locking up the brakes, sudden U-turns at high speeds, propelled leaps and similar manoeuvres. A failed roll means the stunt is incomplete and serious difficulties encountered. Roll on the following table:

01-38 Minor collision; momentarily stopped. Reduce vehicle's SDC by one third. Occupants shaken but okay.
 39-59 Stunt manoeuvres botched; reduce speed by half.
 60-80 Engine or structural problems develop, requiring pilot to pull over and stop. Vehicle needs 2D6 hour's worth of repairs.
 81-00 Collision. Vehicle is totalled; pilot and occupants receive 3D6 points of damage.

Stuntman Fall

This ability allows a variety of gymnastic type rolls, leaps, tumbles, falls, cartwheels, somersaults, and hand stand type exercises. The character can backflip (treat as +2 dodge) by quickly flipping out of harm's way or over one's opponent. He can bodyflip others causing them to lose their initiative and one attack that melee. He can also do a natural leap of 1.5 metres across + .1 metre per level, x 1.2 metres high + .1 metres per 2 levels. He can vault 2 metres high + .5 metres per level. Finally while falling he can attempt to continue to halt his fall by grasping at any nearby surface (if there is one) by rolling under his PP. If he hits the ground instead there is still a chance of survival as the

character can reduce his fall damage by one third.

Surf/Skateboard

The character can ride a surfboard on the crest and face of a wave. This includes all the variations like bodysurfing, paddleboarding, sea kayaking, kite surfing and windsurfing. The balance learnt from riding a board also makes the character proficient in using a skateboard and the various tricks associated with it.

Swing

The character is proficient in using ropes, chains, webbing or anything similar to swing between objects (usually buildings) with great accuracy. He also gains +2 Thac0 with any attacks using this material or whips.

Tailor

The character can sew and design clothing. He can also do all kinds of embroidery and ornamental work. Although no proficiency check is required the character must have at least needle and thread to work.

Tightrope Walking

The character can attempt to walk narrow ropes or beams with greater than normal chances of success. He can negotiate any narrow surface not angled up or down greater than 45 degrees. Each round the character can walk 18 metres. One proficiency check is made every 18 metres (or part thereof) with failure indicating a fall. The check is made with a -10 penalty to the ability score if the surface is one inch or less in width (a rope), a -5 penalty if two inches to six inches wide, and unmodified if seven inches to 12 inches wide. Wider than one foot requires no check for

proficient characters under normal circumstances. Every additional proficiency spent on tightrope walking reduces these penalties by 1. Use of a balancing rod reduces the penalties by 2. Winds or vibrations in the line increases the penalties by 2 to 6. The character can attempt to fight while on a tightrope, but he suffers a -5 penalty to his attack roll and must roll a successful proficiency check at the beginning of each round to avoid falling off. Since the character cannot manouevres, he gains no adjustments to his Armour Class for Dexterity. If he is struck while on the rope, he must roll an immediate proficiency check to retain his balance.

Trailing

Trailing is the talent of tailing someone, of keeping a certain distance or even catching up to them, though they may be attempting to blend into a crowd, or at least get lost in the confusion of a street full of people.

Tree Walking

The ability to stay aloft in trees, transferring from one tree to another and working and fighting from a sure branch. +1 to Climb trees with this skill.

Typing

The character can type at a speed of 10 words per minute per level with 98% accuracy.

Unarmed Combat Aerial

When the character fights while in mid air he gains the following benefits: +1 Thac0 and Initiative while attempting to grab something while in mid air and then throwing it in a circular motion into something. This does +D6 damage +D6 per 10 kph of the victims speed based on the height and trajectory of the throw.

Unarmed Combat Boxing

When the character learns Boxing he gains the following benefits: +1 Thac0, +1 to all damage, +1 attack per combat round, +1 to evade an attack, +1 to roll with a hit halving its damage, and +2 to block an attack (must have at least 1 arm free). He may pull his attack and when he does so he can also refuse to do the +1 damage that Specialization gives him. He can knock an opponent out on a hit of 20. Each time this skill is retaken: +1 Thac0, +1 bonus to all damage, +1 to block, +1 to roll, and knockout drops by 1.

Unarmed Combat Martial Arts

When the character becomes a Martial Arts Specialist he gains the following benefits: +1 Thac0, +1 to all damage, +1 attack per combat round, +1 to block an attack (must have at least 1 arm free), +1 to evade an attack, +1 to roll with a hit halving its damage, and Kick attacks do +2 damage. He can bodyflip an opponent over him, and may pull his attack refusing to do the +1 damage the specialization gives him. Each time this skill is retaken: +1 Thac0, +1 bonus to all damage, +1 to block and +1 damage for kick attack. Alternatively the character can opt to use one of the many martial art forms here.

Unarmed Combat Wrestling

If a character spends one Weapon Proficiency Slot on Wrestling, and thus specializes with Wrestling, he gains the following benefits: +1 Thac0, +1 to all damage (all his manouevres will do 2 points of damage plus his Strength bonus and continued holds cause cumulatively 1 more point of damage for each round they are held), +2 to Strength only for maintaining a wrestling hold (i.e., a Strength 15 character rolls against

Strength 17 when maintaining a wrestling hold but only for that purpose), and +2 STR when resisting a knockback. He can bodyflip an opponent over him at +1 STR and even take it further bodyslamming him for full STR damage. When he chooses to the character may also pull the +2 to damage granted by his specialization. Each time this skill is retaken: +1 Thac0, +1 bonus to all damage, and +1 vs knockback.

Ventriloquism

The character has learned the secrets of throwing his voice. Although not actually making sound come from somewhere else the character can deceive others into believing this to be so. When using ventriloquism the supposed source of the sound must be relatively close to the character. The nature of the speaking object and the intelligence of those watching can modify the character's chance of success. If the character makes an obviously inanimate object talk (a book, mug, etc.) a -5 penalty is applied to his ability score. If a believable source (a PC or NPC) is made to appear to speak, a +2 bonus is added to his ability score. The observer's intelligence modifies this as follows: less than 3 +6, 3-5 +4, 6-8 +2, 9-14 0, 15-16 -1, 17-18 -2, 19+ -4.

A successful proficiency check means the character has successfully deceived his audience. One check must be made for every sentence or response. The character is limited to sounds he could normally make (thus, the roar of a lion is somewhat beyond him). Since ventriloquism relies on deception, people's knowledge of speech, and assumptions about what should and shouldn't talk, it is effective only on

intelligent creatures. Thus it has no effect on animals and the like.

Weapon, Bio-Emission

The character has put long hours of practice into limited and maintained emissions of energy generated from his body, with a greater degree of fine control. He gains +1 Thac0 when using his emission power, +1 every 2 levels. He does not need to retake this skill for each emission power, it is assumed he has practiced with all of them regardless of whether the beams are fired from his eyes, hands, etc. If taken again then the character gains several more abilities;

- 1) The penalty for shooting at or from moving mounts or vehicles no longer applies.
- 2) He can ricochet his shots off one surface and angle it in such a way that it hits a secondary target, doing only 1 point of damage to the first surface and full damage to the second. Energy emissions require a reflective surface though.
- 3) He can perform rolls or other acrobatic feats and continue firing his power with no penalty.

Weapon, Cape

This weapon proficiency focuses on combat manoeuvres based on the use of a cape, cloak or coat to baffle and entangle an opponent. Many historical characters and traditional superheroes will wear these garments but actually doing anything useful with them requires practice; an untrained fighter trying to swirl a cloak around in the middle of a melee is probably wasting dangerous amounts of time and energy to no good purpose. Characters may develop all sorts of tricks such as blinding foes by flicking the cloak in their eyes or wrapping it round their heads, or even

confusing attackers with missile weapons into firing at the swirling cloak rather than the wearer. As a weapon, it can:

- Be thrown over the opponent's head.
- Entangle the opponent's weapon or arm.
- Be snapped at the opponent's face.
- Entangling the opponent's weapon or arm allows the cape wielder to retain his grip on the cape. If a melee weapon or arm is entangled, the defender must try to free it before he can use it again. Each such attempt counts as an action.
- Snapping the cape in the opponent's face counts as a called shot. If the attack is successful, the attacker may be blinded for a turn. Any defence may be used against this attack. Critical success on the skill roll does one point of damage to one eye (roll randomly to determine which one), blinds the opponent for 1 second and stuns him.

Weapon Group Specialty

A Tight Weapons Group consists of a set of weapons that are very similar in the way they are wielded. It costs two Weapon Proficiency Slots to become proficient in an entire tight group. After paying those two slots the character will know how to use every weapon in that group without the usual -2 penalty for unfamiliarity. This includes the following groups;

Artillery: Mortars, howitzers, bazookas, infantry missiles and vehicle equivalents.

Axes: Battle, Great, Hand/throwing and Fu Axe. Footman's pick and Horseman's pick.

Blades, Fencing: Dagger/Dirk, Knife/Stiletto, Main-gauche, Rapier, Sabre and Shamshir.

Blades, Long: Bastard sword, Bagua Dao, Broad, Cutlass, Dao, Giau Tzu Jen, Jian, Katana, Khopesh, Long, Scimitar,

Claymore, Two-handed sword and Wakizashi.

Blades, Short: Dagger/Dirk, Knife/Stiletto, Kris, Kodachi, Falchion, Main-gauche, Short sword/Drusus, Jitte, Lu Jiao Dao, Zhou Dao, Tanto, Shoto, Sai, Pahi, Parang, Emei Ci (stingers), Machete, Bat Cham Do and Hu Die Dao.
Bows: Composite long bow, Composite short bow, Daikyu, Long bow and Short bow.

Chain: Includes the use of ordinary Chains, Spiked Chains, Er Jie Gun, Ball and Chains, Shinobi-Zue, Goupillon Flails, Mace and Chains, Manriki Gusari, Kusari Fundo, Kusarigama, Kyoketsu-Shoge, Ryofundo, San Jie Gun, Sa Tjat Koens, Nunchaku and Flails.

Clubs: Belaying pin, Bokken, Club, Chui, Dan Bong, Footman's mace, Hammer, Horseman's mace, Morning star, Tonfa, Maul, La'au Palau, Cudgel, Pipe and Warhammer.

Crossbows: Hand crossbow, Heavy crossbow and Light crossbow.

Flails: Scourge, Shao Tzu, Footman's flail and Horseman's flail.

Heavy: Includes large machineguns, bazookas, LAWS, and mortars.

Lances: Heavy horse lance, Light horse lance, Jousting lance and Medium horse lance.

Mouth: Includes blowpipes, mouth darts, and other weapons that depend on a person's lungs and aim out of the mouth.

Pistol: All modern military automatic pistols and revolvers.

Polearms: Awl pike, Bardiche, Ba Tou, Bec de corbin, Bill-guisarme, Bisento, Jutte, Fauchard, Fauchard-fork, Glaive, Glaive-guisarme, Guisarme, Guisarme-voulge, Gun (not the firearm), Guandao, Halberd, Hook fauchard, Lucern hammer, Mancatcher, Military fork, Naginata, Partisan, Ranseur, Spetum,

Staff, Tetsubo, Voulge, Ko'oko'o, Pâhoa Ko'oko'o, Chigiriki, Nagimaki, Luk Dim Boon Gwun and Yagara Mogara.

Rifle: Includes all hunting and assault rifles like the M-16 and AK-47.

Siege: An understanding of the use and mechanics of siege weapons, including Balista, Catapult, Onager and Trebuchet.

Slings: Sling and Staff Sling.

Small Thrown: Dagger/Dirk, Dart, Hand/throwing axe, Knife/stiletto, Shuriken, Grenades, Katars, Boomerangs, Spears, Slingshots, and Spikes.

Spears: Harpoon, Javelin, Qiang, Pilum, Sibat, Spear, Fei Cha, Ihe, Yari, Hoe Lei-o-mano, Trident and 9 Dragon Trident.

Submachine Gun: Includes all small arms automatic weapons like the uzi.

Vehicle: This is the complete understanding of weapon units and systems incorporated into military vehicles. It includes lasers, particle beams, rail guns, missiles, torpedoes, cannons, and vehicle/robot weapons. It is further subdivided into the following groups;

Air; all fixed and rotor wing craft.

Land; all bikes, cars, trucks, tanks and APCs.

Power Armour; all types.

Sea; all hover, motor and sail boats and submersibles.

Space; all space and star craft.

Whips: Whip and Bian.

Weapon Offhand

Choose either melee or ranged. Can use the off hand to swing or fire a weapon without any of the normal penalties. This can be taken twice to cover both types of weapons.

Weapon Single Specialty

The character wields a weapon in one hand and carries nothing in the other hand. The weapon can be as short as a Dagger or as long as a Bastard Sword or Long Spear. The advantage of single-weapon style in the game is that the character keeps a hand free for grappling, for switching weapons, for surprise manoeuvres, for whatever comes along in the course of combat. If the character devotes a weapon proficiency to Style Specialization with Single-Weapon Style he gets a +1 AC bonus when using any one-handed weapon (for which he has proficiency) in Single-Weapon Style. Additionally he can devote an extra proficiency to Single-Weapon Style and have a total +2 AC when fighting in this style.

Weapon Specialization

The character chooses one specific weapon he wishes to specialize in, eg. Desert Eagle pistol. He gains an additional +1 Thaco with it, +1 every 2 levels.

Weapon Twin Specialty

The character wields one weapon in each hand. This character can vary from a street-thief wielding two identical daggers, to a fencer using a rapier in one hand and a main-gauche in another, to a heavily-armoured warrior with a long sword in one hand and a short sword in the other. One great advantage to this style is that you always have another weapon in hand if you drop or lose one. A single Disarm manoeuvres cannot rid you of your weapons. With specialization in Two-Weapon Style Thaco becomes 0 with your primary weapon and a -2 with your secondary weapon (If you're already ambidextrous that penalty is 0 with primary weapon

and 0 with secondary weapon). When fighting with two-weapon technique you can choose for both weapons to try the same manoeuvres (for example two strikes or two disarms), or can have each try a different manoeuvres (one strike and one parry, one pin and one strike). If manoeuvres are to be different each receives a -1 attack penalty.

Weapon Two Handed Specialty

The character wields a weapon which requires (or at least accommodates) the use of two hands. Such weapons include those which require two hands (Two-Handed Sword, Polearms, and Quarterstaff for instance) and those which can be used one-and two-handed (Bastard Sword and Spear for example). The main advantage of two-handed weapon technique is that it allows the character to wield large two-handed weapons which can do substantial amounts of damage. A second advantage is that if you are using a two-handed weapon the Disarm manoeuvres is only of partial use against you. A single successful Disarm against a two-handed weapon user won't knock the weapon out of the wielder's hands; it will merely knock his weapon askew and make him take some time to recover so he automatically loses initiative on his next round. However two Disarm manoeuvres successfully made against the character in the same round will knock the weapon loose.

Weapon + Shield

The character wields a weapon in his good hand and carries a shield on his off-hand. The principal advantage of Weapon and Shield Style is that you get the AC bonus of a shield; this is especially good when you can find a magical shield which confers a better

AC bonus. A second advantage is that the character can use the Shield-Rush and Shield Punch manouevres.

Zero G Manouevres

This skill allows a character to move with complete freedom in conditions of zero gravity. Characters who do not have this skill while in zero gravity will have difficulty in performing normal tasks; -1 skill penalty, -1 attack, -2 initiative, and reduce speed and combat bonuses by half. With this skill the penalties do not apply.

Intelligence Skills

Acute Hearing
 Ambush
 Animal Care
 Animal Noise
 Animal Training
 Appraise
 Artistry Acting
 Artistry Calligraphy
 Artistry Cartography
 Artistry Crochet
 Artistry Drawing
 Artistry Glass
 Artistry Goldsmith
 Artistry Paint
 Artistry Photography
 Artistry Poetry
 Artistry Prose
 Artistry Sculpt
 Brew
 Bureaucracy
 Camouflage
 Computer Use
 Concentration
 Cook
 Cryptography
 Damage Control
 Demolitions
 Engineer Aerospace
 Engineer Chemical
 Engineer Civil
 Engineer Computer
 Engineer Electrical
 Engineer Mechanical
 Engineer Mining
 Engineer Naval
 Engineer Spacecraft
 Engineer Starcraft
 Engineer Structural
 Engineer Undersea
 Engineer Weapon
 Foraging
 Forensics
 Forgery
 Fortifications
 Heat Protection

Impersonate	Knowledge Religion
Intel	Knowledge Sociology
Investigate	Knowledge Street
Knowledge Accounting/Tax	Knowledge Supernatural Beings
Knowledge Advertising	Knowledge Undead
Knowledge Alternative Medicine	Knowledge Weaving
Knowledge Ancient History	Language
Knowledge Architecture	Metallurgy
Knowledge Art	Music Keyboards
Knowledge Artifacts	Music Percussion
Knowledge Astral	Music String
Knowledge Astrology	Music Wind
Knowledge Chronal	Navigation
Knowledge Conspiracies	Navigation Chronal
Knowledge Current Events	Navigation Planar
Knowledge Demons	Navigation Space
Knowledge Dimensions	Observation
Knowledge Dreamscape	Orienteering
Knowledge Drugs	Paramedic
Knowledge Economics	Politics
Knowledge Extraterrestrial Species	Read Lips
Knowledge Farming	Research
Knowledge Fey	Salvage
Knowledge Firefighting	Science Agriculture
Knowledge First Aid	Science Anthropology
Knowledge Gemology	Science Archaeology
Knowledge Geography	Science Astronomy
Knowledge Geomancy	Science Astrophysics
Knowledge Heraldry	Science Biology
Knowledge Herbalism	Science Biotechnology
Knowledge Instructor	Science Botany
Knowledge Interdimensional Species	Science Chemistry
Knowledge Law Business/Trade	Science Chronal
Knowledge Law Civil	Science Entomology
Knowledge Law Criminal	Science Genetics
Knowledge Law Military	Science Horticulture
Knowledge Leatherwork	Science Mathematics
Knowledge Literature	Science Medicine
Knowledge Magic	Science Nanotech
Knowledge Metahumans	Science Nuclear Physics
Knowledge Monsters	Science Oceanography
Knowledge Mythology	Science Pharmacy
Knowledge Philosophy	Science Physics
Knowledge Planar	Science Planar
Knowledge Popular Culture	Science Psychiatry
Knowledge Prospecting	Science Radiation Technology Industrial

Science Radiation Technology Medical
 Science Radiation Technology Military
 Science Undersea Agriculture
 Science Xenocology
 Science Xenology
 Science Zoology
 Self Hypnosis
 Shipwright
 Sign Language
 Signals
 Speed Reading
 Spell Specialty
 Technical Aircraft Mechanics
 Technical Artificial Intelligence
 Technical Auto/Bike/Truck Mechanics
 Technical Bionics/Cyber
 Technical Chronal
 Technical Clockwork
 Technical Electronic Basics
 Technical Mechanic Basics
 Technical Planar
 Technical Radio Systems
 Technical Rail Mechanics
 Technical Robotics
 Technical Satellite
 Technical Seacraft Mechanics
 Technical Spacecraft Mechanics
 Technical Telegraphy
 Technical Television
 Technical Toy Design
 Toxicology
 Water Find

Acute Hearing

This trait means that the character possesses excellent aural acuity, able to hear the proverbial pin drop. In cases where hearing can be a factor in avoiding surprise this character receives a +1 bonus. This applies whenever the PC approaches an ambush unless background noise (a waterfall, bustling marketplace, windstorm, etc.) could be expected to drown out the inadvertent sounds of the ambushers.

Ambush

This is the ability to spot and prepare locations suitable for ambushing others. Ambushes are complex multi-phase operations and are therefore usually planned in some detail. First a suitable killing zone is identified. This is the place where the ambush will be laid. It is generally a place where enemy units are expected to pass, and which gives reasonable cover for the deployment, execution and extraction phases of the ambush patrol.

Animal Care

This skill represents the art of raising, mating/breeding, and taming a specific domestic and wild animal, as well as a knowledge about that animal in general. Note: These are trained work animals or pets, not familiars. This skill must be retaken for each different animal.

Animal Noise

A character with this proficiency is capable of imitating noises made by various animals. A successful proficiency check means that only magic can distinguish the noise from that of the actual animal being imitated. A failed die roll means that the sound varies from the correct noise in some slight way. If the die roll fails, this does not mean that all creatures hearing the noise know that the sound is fake. While creatures and humanoids that are very familiar with the noise know this automatically, other creatures or characters in earshot may require Wisdom checks to determine if they detect the fake.

Animal Training

This skill represents the art of training a specific domestic and wild animal, as well as a knowledge about that animal in general. He can also attempt to tame the

same wild animal, teach it tricks, or to train it for a specific task like tracking, retrieving, pointing, herding animals, attack on command, and so on. A failed roll means that the animal refuses to learn that particular trick or specialty. Note: These are trained work animals or pets, not familiars. This skill must be retaken for each different animal. Training for a general task requires three months of uninterrupted work. Training for a specific trick requires 2D6 weeks. At the end of the training time a proficiency check is made. If successful the animal is trained. If the die roll fails the beast is untrainable. An animal can be trained in 2D4 general tasks or specific tricks or any combination of the two. An animal trainer can also try to tame wild animals (preparing them for training later on). Wild animals can be tamed only when they are very young. The taming requires one month of uninterrupted work with the creature. At the end of the month a proficiency check is made. If successful the beast is suitable for training. If the check fails the creature retains enough of its wild behaviour to make it untrainable. It can be kept though it must be leashed or caged.

Appraise

This allows characters to estimate the value and authenticity of antiques, art objects, jewelry, cut gemstones, or other crafted items they find. The character must have the item in hand to examine. A successful proficiency check enables the character to estimate the value of the item to the nearest 100 or 1,000 gp and to identify fakes. On a failed check the character cannot estimate a price at all.

Artistry Acting

Acting enables a character to skillfully portray various roles. Acting is most often used as a form of entertainment; it can also be useful in aiding a disguise. If both acting and disguise are known the proficiency check for either is made with a +1 bonus. Proficiency checks are required only if the actor must portray a particularly difficult character or is attempting an "ad lib" role (i.e., a nonrehearsed role or on short notice).

Artistry Calligraphy

The art of beautiful, stylized, or elegant handwriting or lettering with pen or brush and ink. It involves the correct formation of characters, the ordering of the various parts, and the harmony of proportions. Modern calligraphy ranges from functional hand lettered inscriptions and designs to fine art pieces where the abstract expression of the handwritten mark may or may not supersede the legibility of the letters.

Artistry Cartography

Cartography is the art of map-making. The character who specializes in this field knows where to find maps for any given region or area, knows how to interpret maps using various forms of notation, and can attempt to solve or complete encrypted or partial maps.

Artistry Crochet

Crochet is a process of creating fabric from yarn or thread using a crochet hook. Crocheting similar to knitting consists of pulling loops of yarn through other loops. Crochet differs from knitting in that only one loop is active at one time and that a crochet hook is used instead of knitting needles.

Artistry Drawing

Drawing is a visual art that makes use of any number of drawing instruments to mark a two-dimensional medium.

Common instruments include graphite pencils, pen and ink, inked brushes, wax colour pencils, crayons, charcoals, chalk, pastels, markers, stylus, or various metals like silverpoint. Drawings may be representational depicting objects, living beings, or scenes which the artist views, remembers or imagines. They may be realistic to the point of lifelike resemblance (e.g. traditional portraits), architectural drawing or looser approximations of reality (e.g. sketches), and highly stylized (e.g. cartoons, caricatures, manga), or abstract.

Artistry Glass

This is the art of glassmaking which includes blowing, kiln-casting, fusing, slumping, pate-de-verre, flame-working, hot-sculpting and cold-working. It allows the character to create small and delicate items of glass. While a modest living may be made from the construction of baubles, trinkets, and other glass sculptures, other uses are apparent. Beakers, flasks, and tubes may be constructed for use in an alchemist's lab or as storage containers. All that is required is a very hot flame, the glass to start with, and several instruments for the shaping of the glass. A proficiency check is required only when creating extremely delicate constructions or using rare glass. A completed small flask may be created in two hours time. Larger or more complicated items take proportionately longer to create, from several hours to over one days time.

Artistry Goldsmith

A character with this proficiency is skilled in the art of fashioning objects

from gold and it's alloys. This requires delicate attention to detail. A shop must be set up to do any intricate type of work. Objects such as gold cufflinks, pendants, spectacle rings, and candlesticks require the use of this proficiency. Times required depend strongly on the type of item being created. Gold alloys are used to construct durable items such as rings and pendants. Any type of gold inlay into weapons, armour, or other items requires a character with the goldsmithing proficiency. A proficiency check is required when dealing with pure gold, since it is easily bent and ruined. A proficiency check is also required when constructing truly magnificent gold works or highly intricate items.

Artistry Paint

A character with this proficiency is skilled at rendering images with oil, brush, and canvas. The artist can create reasonable portrayals of people, landscapes, and monsters and he possesses a knowledge of perspective, shading, and composition.

Artistry Photography

Photography is the process of recording pictures by means of capturing light on a light-sensitive medium, such as a film or electronic sensor. Light patterns reflected or emitted from objects expose a sensitive silver halide based chemical or electronic medium during a timed exposure, usually through a photographic lens in a device known as a camera that also stores the resulting information chemically or electronically. This also includes editing and developing photos.

Artistry Poetry

Proficiency in poetry includes the skills of reciting poetry and judging its quality. It also indicates that the character has a repertoire of poems memorized for recital at any time. No proficiency check is required for a normal recital. If the character can read and write, original poems can be written. A successful proficiency check indicates that the poem is of above average quality.

Artistry Prose

Prose is writing distinguished from poetry by its greater variety of rhythm and its closer resemblance to everyday speech. Prose writing is usually adopted for the description of facts or the discussion of whatever one's thoughts are, incorporated in free flowing speech. Thus it may be used for newspapers, magazines, encyclopedias, broadcast media, films, letters, history, philosophy, biography, linguistic geography, and novels.

Artistry Sculpt

A character with this proficiency can create any type of vessel or container. Different types include clay, metal, stone and wood.

Brew

The character is trained in the art of brewing beers, wine, mead and other strong drink. The character can prepare brewing formulas, select quality ingredients, set up and manage a brewery, control fermentation, and age the finished product.

Bureaucracy

This proficiency encompasses a working knowledge of governmental protocol and the skills necessary to navigate bureaucratic organizations. A character

with this proficiency knows which official to approach and the best time to approach him (a tax collector's aide may have better access to information than the tax collector himself; a city clerk may be less harried and more helpful at the beginning of the month than at the end). He knows where government records are kept and the procedures for examining them. He knows how to circumvent sluggish or uncooperative bureaucrats. He obtains permits and other government documentation in half the normal time. No proficiency checks are needed for any of these functions. A character can also use Bureaucracy to turn the system against someone else. A successful proficiency check doubles the amount of time to make a government decision, causes a permit to be issued under the wrong name, or temporary misplaces an important document.

Camouflage

The ability to conceal people, structures, and vehicles within the surrounding environment. The main intent being to disrupt a soldier's perceived outline as seen by the human eye by merging in with the surroundings, making them a harder target to spot or hit.

Computer Use

This is the ability to use all types of computers and the most commonly used software.

Concentration

A character with this talent has rigorously trained himself to ignore distractions of all kinds, deadening his mind to pain or sensation. This allows a wizard to ignore annoyances or disturbances that might otherwise interfere with the casting of a spell or performance of a skill.

Cook

Although all characters have rudimentary cooking skills, the character with this proficiency is an accomplished cook. A proficiency check is required only when attempting to prepare a truly magnificent meal worthy of a master chef. This character knows the basics of food preparation, and he can generally cook, bake, fry, and so forth without a proficiency check. Checks are required if the character attempts to prepare truly gourmet meals, or tries to make a palatable dinner out of unpalatable ingredients—grubs, roots, and bark, for example.

Cryptography

This is the study of codes, ciphers, and puzzles. He can attempt to break codes, solve written puzzles and write his own new code.

Damage Control

A skill for desperate times and desperate measures. With this skill the character knows enough about common equipment in his society to attempt a very temporary fix to an item and minimize the damage to an area. Such a repair will last a few hours or days (up to GM), most probably affect the efficiency of the item (half damage, speed, etc.), and could very well render the item totally useless and unrepairable once the jury-rigged component fails. This skill should not be used as a replacement for true repair skills and GMs should limit its use to life or death situations, occasions of extreme haste, or when true repairs are impossible to attempt due to location, etc.

Demolitions

Demolitions provides the person with an advanced knowledge in the use and

workings of explosives and detonation devices for the purpose of blowing up bridges, buildings and sabotage. This includes all types of explosives, such as mines, dynamite, plastics, nitro, blasting caps, etc. It also includes a basic understanding of the strategic placement of mines and booby traps.

Engineer Aerospace

Aerospace engineering is concerned with the flight of vehicles in space beyond the earth's atmosphere, and includes the study and development of rocket engines, artificial satellites, and spacecraft for the exploration of outer space. It deals with the whole field of design, manufacture, maintenance, testing and use for both civilian and military purposes. It involves the knowledge of aerodynamics, structural design, propulsion engines, navigation, communication and other related areas.

Engineer Chemical

This is the study of drugs and their interaction with the human body. Knowledge includes a familiarity with common medical drugs, drug interactions, dosages, the use/distribution of drugs, their effects on the human body, and other biological applications. The skill will enable characters to recognize common drugs and their effects, recognize poisons/toxins, and safely administer existing drugs (painkillers, hallucinogens, stimulants, relaxants, antibiotics, tranquilizers, and so on). The character will also be able to synthesize complex polymers and organic molecules (often taken from living tissue samples). A failed roll means the drug is improperly administered or prepared, and has no effect, or the synthesization

process was badly set up, and did not work, etc.

Also people with this skill are trained in the use of poisons and toxins of all types. This includes the use and preparation of poison from plants, roots, mushrooms, animals and insect venom, and other deadly substances, as well as antidotes. Types of poisons include ingestive (must be eaten), contact (is absorbed through the skin) or blood (enters the bloodstream by cut or injection). The use of poison can be dangerous.

Engineer Civil

Civil engineering deals with the creation, improvement, and protection of the communal environment. It involves providing facilities for living, industry and transportation. It includes large buildings, roads, bridges, canals, railroad lines, airports, water-supply systems, dams, irrigation, harbours, docks, aqueducts, tunnels, and other engineering constructions. The civil engineer must have a thorough knowledge of all types of surveying, of the properties and mechanics of construction materials, the mechanics of structures and soils, and of hydraulics and fluid mechanics. Among the important subdivisions of the field are construction engineering, irrigation engineering, transportation engineering, soils and foundation engineering, geodetic engineering, hydraulic engineering, and coastal and ocean engineering.

Engineer Computer

The electronics of computers involve engineers in design and manufacture of memory systems, of central processing units, and of peripheral devices. Foremost among the avenues, of central

processing units, and of Very Large Scale Integration and new computer architectures. The field of computer science is closely related to computer engineering; however, the task of making computers more "intelligent" (artificial intelligence), through creation of sophisticated programs of development of higher level of machine languages or other means, is generally regarded as being in the realm of computer science. One current trend in computer engineering is micronization. Using VLSI, engineers continue to work to squeeze greater and greater numbers of circuit elements onto smaller and smaller chips. Another trend is toward increasing the speed of computers operations through use of parallel processors, superconducting materials, multi-tasking, etc. Also designing, programming, debugging, and testing computer programs/software. This includes; Artificial Intelligence (the study and research of man made thinking systems), web designing, security and encryption, and Virtual Reality. This character will know all the computer programming languages.

Engineer Electrical

Diagnosing and locating electrical problems, repairing complex electrical devices, wiring entire buildings or vehicles, and building electrical equipment.

Engineer Mechanical

Knowledge in how machinery is designed, operated, built, and maintained. Characters can attempt to redesign, modify, repair, construct, or sabotage mechanical devices (includes nuclear reactor driven turbines and atomic engines).

Engineer Mining

The science dealing with the structure of planetary crusts, and the formation and development of their various layers, including individual rocks and fossils. Characters are skilled in quantifying rocks and minerals, as well as being able to judge good conditions for finding a particular type of mineral (such as precious metals or stones, or fossil fuels). Also the structure, composition, and dynamic changes of a planet and its atmosphere, based on the principles of physics. Applied geophysics uses seismic, electrical, gravimetric, and radiometric techniques for geological exploration and prospecting. Also includes basic concepts and principles of statistics as they apply to the laws of motion (force, momentum, equilibrium, couples, trusses, frames, friction, fluids, mass, and inertia), surveying topography, fluid mechanics (channel flow, hydraulics of pipe flow, pumps); the composition, engineering properties and behaviour of soils (strengths (excavation, bulkhead, walls, earth, slopes); drilling and piping methods and control theory.

A character with mining proficiency is needed to site and supervise the operations of any mine. First the character can attempt to determine what types of ores or gems can be found in a given area. To do this he must spend at least a week searching a four-square-mile area. At the end of the search the character can say what is likely to be found in this area. After this the character can site the mine. On a successful proficiency check the character has found a good site to begin mining for any minerals that may be in the area. The check does not guarantee a successful mine only that a particular

site is the best choice in a given area. The GM must determine what minerals, if any, are to be found in the region of the mine. On a failed check the character only thinks he has found a good site. Much effort is spent before the character is proved wrong of course. Once the mine is in operation a character with mining proficiency must remain on site to supervise all work.

Engineer Naval

Also known as naval architecture this discipline deals with the engineering design process, shipbuilding, maintenance, and operation of marine vessels and structures. It involves basic and applied research, design, development, design evaluation and calculations during all stages of the life of a marine vehicle. Preliminary design of the vessel, its detailed design, construction, trials, operation and maintenance, launching and dry-docking are the main activities involved. Ship design calculations are also required for ships being modified (by means of conversion, rebuilding, modernization, or repair).

Engineer Spacecraft

The ability to design from the ground up any craft that flies in space between planets. The character can design a fully interconnected system that includes propulsion, life support, navigation, living quarters, etc. It includes detailed knowledge of all known forms of chemical propulsions and their benefits. If the tech is advanced enough it may also include Ion Drives and Photon Sails.

Engineer Starcraft

The ability to design from the ground up any craft that flies in space between stars

using FTL. The character can design a fully interconnected system that includes propulsion, life support, navigation, living quarters, etc. It includes detailed knowledge of all known forms of propulsion and their benefits including Impulse and Warp Drives. If the tech is advanced enough it may also include Hyperspace, Jump and Star Drives.

Engineer Structural

Gas and arc welding, cutting, brazing, spot welding, forging, heat treatment, electroplating, forming and casting techniques. Use of lathes, mills, shapers, grinders, weld and other related tools.

Engineer Undersea

The ability to design structures and vehicles designed to withstand the pressures of the deep ocean.

Engineer Weapon

The character can maintain, repair, modify, mount, and figure out most weapon systems. This includes hand held, mounted and vehicle weapons.

Foraging

By using this a character can search a wilderness area to locate a small amount of a desired material, such as a branch suitable for carving into a bow, enough kindling to start a fire, a medicinal herb, or a component required for a spell. He must spend 2-8 hours searching, and the material must theoretically be available in the area being searched. The GM doesn't confirm if the material sought is actually available until after he has searched for the designated period. If the GM decides the material isn't in the area, no check is necessary; he merely reveals that the search was in vain. If the GM decided the material is indeed available, a successful check means the PC has

found what he's been looking for. As a rule of thumb, the character locates no more than a handful of the desired material, though the DM may make exceptions (eg, a field full of a particular herb or plant, etc). If the check fails, the material isn't found. He may however search a different area, requiring another check and another 2-8 hours.

Forensics

Forensic science is the application of a broad spectrum of sciences to answer questions of interest to the legal system. This may be in relation to a crime or to a civil action. It includes criminalistics, digital forensics, anthropology, archaeology, entomology, geology, interviewing, meteorology, odontology, pathology, psychology, toxicology, and document examination.

Forgery

This proficiency enables the character to create duplicates of documents and handwriting and to detect such forgeries created by others. To forge a document (military orders, local decrees, etc.) where the handwriting is not specific to a person, the character needs only to have seen a similar document before. To forge a name an autograph of that person is needed. To forge a longer document written in the hand of some particular person a large sample of his handwriting is needed. If the check succeeds the work will pass examination by all except those intimately familiar with that handwriting or by those with the forgery proficiency who examine the document carefully. If the check is failed the forgery is detectable to anyone familiar with the type of document or handwriting--if he examines the document closely.

Fortifications

This is the skill of designing and building defensive fortifications suitable for combat on the technological level of the character. If provided with the time and materials the character can greatly increase the defensive value of natural terrain with murderous defences that include obstacles to impede movement and protective structures to shield friendly forces from enemy fire. The character is trained to prepare mine fields, barbed wire, tank obstacles, tanglefoot wire, booby traps, trenches, tank ditches, foxholes/shell scrapes, reinforced concrete or earthen walls, bunker complexes, heavy weapons emplacements, tunnel systems and similar defensive constructions.

Heat Protection

This character has learned to use clothing and personal pacing to optimize endurance against the desert heat. With a successful check the character need only consume half the normal amount of water per day to avoid dehydration.

Impersonate

This skill involves imitating or copying the behaviour or actions of another. This includes voice mimicry which allows the character to imitate any accent he has heard. More difficult is the imitation of a specific person's voice.

Intel

Focuses on the gathering, analysis, protection, and dissemination of information about the enemy, terrain, and weather in an area of operations or area of interest.

Investigate

This area of study involves the techniques, principles, and theories of

investigation. It trains a person to look for and recognize clues systematically examining details with care and accuracy. This is applicable to environments, events, the spoken word, and body language. Research and interrogation techniques are also learned. The interrogation of a person involves a series of questions which will probe unobtrusively or bluntly into the area in question. The tact of the interrogator may be gentle, quiet and calming or violent, intimidating and unnerving. All of these tactics are verbal and emotional and do not suggest physical abuse/torture. Note: If a character refuses to talk he/she can reveal little. However, body language/movement may tell the interrogators all they need to know. Generally, a person with this skill will uncover at least one or two leads/clues per each hour of investigation. Of course many of them may be false leads, dead ends, or non-conclusive. Game Masters use your discretion in each case, as circumstances can be very different each time, perhaps revealing many clues or none at all even after hours of investigation.

Knowledge Accounting/Tax

Knowledge of advanced mathematics, specifically as they relate to money, taxes, the tabulation of debts, accounts, ledgers, assets, liabilities, and so forth. The character can detect siphoned funds and irregularities.

Knowledge Advertising

This is the art and training of advertising fundamentals centring on budgeting, planning, implementing, marketing, and promotion. Areas of study are likely to include: selecting media, consumer trends/habits, advertising objectives,

writing ad copy/headlines, and basic design elements.

Knowledge Alternative Medicine

Alternative medicine includes practices that differ from conventional medicine. A typical definition is every available approach to healing that does not fall within the realm of conventional medicine. Commonly cited examples are homeopathy, naturopathy, chiropractic, and herbal medicine. Alternative medicine practices are based on unscientific belief systems or philosophies. They may incorporate spiritual, metaphysical, or religious underpinnings, untested practices, pre-modern medical traditions, or newly developed approaches to healing. If an alternative medical approach, previously unproven according to orthodox scientific or regulatory methodologies, is subsequently shown to be safe and effective, it may then be adopted by conventional practitioners and no longer considered "alternative."

Knowledge Ancient History

An extensive and continuing study and love for world history. This skill provides the character with a general knowledge of the growth of civilizations, cultures, religions and myths, past and present. The character will recognize major types of ancient architecture, ruins, areas of historical significance, weapons, characteristics, demons and deities. Select one Lore as an area of particular interest, but note that any educational skill bonuses will not apply to that lore area.

Alternatively he has learned the legends, lore, and history of some ancient time and place. The knowledge must be specific just as a historian would specialize today in the English Middle

Ages, the Italian Renaissance, or the Roman Republic before Caesar. The knowledge acquired gives the character familiarity with the principal legends, historical events, characters, locations, battles, breakthroughs (scientific, cultural, and magical), unsolved mysteries, crafts, and oddities of the time. The character must roll a proficiency check to identify places or things he encounters from that age.

Knowledge Architecture

Knowledge of blueprints, drafting, construction materials & equipment, style, decoration and planning. This encompasses all the practical matters of site, of materials and their limitations and of human capability. The second concern is "articulation"; the building must work and must please and suit the needs of those who use it. The third concern of the architect is aesthetics, both of proportion and of ornament.

Knowledge Art

The sage is familiar with the great works of the past as well as the works of the best contemporary artists. If he specializes in one particular art form (sculpture, paintings, ornamental pottery, etc.) he is able to identify works of the masters, spot fakes, and appraise pieces for sale value.

Knowledge Artifacts

This character has detailed knowledge of any object made or modified by a sentient culture. Mythological artifacts are also known to the character most of which are alarmingly powerful, of ancient and obscure origin, and nearly indestructible.

Knowledge Astral

An in depth knowledge about the Astral Plane, helpful in understanding and identifying the features, dangers and inhabitants. It includes general knowledge about astral travel, methods of travel and navigation, astral beings, domains and dangers.

Knowledge Astrology

By reading the heaven's prophecy written in the planets and stars, a competent astrologer can tell whether the future holds favourable conditions for any given person or enterprise. To use the astrology skill a character needs the birth date of the subject and ample time to perform intricate calculations. For predictions within the next few days an astrologer only needs a telescope and a clear night sky. For long term predictions an astrologer needs a book that references the location and cycles of the planets and stars. Such a book is a huge tome and is not easily carried around.

Knowledge Chronal

Chronal lore is the study of temporal theory and travel. It includes knowledge of theories of time travel, paradoxes and fate. Also included are such things as time-travelling races and organizations and gives the character a rudimentary knowledge of how chronal technology works (basically; nowhere near enough to repair or build such devices). The character can also attempt to activate temporal devices he has no training with, but at a -3 penalty.

Knowledge Conspiracies

A comprehensive knowledge about the issue of conspiracy and cover ups by world governments in the areas of the paranormal, UFOs, military,

experimental testing, etc. by such participants as the FBI, KGB, CIA, and major world governments. The character knows the theories about the Roswell incident, Area 51, telekinetic weapons testing by the Russian government, etc.

Knowledge Current Events

This character has detailed and up to date knowledge of contemporary happenings of significance.

Knowledge Demons

The ability to recognize a demon on sight as well as what type, abilities, weaknesses, attitudes and who they serve. This also includes lesser and greater supernatural intelligences.

Knowledge Dimensional

Dimensional lore is the study of dimensional theory and travel. It includes knowledge of theories of the basics of dimensional travel and disturbances (ley line storms) and infamous dimension-travelling races and organizations. It also gives the character a rudimentary knowledge of how dimensional technology works (basically; nowhere near enough to repair or build such devices). The character can also attempt to activate dimensional devices he has no training with, but at a -3 penalty. He will know of all of the surrounding dimensions and up to 1 external dimension per INT over 10.

Knowledge Dreamscape

This skill is helpful in understanding and identifying the features, dangers and inhabitants of the Dreamscape. Even a beginner will automatically know of such things as Dream Pools and other major concepts regarding the dream lands. Skill rolls are necessary to

identify creatures and events/transformations.

Knowledge Drugs

Knowledge in the names and types of all street level drugs and their ingredients.

Knowledge Economics

The mastery of business, finances and economics necessary to build companies from scratch as well as management of existing corporations, recognizing and solving problems, investment opportunities, and to the know-how buy out other businesses. Also knows about social-economic trends, distribution, income and expenditures as it pertains to the government and the consumer/public. Explores economic factors in industry, human resources, labour institutions, and international finance. Applies observations, analysis, research, estimations, and projections toward predictions of market and market trends.

Knowledge Extraterrestrial Species

This skill helps characters identify known alien races and provides information on their culture, habits, etc. It also includes most of the well known cosmic legends and speculations.

Knowledge Farming

The character has a knowledge of the basics of farming. This includes planting, harvesting, storing crops, tending animals, butchering, and other typical farming chores.

Knowledge Firefighting

Firefighting is the act of extinguishing fires. A firefighter fights fires to prevent loss of life, and/or destruction of property and the environment. Firefighting is a highly technical skill that requires professionals who have

spent years training in both general firefighting techniques and specialized areas of expertise.

Knowledge First Aid

This character knows the basic principles of first aid. If the character tends another within one round of wounding (and makes a successful proficiency check), his ministrations restore D3 hit points that were lost in the previous round. Only one healing attempt can be made on a character per day. If a wounded character remains under the care of someone with healing proficiency, that character can recover lost hit points at the rate of 1 per day even when travelling or engaging in nonstrenuous activity. If the wounded character gets complete rest, he can recover 2 hit points per day while under such care. Only characters with both healing and herbalism proficiencies can help others recover at the rate of 3 hit points per day of rest. This care does not require a proficiency check, only the regular attention of the proficient character. Up to six patients can be cared for at any time.

A character with healing proficiency can also attempt to aid a poisoned individual, provided the poison entered through a wound. If the poisoned character can be tended to immediately and the care continues for the next five rounds, the victim gains a +2 bonus to his saving throw (delay save to the last round of healing). No proficiency check is required, but the poisoned character must be tended to immediately and cannot do anything himself. If the care and rest are interrupted, the poisoned character must immediately roll a normal saving throw for the poison. This result is unalterable by normal means.

Only characters with both healing and herbalism proficiencies can attempt the same treatment for poisons the victim has swallowed or touched. If the character also has the poison proficiency, a +2 bonus is added to this attempt. A character with healing proficiency can also attempt to diagnose and treat diseases. When dealing with normal diseases, a successful proficiency check automatically reduces the disease to its mildest form and shortest duration. Those who also have herbalism knowledge gain an additional +2 bonus to this check.

Knowledge Gemology

This skill allows the identification and appraisal the value of precious metals (silver, gold, etc.) and stones (jade, ruby, sapphire, diamond, etc.). This ability also enables the person to identify fakes. A failed roll means the character cannot tell whether or not the item is fake or real or its value is grossly under or overestimated. Also the ability to evaluate and cut gemstones. The monetary value of a gemstone can be determined by a thorough examination where any flaws, chips or imperfections will be observed. In addition, the character can cut gem stones to increase their value or cut one stone into several smaller ones. When a cutting roll is failed the stone is damaged, which decreases its value. However the stone can be cut again to repair the flaw; although the stone will be smaller and of lesser value than the original.

Knowledge Geography

Gives an in depth knowledge of a specific locality with more general knowledge of the surrounding area and basic knowledge of the rest of the

country. Includes landmarks, businesses, structures, caves, forests, animals, etc.

Knowledge Geomancy

A study of ley lines, burial mounds, places of power, megaliths, and geomancy beliefs, past and present. Geomancy and ley lines are the belief that certain places on earth are polarized with magical energy or forces that can heal, cause paranormal phenomena, attract supernatural forces, open dimensional gateways, are magical or are places of evil. These are also of interest to certain types of martial artists, as these locations are also sources of environmental chi; martial artists with this skill will know the natural chi level of such areas on sight. The study includes "known" locations of such places, such as Stonehenge and the Bermuda Triangle, as well as the many theories behind them and the legacy of legends, mysteries, disappearances and dangers linked to each. The skill will provide the character with insight about the areas and enable him/her to recognize specific, known, places of power, as well as recognize unknown megalithic markers of these revered or feared places. There are transitional places of power that are active only at certain times that also fall under this skill, as well as knowledge of the locations of major ley lines in distant regions.

Knowledge Heraldry

The knowledge of heraldry enables the character to identify the different crests and symbols that denote different persons and groups. Heraldry comes in many forms and is used for many different purposes. It can be used to identify noblemen, families, guilds, sects, legions, political factions, and

castes. The symbols may appear on flags, shields, helmets, badges, embroidery, standards, clothing, coins, and more. The symbols used may include geometric patterns, calligraphed lines of script, fantastic beasts, religious symbols, and magical seals (made for the express purpose of identification). Heraldry can vary from the highly formalized rules and regulations of late medieval Europe to the knowledge of different shield patterns and shapes used by African tribesmen. The character automatically knows the different heraldic symbols of his homeland and whom they are associated with. In addition, if the character makes a successful proficiency check, he can correctly identify the signs and symbols of other lands, provided he has at least a passing knowledge of the inhabitants of that land. His heraldry skill is of little use upon first entering a foreign land.

Knowledge Herbalism

Those with herbalist knowledge can identify plants and fungus and prepare nonmagical potions, poultices, powders, balms, salves, ointments, infusions, and plasters for medical and pseudo-medical purposes. They can also prepare natural plant poisons and purgatives. To be able to cure poison and diseases, the character must collect various herbs while travelling and make them into small salves (this is due to the fact that most poisons are fast acting, and the PC wouldn't be able to make up a salve and find the components in say 1 to 4 rounds). The weight of all these herbs and salves is 5 pounds. To cure the poison or disease, the character must make a number of rolls. These are; a roll to see if he possesses the knowledge to deal with that particular toxin or disease. A roll made against half his normal skill

roll to determine if he neutralizes that particular agent. If the poison/disease is from a monster and there is any chance of curing the malady the skill roll is at 1/4 the normal roll. If the poison or disease is magical in nature then no mundane cure will work.

On any given day in the wilderness he may also be able to find some particularly helpful herbs in use against injury gained by an individual. These herbs can only be used within 7 days of them being found to be of any use (unless he also has the pharmacy skill in which case he may preserve these herbs for a maximum of 1 month before they lose their effect). The chance to find these herbs is equal to 1/4 their normal check if the character is 'just looking out for them while travelling', and half normal check if actively searching (half normal movement rate for that day). The number of herbs that will be found is equal to the number of successful checks rolled consecutively, so if the first roll for the day fails then none will be found that day.

Knowledge Instructor

The ability to instruct others in any skill the character possesses. Training takes at least 4 weeks. The trainee will receive upon completion of training a base skill score in that skill.

Knowledge Interdimensional Species

This skill helps characters identify known interdimensional races and provides information on their culture, habits, etc. It also includes most of the well known legends and speculations.

Knowledge Leatherwork

This proficiency enables a character to tan and treat leather and to make

clothing and other leather objects. The character can make leather armour, as well as backpacks, saddlebags, saddles, and all sorts of harnesses.

Knowledge Law Business/Trade

Business law is the body of law which governs business and commerce. It is often considered to be a branch of civil law and deals both with issues of private law and public law. Commercial law regulates corporate contracts, hiring practices, and the manufacture and sales of consumer goods.

Knowledge Law Civil

Civil law as opposed to criminal law refers to that branch of law dealing with disputes between individuals and/or organizations in which compensation may be awarded to the victim. Civil law courts provide a forum for deciding disputes involving torts (such as accidents, negligence, and libel), contract disputes, the probate of wills, trusts, property disputes, administrative law, commercial law, and any other private matters that involve private parties and organizations including government departments.

Knowledge Law Criminal

The term criminal law refers to any of various bodies of rules in different jurisdictions whose common characteristic is the potential for unique and often severe impositions as punishment for failure to comply. Criminal punishment depending on the offense and jurisdiction may include execution, loss of liberty, government supervision (parole or probation) or fines.

Knowledge Law Military

This is criminal law as applied within the military.

Knowledge Literature

The character has detailed knowledge of poetry and prose, fiction and non-fiction.

Knowledge Magic

This area of study provides information about the different schools of magic, magic creatures and myths about magic. Likewise the character knows legends about powerful magic items, magic places, magic curses and related legends. He can read runes or mystic symbols and is able to recognize whether the symbol is a real magic ward, rune or warning.

Knowledge Metahumans

This is the study of Mutants Bio-Mechanicians, Deadzones, Deuces, Displaced Chronals, Displaced Dimensionals, Echo Welders, Eternals, Legacies, Legions, Paradox Lords, Possibility Lords, and the Resurrected. What their special abilities are and how they work. Also a fairly good knowledge of the most prominent metahumans on earth.

Knowledge Monsters

Knowledge of supernatural monsters such as dragons, trolls, griffons and anything non humanoid and monstrous. The skill will help in differentiating fact from superstition regarding their vulnerabilities and strengths, habits, origins, powers, the few ways to truly destroy them, and basic hunting tactics.

Knowledge Mythology

This skill is a comprehensive study and interpretation of classical and modern folklore and mythology which address

the origin, history, deities, ancestors, and heroes of a particular world.

Knowledge Philosophy

Is the discipline concerned with questions of how one should live (ethics); what sorts of things exist and what are their essential natures (metaphysics); what counts as genuine knowledge (epistemology); and what are the correct principles of reasoning (logic). This skill would be useful in debating with an intelligent villain.

Knowledge Planar

This character will understand some of the theories and facts about topology, interdimensional travel, the boundaries between dimensions, what exists in between dimensions, void, quantum mechanics, time travel, space fold, and other complex, dimensional theory areas of study. Despite this knowledge it is unlikely the character will ever be able to suggest a practical way to perform any of these feats.

Knowledge Popular Culture

This includes knowledge pertaining to popular cooking, clothing, consumption, mass media and the many facets of entertainment such as sports and literature. Pop culture finds its expression in the mass circulation of items from areas such as fashion, music, sport and film.

Knowledge Prospecting

This includes knowledge pertaining to the physical search for minerals, fossils, precious metals or mineral specimens, and is also known as fossicking. Prospecting is physical labour, involving traversing, panning, sifting and outcrop investigation, looking for signs of mineralization. A prospector must also

make claims, meaning they must erect posts with the appropriate placards on all four corners of a desired land they wish to prospect and register this claim before they may take samples.

Knowledge Religion

A comprehensive study of the world's religions, past and present, their beliefs, rituals, holy places, pantheons, supernatural creatures (demons, spirits, angels), stories of creation, myths and legends. The skill will help the character recognize specific rituals, their purpose, the deity'(s), icons, and similar information.

Knowledge Sociology

The character is trained in public relations, statistics, industrial relations, laws and courts, society, welfare, councils, businesses, real estate, urban growth and minor economics. Knowledge of talk and body language; detect lies/evasions and mood type.

Knowledge Street

This skill allows characters to recognize gang members by their behaviour, colours, and symbols, and dangerous locations. He will also know how to locate fences and informants. This character is adept at making a good impression on underworld contacts in the less savoury neighbourhoods of towns and cities. Those who he contacts are not necessarily moved to trust him using this skill but they may decide the rogue is worth talking to because he is entertaining or a person of importance. A skill check can be attempted once whenever he is talking to a contact. Success indicates that the contact becomes favourably inclined toward the rogue and will reveal additional information to him, possibly unrelated to

the rogues enquiries at the GM's discretion. Success also indicates that the contact will act positively towards the rogue in future situations unless circumstances dictate otherwise.

Possession of this skill also gives a +2 bonus to any information gathering check.

Knowledge Supernatural Beings

This is the study of the Fey and all other supernatural species encountered on earth. This includes Fairies, Sprites, Pixies, Dwarves, Elves, Halflings, Gnomes, and a host of other supernatural beings.

Knowledge Undead

A study of reports, myths and legends regarding the supernatural, apparitions, haunted houses and places, death cults, necromancy (rituals and purpose), mediums/séances and near death experiences. This includes knowledge of the undead such as vampires, zombies, skeletons, ghouls, ghastrs, ghosts, shadows, mummies, wights, wraiths, and spectres. The skill will help a character determine if a person is under the sway or control of a vampire, or whether or not a victim has been killed by the undead. It will also aid in differentiating fact from superstition regarding various undead's vulnerabilities and strengths, habits, origins, powers, the few ways to truly destroy them, and basic undead hunting tactics.

Knowledge Weaving

A character with weaving proficiency is able to create garments, tapestries, and draperies from wool or cotton. The character requires a spinning apparatus and a loom. A weaver can create two square yards of material per day.

Language

The character has learned to speak, read and write another language.

Metallurgy

This is the science of separating metals from their ores and preparing them for use by smelting, refining, etc. Study include the behaviour and properties of metallic, ceramic, polymeric and composite materials (observe mechanical, thermal, electrical and chemical behaviour). This also includes work with plastics (polymeric) analysis, brazing, extraction of metals from areas; transformations (liquid-solid systems), fabrication and joining processes (metal alloys, structural changes/combinations) and the use of tools, equipment and methods.

Musical Instrument

The character can play a specific musical instrument. An additional instrument can be added for every extra slot devoted to this proficiency. The character plays quite well, and no proficiency check is normally required. The choices include keyboards, percussion, string and wind.

Navigation

The character has learned the arts of navigating by the stars, studying currents and watching for telltale signs of land, reefs, and hidden danger. This is not particularly useful on land. At sea a successful proficiency check by the navigator reduces the chance of getting lost by 2.

Navigation Chronal

How to read and evaluate the chronoverse manifold and calculate where currently are and where will wind up.

Navigation Planar

How to read and evaluate the multiverse manifold and calculate where currently are and where will wind up.

Navigation Space

Training in map reading, star charts, course computation, following landmarks, and use of navigational equipment in order to plot and lay in a course for the large distances between planets and stars. He is also aware of the effects of gravity fields, stellar phenomena and cosmic anomalies.

Observation

Characters with this proficiency have cultivated exceptionally acute powers of observation. The GM may ask for a proficiency check (or secretly roll it himself) anytime there is something subtly askew. The proficiency covers all the senses.

Orienteering

This is similar to navigation but applies to land. It includes the ability to read maps, use a compass and recognize landmarks. He can even follow in general terms maps labeled in unfamiliar languages as long as he makes a successful check. Furthermore if the sky is clear he can determine direction, night or day, by using the stars and daytime shadows as guides. The latter method requires one turn to make the proper measurements and calculations. A character with this skill and an appropriate map gains a +1 bonus to any survival skill roll. He also gains a +1 bonus to any navigation skill roll he makes if he has the right map for the area.

Paramedic

This is emergency medical service, who primarily provides pre-hospital advanced medical and trauma care. A paramedic is charged with providing emergent on-scene treatment, crisis intervention, life-saving stabilization and, when appropriate, transport of ill or injured patients to definitive emergency medical and surgical treatment facilities, such as a hospitals and trauma centres.

Politics

Knowledge in political law, budgets, taxes, revenues and parliamentary processes.

Read Lips

The character can understand the speech of those he can see but not hear. When this proficiency is chosen the player must specify what language the character can lip read (it must be a language the character can already speak). To use the proficiency the character must be within 30 feet of the speaker and be able to see him speak. A proficiency check is made. If the check fails nothing is learned. If the check is successful 70% of the conversation is understood. Since certain sounds are impossible to differentiate, the understanding of a lip-read conversation is never better than this.

Research

Training in the use of methods, techniques, and locations, for finding information, including public records, libraries, federal information services, data bureaus, interviews, surveys, demographics, trade journals, clipping services, computer services, and legal searches. This skill is helpful in locating information about people, places and things. The game master will ultimately

regulate the availability of accessible, known information regarding a particular subject. In some cases there may be a ton of history and information, while, in others, very little or nothing at all (which may reveal something by its sheer lack of info). The research skill simply gives characters access to available data.

Salvage

The character knows how to locate and identify objects (ships, armour, gold, etc.), recognize salvageable components and materials (valuable parts, electronic equipment, E-clips, weapons, coins, magic items, precious metals and gems, etc.), retrieve (with minimal damage and effort), evaluate (estimate approximate resale value based on the item's condition), clean/restore (restoration gets top salvage price), and sell salvaged artifacts, equipment, parts, and scrap metal. This skill is based on the environment of the character; there are separate land, space and aquatic versions. This skill also offers methods of exploiting and capitalizing on some of the simple resources of said environment, such as rudimentary mining, excavation, cutting tools suited to the environment, cranes, pulleys, and tow lines, and can strip/cut apart and retrieve wreckage and machinery for use as scrap metal. Those with mechanical engineering can salvage working parts, make repairs on slightly damaged items, and (in the case of the aquatic or space versions) even raise or restore small ships! Also gives the skill of recycling which covers oxygen, waste matter, scrap metal and plastic.

Science Agriculture

This refers to the production of goods through the growing of plants and the

raising of domesticated animals. Cultivation of crops on arable land and the pastoral herding of livestock on rangeland remain at the foundation of agriculture. The more exotic varieties of agriculture include aquaculture and tree farming.

The major agricultural products can be broadly grouped into foods, fibres, fuels, raw materials, pharmaceuticals and illegal drugs. In recent years plants have been used to grow biofuels, biopharmaceuticals, bioplastics, and pharmaceuticals. Specific foods include cereals, vegetables, fruits, and meat. Fibres include cotton, wool, hemp, silk and flax. Raw materials include lumber and bamboo. Drugs include tobacco, marijuana, opium, cocaine, digitalis, curare, eugenol, reserpine, pyrethrins, taxol) and other useful materials such as resins. Biofuels include methane from biomass, ethanol, and biodiesel. Cut flowers, nursery plants, tropical fish and birds for the pet trade are some of the ornamental products.

Science Anthropology

This refers to the study of humankind in all its aspects, especially human culture or human development, our physical characteristics as animals, and our unique non-biological characteristics we call culture. It differs from sociology in taking a more historical and comparative approach. Though easy to define, anthropology is difficult to describe. Its subject matter is both exotic (e.g., star lore of the Australian aborigines) and commonplace (anatomy of the foot). And its focus is both sweeping (the evolution of language) and microscopic (the use-wear of obsidian tools). Anthropologists may study ancient Mayan hieroglyphics, the music of

African Pygmies, and the corporate culture of a U.S. car manufacturer. But always the common goal is to advance knowledge of who we are, how we came to be that way and where we may go in the future.

Science Archaeology

This is the science that studies human cultures through the recovery, documentation, analysis, and interpretation of material remains and environmental data, including architecture, artifacts, features, biofacts, and landscapes. The goals of archaeology include the documentation and explanation of the origins and development of human cultures, understanding culture history, chronicling cultural evolution, and studying human behavior and ecology, for both prehistoric and historic societies. It draws upon anthropology, history, art history, classics, ethnology, geography, geology, physics, information sciences, chemistry, statistics, paleoecology, paleontology, paleozoology, paleoethnobotany, and paleobotany.

Science Astronomy

The study of the stars and other celestial bodies, their movements, positions, cycles, alignments, and interrelations with the earth and each other. This knowledge can also be used to determine direction, approximate distances, identify seasons, and tell the time of day. Another feature of it deals with electromagnetic radiations of radio frequency received from outside earth's atmosphere, and mapping space.

Science Astrophysics

Astrophysics is the branch of astronomy that deals with the physics of the

universe including the physical properties (luminosity, density, temperature, and chemical composition) of celestial objects such as stars, galaxies, and the interstellar medium, as well as their interactions. Because astrophysics is a very broad subject astrophysicists typically apply many disciplines of physics, including mechanics, electromagnetism, statistical mechanics, thermodynamics, quantum mechanics, relativity, nuclear and particle physics, and atomic and molecular physics.

Science Biology

Biology examines the structure, function, growth, origin, evolution, and distribution of living things. It classifies and describes organisms, their functions, how species come into existence, and the interactions they have with each other and with the natural environment. Four unifying principles form the foundation of modern biology: cell theory, evolution, genetics and homeostasis.

Science Biotechnology

Application of biological and medical science of engineering principles or engineering equipment. In other words the construction of artificial organs and bionics. Also genetic engineering techniques to create custom designed bacteria capable of producing drugs and other substances.

Science Botany

This is the study of plants, ranging from simple cataloguing and observation to detailed studies of life-cycles and ecologies. Areas of specialization include simple plants, water plants, grasses and brush, flowering plants, domesticated plants, plant diseases, and

ecological systems such as rain forest, tundra, prairie, etc.

Science Chemistry

Chemistry is the science concerned with the composition, structure, and properties of matter, as well as the changes it undergoes during chemical reactions. It is a physical science related to studies of various atoms, molecules, crystals and other aggregates of matter whether in isolation or combination, which incorporates the concepts of energy and entropy in relation to the spontaneity of chemical processes. Disciplines within chemistry are traditionally grouped by the type of matter being studied or the kind of study. These include inorganic chemistry, the study of inorganic matter; organic chemistry, the study of organic matter; biochemistry, the study of substances found in biological organisms; physical chemistry, the energy related studies of chemical systems at macro, molecular and submolecular scales; analytical chemistry, the analysis of material samples to gain an understanding of their chemical composition and structure.

Science Chronal

The understanding of how chronal travel works plus paradoxes, causality, etc. Must have an INT of at least 18.

Science Entomology

Entomology is the scientific study of insects, a branch of zoology. It includes the structure, embryology, evolution, classification, habits, and distribution of all animals, both living and extinct, and how they interact with their ecosystems. An entomologist can identify common species in the field with a successful proficiency check and may be able to predict behaviour or capabilities based

on his knowledge of the creature in question.

Science Genetics

Genetics is a discipline of biology that researches techniques that manipulates the DNA (genetic material) of cells in order to change heredity traits or produce biological products. The techniques include the use of hybridomas (hybrids of rapidly growing cancer cells and cells that make amounts of desired antibody) to make monoclonal antibodies, gene splicing or recombinant DNA technique (in which the DNA of a desired gene is inserted into the DNA of a bacterium, which then reproduces itself, yielding more than a desired gene), and polymerize chain reaction (which makes copies of DNA fragments and is used in DNA Fingerprinting).

Genetically engineered products include bacteria designed to efficiently break down oil slicks and industrial waste products, drugs (human and bovine growth hormones, human insulin, interferon), and plants that are resistant to diseases and insects or that yield fruits or vegetables with desired quantities. A scientist could attempt to eliminate genetic disorders, or cause mutations which might instill supernatural powers, or even create a virus.

Science Horticulture

This is the science of plant cultivation. It includes plant propagation and cultivation, crop production, plant breeding and genetic engineering, plant biochemistry, and plant physiology. The work particularly involves fruits, berries, nuts, vegetables, flowers, trees, shrubs, and turf. Horticulturists work to improve crop yield, quality, nutritional value, and resistance to insects, diseases, and

environmental stresses. Horticulture involves eight areas of study: Arboriculture (the study and selection, planting, care, and removal of individual trees, shrubs, vines, and other perennial woody plants), Floriculture (includes production and marketing of floral crops), Landscape horticulture (includes production, marketing and maintenance of landscape plants), Olericulture (includes production and marketing of vegetables), Pomology (includes production and marketing of fruits), Viticulture (includes production and marketing of grapes), and Postharvest physiology (involves maintaining quality and preventing spoilage of horticultural crops).

Science Mathematics

This is training in high school maths including fractions, decimals, the solution of ratio, proportion and percent problems, operations with integers, geometry, integer exponents, operations with polynomials, factoring, rational expressions, equations of lines and graphing of equations and inequalities, positive and negative real numbers, solving linear equations and inequalities along with their applications, integer exponents, operations with polynomials, factoring, rational expressions, equations of lines, and graphing of equations and inequalities. If this skill is retaken it adds calculus, trigonometry and other forms of advanced mathematics.

Science Medicine

The character is medically trained in treating injuries and illnesses. He can diagnose, provide care, revive, stabilize, treat diseases and poisons, and perform surgery. Knowledge includes; Anatomy, Cytology, Biochemistry, Biostatistics, Embryology, Epidemiology, Genetics,

Histology, Immunology, Microbiology, Neuroscience, Nutrition, Pathology, Pharmacology, Physiology and Toxicology. The character can also choose to specialize in one particular field.

Science Nanotech

This is the study of how matter acts on an atomic/molecular level, and how the principles of molecular biology, enzyme control, genetic manipulation, and fine-point electromagnetic control can be used to manipulate matter on an atomic level. Nanotechnology deals with creating things bottom up, atom by atom. It deals with the theoretical technologies that could evolve from being able to control matter atomically. Skill includes using STM (Scanning Tunneling Microscopes), electron microscopes, and all other types of apparatus associated with observing matter on a molecular level. The character will know the basics of building STMs, monomolecular needles, and fine-point electromagnetic control devices, all for the purpose of manipulating individual atoms.

He will know how to make nanofactories, how to produce advanced alloys, and so on, all by using atom control devices. Actually building these devices may take months or years, and can only be attempted when in superior high-tech facilities, that have access to appropriate technology. The size of the robots can be anything from 100 times smaller than a human cell to around 1 cm in diameter. These robots can have manufacturing, medical, repair, cleaning or other function, but in each case the nanoscientist will have to be extremely proficient in the appropriate category (ex: if it will be for medical applications, then must be an MD, pathologist,

toxicologist, and an MDB). It may take months (even years) of programming and designing the robots, but once the plans are set, and the factories set up, production will occur extremely quickly.

Science Nuclear Physics

Nuclear physics is the branch of physics concerned with the nucleus of the atom. It has three main aspects: probing the fundamental particles (protons and neutrons) and their interactions, classifying and interpreting the properties of nuclei, and providing technological advances.

Science Oceanography

The study of the sea integrating marine applications of geography, geology, physics, marine biology, and meteorology. Oceanography is important to shipping, fisheries, and climatological studies. This will help in attacks at sea, build bases at sea, building sea ships, etc. It covers the ecology of the oceans and seas with an emphasis on undersea habitats, environments and the types of fish and sea animals attracted to such places. This skill also gives the character the knowledge of where to look for particular types of sea creatures (i.e. in coral reefs, under rocks, inside caves, warm water, cold water), the types of food sea animals eat/prey upon, migration patterns of fish and eels, and a knowledge of tides, water composition, and ocean plant-life. The marine biology skill also gives the character specific medical and scientific knowledge about the behaviour, habits, evolution, physiology, cells, anatomy and genetics of fish, marine mammals and other types of sea life. This knowledge enables the character to perform surgery, remove glands and sacs of poison or chemicals, prepare antidotes to poisons (from sea

creatures only) and the care, keeping and medical treatment of marine animals, including dolphins and whales.

Science Pharmacy

This skill allows a character to preserve herbs and chemicals and prepare medicines from both natural and inorganic ingredients. On a successful pharmacy check the pharmacist can create a medicine to cure certain ailments (the GM should assign a +3 to -10 modifier depending on the severity and rarity of the disease) using herbs and chemicals. A failed check either does nothing or has non-lethal side effects (GM choice) but a check of 20 results in poisoning. Using this skill with herbalism will cure an extra 1 HP per application. This skill is needed to preserve all the healing herbs mentioned in Herbalism for longer than 2 game weeks.

Science Physics

The understanding of the physical properties of matter and energy, including acceleration, rotation, inertia, velocity, optics, thermodynamics, waves and particles. This skill also includes the use of all lab equipment related to physics, such as lasers, mirrors, and even (at higher percents) particle accelerators.

Science Planar

The understanding of how dimensional travel works. Includes being able to calculate multidimensional equations. Must have an IQ of at least 18.

Science Psychiatry

The study of the human mind and human behaviour. It scientifically tries to unravel the psychological process by considering the effects of such intangibles as attitude, desires, thoughts,

memories, stress, environment, dreams and emotion. The psychology skill provides the character with a complete, broad understanding of the principles, practices and theories of psychology. Thus he or she will recognize abnormal behaviour (phobias, psychoses, obsessions, neuroses, etc.), stress and exhaustion as well as suggest therapy. The character will also be able to recognize the use/presence of unnatural influences, such as drugs, hypnosis and mind control (psionic, magic or possession).

Also an in-depth knowledge of the principles, theories and evaluation of human behaviour, and includes analysis, understanding and treatment of emotional, motivational, and perceptual disorders; interaction of emotion, nervous system, sensory-motor mechanisms, personality assessment, drug dependence, and treatment. This character will not only be able to recognize abnormal behaviour (insanity) but is also able to treat the person himself (see cures for insanity). The individual is able to assess another character's disposition, socio-economic background, environment, probable alignment, and recognize the presence of mind or personality altering influences.

Science Radiation Technology

Industrial

The study of the components, structure, and behaviour of the nucleus of an atom. It is especially with the nature of matter and with nuclear energy. This includes the study of radioactivity, the study of fires between nuclear particles and the study of the transformations among subatomic particles in reactions produced in a particle accelerator. This helps the character to understand the fusion turbine engine, how our sun

produces its energy and can apply this knowledge to building nuclear devices.

Science Radiation Technology

Medical

This training includes a knowledge of radiation and its interaction with matter; use as a diagnostic tools (radiography, X-ray, fluoroscopy, mammography, topography, etc.), the physics of nuclear medicine with emphasis on imaging, radiation therapy, radio biology (interaction with cells) and a practiced familiarity with techniques, interpretation, and instruments. A master's degree is required for professional activities; incomplete studies in this area could provide a position as a radiological lab assistant.

Science Radiation Technology

Military

This includes knowledge of safety regulations, practices and procedure; radiological physics, interaction with matter, radioactivity and characterization and development of neutron beams and heavy particles for use in combat/weapons. In experimental stages of research, the ion beam is the only success thus far in use of energy as a weapon (laser is amplified light).

Science Undersea Agriculture

The knowledge of cultivating undersea plants, algae, and breeding aquatic animals/fish for harvesting and production. Undersea farming includes but is not limited to growing crops (either through hydroponics or on the ocean floor), lobster farms, oyster beds, and fish hatcheries.

Science Xenocology

The study of the relationship between alien plants and animals and their

environment. Xeno-Ecology is also referred to sometimes as Xeno-Zoology (usually when the study is focused on predator/prey relationships, population dynamics and competition between species). Xeno-Ecologists are able to make sense of diverse alien ecological communities and form theories on the nature and habits of any organism found within a certain area.

Science Xenology

The biological study of extraterrestrial and interdimensional species. This skill provides information about the alien species which have been encountered on earth or by people who have encountered a species elsewhere and were able to return detailed information to earth.

Science Zoology

Also known as animal biology is the branch of biology that relates to the animal kingdom, including the structure, embryology, evolution, classification, habits, and distribution of all animals, both living and extinct, and how they interact with their ecosystems. A zoologist can identify common species in the field with a successful proficiency check and may be able to predict behaviour or capabilities based on his knowledge of the creature in question.

Self Hypnosis

This allows one to tap inner reservoirs of strength. Entering an autohypnotic the character cannot talk or move for the duration of the trance state. A successful roll allows the character to do one of the following: Improve concentration to aid performance of lengthy mental tasks (study, decryption, a long repair job); Negate pain/fatigue; Increase WIS for the purposes of resisting torture, phobias

or psionic attack. Success adds +1 per 4 INT to any roll for one minute per INT.

Shipwright

This involves the construction, repair and dismantling of ships. It normally takes place in a specialized facility known as a shipyard unless the character builds a raft, small rowboat, large flatbed boat, or canoe. A small raft (two man) can be made within D6+1 hours if the lumber or other suitable materials and tools are readily available. A large raft will take about 4D6 hours, a canoe 2D6 days, rowboat 4D4 days, large flatbed D4x10 days. Time is doubled or tripled if trees must be cut down and wood prepared. Of course, the time can be reduced if several knowledgeable people are working on the construction. For larger vessels see the naval engineer skill.

Sign Language

This is a form of communication which uses manual communication, body language and lip patterns instead of sound to convey meaning—simultaneously combining hand shapes, orientation and movement of the hands, arms or body, and facial expressions to express fluidly a speaker's thoughts. Sign languages commonly develop in deaf communities, which can include interpreters and friends and families of deaf people as well as people who are deaf or hard of hearing themselves. If a character chooses to learn a sign language, the specific language or source of the language must also be given. For every 10 words (or letters, for spelled out words) "signed," the sender of the sign language must roll to successfully transmit the message. Likewise, the interpreter must also roll versus their skill in sign for every batch of 10 words.

A failed roll on either end means a misunderstanding.

Signals

Ships at sea have developed a language based on the display of coloured flags or light flashes. Those with this skill can read and compose messages, as well as be able to recognize banners, ensigns, pennants and standards used to communicate ship's origins and status. This proficiency also allows a character to communicate to another person over a long distance. Only messages of less than 10 words per minute or so can be sent this way. The type of signal method used must be chosen along with this proficiency i.e., smoke signal, drum signals, mirrors, trumpets, naval flags, etc. A person must make a successful check to send the signal as intended and the receiver must also make a successful check to decipher the signal sent accurately. A failed check does not automatically indicate failure as the signal may be interpreted incorrectly, sometimes with dire consequences. A character with this proficiency may also decipher signals that they are not proficient in with a 1/3 normal chance of success.

Speed Reading

This ability allows the quick assimilation of data from a legible format. Normal speed is increased by +50% every level.

Spell Specialty

This proficiency represents what a wizard might through much study and dedication be able to specialize in a spell in the same way that others can specialize in a weapon. He gains the following with the specialized spell (where applicable); Reduce target's saving throw by -1, +1 point of damage

per die, increase duration by +50%, increase range by +50%, and increase area of effect by +50%. Note that some spells cannot be increased in these ways. For instance any spell with an "instantaneous" or "permanent" duration cannot be increased by +50%. Likewise a spell with a range that is either "0" or "touch" cannot have its range improved by +50%.

Technical Aircraft Mechanics

Design, repair, build and modify both propeller and jet aircraft.

Technical Artificial Intelligence

A character with this skill is able to understand how artificial intelligence systems work, how they "Think" and "Understand" the world around them, how to communicate with them and how to reprogram them, either directly or by argument. This skill is also required to build and program such intelligences.

Technical Auto/Bike/Truck Mechanics

Ability to repair, rebuild, modify, and redesign conventional vehicles with internal combustion (gas) engines, as well as body work, simple turbine engines, and diesel truck engines.

Technical Bionics/Cyber

The ability to identify, service and repair cybernetic systems.

Technical Chronal

Design, repair, build and modify any kind of time travel devices. This includes knowledge of how to manufacture ships to withstand chronal travel.

Technical Clockwork

The ability to identify, service, build, modify and repair clockwork systems.

Clockwork referring to devices powered by the energy of a wound spring released through a series of gears. Often power for the device is stored within it, via a winding device that applies mechanical stress to an energy-storage mechanism such as a mainspring, thus involving some form of escapement; in other cases, hand power may be utilized. The use of wheels, whether linked by friction or gear teeth, to redirect motion or gain speed or torque, is typical.

Technical Electronic Basics

This is a rudimentary understanding of simple wiring and diagrams. He can do basic wiring in a home or building, TVs, VCR's, whitegoods, etc.

Technical Mechanic Basics

This is a rudimentary understanding of how machinery operates. The character can repair and maintain simple mechanisms and common motorcycles, automobiles and similar vehicles but nothing special.

Technical Planar

Design, repair, build and modify any kind of cross dimensional devices. This includes knowledge of how to manufacture ships to withstand dimensional shift.

Technical Radio Systems

This is the knowledge of installing transmissions towers, includes UHF and VHF, TV towers, FM and AM, radio towers, and certain towers such as cellular communications, towers for airports. Also, has the knowledge of power ratings, frequencies, and what it takes to keep and maintain a tower.

Technical Rail Mechanics

Design, repair, build and modify trains and trams.

Technical Robotics

Robotics is the science and technology of robots, their design, manufacture, and application. Robotics requires a working knowledge of electronics, mechanics and software, and is usually accompanied by a large working knowledge of many subjects.

Technical Satellite

Design, repair, build and modify any kind of space satellites and probes.

Technical Seacraft Mechanics

Training in the diagnosis and repair of all aquatic vehicles, including ships, submarines, underwater robots, probes and stations. The ships they design range in size from ocean going super tankers as much as 1300 feet long to small tugboats that operate in rivers and bays. Regardless of size ships must be designed and built so that they are safe, stable, strong, and fast enough to perform the type of work intended for them. The character is familiar with modern shipbuilding and has a thorough grounding in fluid mechanics needed to propel a ship.

Technical Spacecraft Mechanics

This covers the mechanical aspects of spacecraft other than the drives and weapons, ranging from life support to structural integrity to power distribution, not to mention more mundane things such as sanitation.

Technical Telegraphy

This is the knowledge of wire laying, installation, radio procedure, communication security and visual signs

communications, as well as knowing Morse code. The character can do basic repairs such as trace cables, change fittings, etc. If beyond this will need a professional. The character has learned how to repair radio and has the ability to jury-rig a make shift radio from spare parts.

Technical Television

This is the understanding of VCR's, DVDs, Camcorders, television broadcast, and VHS and digital equipment.

Technical Toy Design

The ability to develop a completely new type of toy, game or children's activity and then bring it to life. This means drawing, sketching or making a computer model of the concept, deciding how to make each detail and then creating a prototype of the toy. Involved in this process are computer skills, possibility mechanical skills, creativity and originality and an ability to relate to the interests of children. Toy designers are trained to work with a variety of materials including computers, electronics, plastics, metals and even different types of fabrics and stuffing. Training also includes designing toys that are safe and use only approved safety materials.

Toxicology

The study of poisons, venoms and toxins. He knows how to manufacture them and compose antidotes.

Water Find

Even the most barren deserts yields water to those who know how to find it. This can only be used once per 5 INT per day and each effort requires 1 hour.

Strength Skills

Blacksmith

Carpentry

Rowing

Stonemason

Swim

Weaponsmith

Blacksmith

A character with blacksmithing proficiency is capable of making tools and implements from iron. Use of the proficiency requires a forge with a coal-fed fire and bellows as well as a hammer and anvil. The character cannot make armour or most weapons but can craft crowbars, grappling hooks, horseshoes, nails, hinges, ploughs and most other iron objects.

Carpentry

The carpentry proficiency enables the character to do woodworking jobs: building houses, cabinetry, joinery, etc. Tools and materials must be available. The character can build basic items from experience without the need for plans. Unusual and more complicated items such as a catapult for example require plans prepared by an engineer. Truly unusual or highly complex items (wooden clockwork mechanisms for example) require a proficiency check.

Rowing

This proficiency is useful for negotiating challenging waters with a rowboat, canoe, or small dory. When shooting a rapids, trying to stay afloat in a storm, or trying to row upstream against a strong current, the character will succeed without a proficiency check—unless the water conditions are very extreme.

Stonemason

A stonemason is able to build structures from stone so that they last many years. He can do simple stone carvings such as lettering, columns and flourishes. The stone can be mortared, carefully fitted without mortar, or loosely fitted and chinked with rocks and earth. A stonemason equipped with his tools (hammers, chisels, wedges, block and tackle) can build a plain section of wall one foot thick, ten feet long, and five feet high in one day, provided the stone has already been cut. A stonemason can also supervise the work of unskilled labourers to quarry stone; one stonemason is needed for every five labourers. He can also recognize deterioration, improper construction, the intended purpose of construction, styles of masonry, approximate age or period of construction, and identify which race constructed it. The character can also mend masonry.

Swim

A character with swimming proficiency knows how to swim and can move according to the rules given in the Swimming section. Those without this proficiency cannot swim. They can hold their breath and float, but they cannot move themselves about in the water.

Weaponsmith

This highly specialized proficiency enables a character to perform the difficult and highly exacting work involved in making metal weapons particularly those with blades. The character blends some of the skill of the blacksmith with an ability to create blades of strength and sharpness. A fully equipped smithy is necessary to use this proficiency. He can make; 15 arrowheads per day, 7 arrows per day, 3

darts per day, 1 javelin per day, 1 throwing axe per 6 days, 1 quarterstaff per day, 1 long bow per 15 days, 1 short bow per 12 days, 1 warhammer per 5 days, 1 battle axe per 7 days, 1 hand axe or dagger per 3 days, 1 heavy crossbow per 15 days, 1 light crossbow per 12 days, 1 fork or trident per 15 days, 1 spear or lance per 3 days, 1 short sword per 15 days, 1 long sword per 23 days and 1 two handed sword per 34 days.

Wisdom Skills

Alertness
 Bargain
 Caving
 Direction Sense
 Firebuild
 Fish
 Gamble
 Garden
 Herding
 Hunting
 Listen
 Loot
 Notice
 Profession
 Strategy Games
 Survival
 Tracking
 Use Magic Device
 Weapon Improvisation
 Weather Sense

Alertness

A character with this proficiency is able to instinctively notice and recognize signs of a disturbance in the immediate vicinity, reducing by half the character's chance of being surprised whenever he makes a successful proficiency check.

Bargain

A successful roll allows the character to buy an item at 10% less than its asked price (or 10% over the base price if selling); a roll of 4 or less means a 25% change. A roll of 19 or 20 means the other party is outraged by the last offer and refuses to negotiate further. GMs might require that this be role-played; naturally charming characters should have an edge, while characters who are arrogant or simply demand the 'right' price may blow it on any die roll. Remember, many shopkeepers and merchants have this skill, usually more than 1 slot is devoted to this ability also.

Caving

Also known as spelunking this is the hobby of exploring caves. The character knows how to negotiate pitches, squeezes, and water (though actual cave diving is a separate sub-specialty undertaken only by very few cavers). Climbing or crawling is often necessary, and ropes are used extensively for safety of the negotiation of particularly steep or slippery passages.

Direction Sense

A character with this proficiency has an innate sense of direction. By concentrating for D6 rounds the character can try to determine the direction the party is headed. If the check fails but is less than 20 the character errs by 90 degrees. If a 20 is rolled the direction chosen is exactly opposite the true heading.

Firebuild

A character with fire-building proficiency does not normally need a tinderbox to start a fire. Given some dry wood and small pieces of tinder he can start a fire in 2D20 minutes. Flint and steel are not required. Wet wood, high winds, or other adverse conditions increase the time to 3D20 and a successful proficiency check must be rolled to start a fire.

Fish

The character is skilled in the art of fishing be it with hook and line, net, or spear. Each hour the character spends fishing roll a proficiency check. If the roll is failed no fish are caught that hour. Otherwise a hook and line or a spear will land fish equal to the difference between the die roll and the character's Wisdom score. A net will catch three times this amount. Of course no fish can be caught

where no fish are found. On the other hand some areas teem with fish, such as a river or pool during spawning season. The GM may modify the results according to the situation.

Gamble

The character knows most common games of chance and skill, including cards, dice, bones, draughts, and chess.

Garden

This skill includes automatic success at planting, harvesting, storing crops, using an existing irrigation system, tending animals, and butchering. Tasks that require proficiency checks include designing or making an irrigation system, and weed and pest control.

Herd

This is the act of bringing individual animals together into a group (herd), maintaining the group and moving the group from place to place or any combination of those.

Hunting

When in wilderness settings the character can attempt to stalk and bring down game. A proficiency check must be made with a -1 penalty to the ability score for every nonproficient hunter in the party. If the die roll is successful, the hunter (and those with him) have come within 100 +1D100 metres of an animal. The group can attempt to close the range but a proficiency check must be made for each 20 metres closed. If the stalking is successful the hunter automatically surprises the game. The type of animal stalked depends on the nature of the terrain and the whim of the GM.

Listen

This is the ability to pay attention to every detail no matter how small, including faint sounds that most others miss. His ability to hear tiny sounds (behind heavy doors, down long hallways, etc.) is much better than the ordinary person's. Listening is not automatic, the character must stand still and concentrate on what he's hearing for one round. He must have silence in his immediate surroundings and must remove his helmet or hat. Sounds filtering through doors or other barriers are unclear at best.

Loot

This proficiency represents a knack for grabbing the best loot in the shortest time. If his proficiency check succeeds he is able to recognize and stuff into his pack the most valuable combination of items that is feasible, given his limitations of time and space.

Notice

This is the ability to spot something hidden including secret doors.

Strategy Games

This character has expertise in such games as checkers, chess, go, mastermind and other board games.

Survival

This proficiency must be applied to a specific environment i.e., a specific type of terrain and weather factors. Typical environments include arctic, woodland, desert, steppe, mountain, or tropical. The character has basic survival knowledge for that terrain type. Additional proficiency slots can be used to add more types of terrain. A character skilled in survival has a basic knowledge of the hazards he might face in that land. He

understands the effects of the weather and knows the proper steps to lessen the risk of exposure. He knows the methods to locate or gather drinkable water. He knows how to find basic not necessarily appetizing food where none is apparent thus staving off starvation. Furthermore a character with survival skill can instruct and aid others in the same situation. When using the proficiency to find food or water the character must roll a proficiency check. If the check is failed no more attempts can be made that day. It includes lighting a fire, finding shelter, making water safe to drink, finding and identifying food, treating injuries, and climbing, swimming, and using specific or makeshift tools. The survival skill in no way releases the player characters from the hardships and horrors of being lost in the wilderness. At best it alleviates a small portion of the suffering. The food found is barely adequate and water is discovered in minuscule amounts. It is still quite possible for a character with survival knowledge to die in the wilderness.

Tracking

Characters with tracking proficiency are able to follow the trail of creatures and characters across most types of terrain.

Soft or muddy ground	+4
Thick brush, vines, or reeds	+3
Occasional signs of passage, dust	+2
Normal ground, wood floor	0
Rocky ground or shallow water	-10
Every two creatures in the group	+1
Every 12 hours since trail was made	-1
Every hour of rain, snow, or sleet	-5
Poor lighting (moon or starlight)	-6
Tracked party attempts to hide trail	-5

To track a creature the character must first find the trail. Indoors the tracker must have seen the creature in the last 30

minutes and must begin tracking from the place last seen. Outdoors the tracker must either have seen the creature, have eyewitness reports of its recent movement, or must have obvious evidence that the creature is in the area (such as a well-used game trail). If these conditions are met a proficiency check is rolled. Success means a trail has been found. Failure means no trail has been found. Another attempt cannot be made until the above conditions are met again under different circumstances.

Once the trail is found additional proficiency checks are rolled for the following situations: The chance to track decreases (terrain, rain, creatures leaving the group, darkness, etc). A second track crosses the first. The party resumes tracking after a halt (to rest, eat, fight, etc). Once the tracker fails a proficiency check another check can be rolled after spending at least one hour searching the area for new signs. If this check is failed, no further attempts can be made.

Use Magic Device

While common magic items can be used by anyone some can only be activated by special words, thoughts, or actions. This character can activate such an item as if he were using the activation type required even when he's not and even if he doesn't know it. You get a special +2 bonus on your Use Magic Device check if you've activated the item in question at least once before.

Weapon Improvisation

Any object that can be picked up and used by one to cause bodily harm to another can be considered an improvised weapon. Examples of common ready-at-hand weapons can include: common sports equipment, any object made of glass with a grip, clothing

accessories, tools, construction materials, vehicular maintenance tools and parts, kitchen utensils, musical instruments, farming and gardening tools, nautical and boating equipment, office, art and school supplies, cleaning and janitorial equipment, interior decorations and furniture accessories, personal grooming products, medical equipment, any liquid that causes pain upon contact with skin, and natural debris.

Weather Sense

This proficiency enables the character to make intelligent guesses about upcoming weather conditions. A successful proficiency check means the character has correctly guessed the general weather conditions in the next six hours. A failed check means the character read the signs wrong and forecast the weather incorrectly. A proficiency check can be made once every six hours. However for every six hours of observation the character gains a +1 bonus to his ability score (as he watches the weather change, the character gets a better sense of what is coming). This modifier is cumulative although sleep or other activity that occupies the attention of the character for a long period negates any accumulated bonus. Sometimes impending weather conditions are so obvious that no proficiency check is required.

Appendix *Roman Era Skills*

Charisma

Beg
Bluff
Brainwash
Bribe
Charm
Clowning
Diplomacy
Disguise
Etiquette
Fast Talk
Gaming
Gather Info
Interrogate
Intimidate
Sing

Constitution

Consume Alcohol
Deep Dive
Endurance
Jog
Slow Respiration
Sport

Dexterity

Acrobatics
Ambidextrous
Armourer
Armour Mastery Light
Armour Mastery Medium
Armour Mastery Heavy
Armour Mastery Power
Blindfight
Bowyer
Clayshot
Climb
Cobbling
Concealment
Contortion
Crackshot
Dance
Drive Chariot

Drive Wagon
 Engrave
 Escapology
 Evasion
 Fast Cast
 Fast Draw
 Fast Load
 Fast Shot
 Fencing
 Forgery
 Hairdressing
 Horse Archery
 Joust
 Juggle
 Lightning Reflexes
 Locksmith
 Marksmanship
 Mountaineer
 Pick Locks
 Pick Pockets
 Pilot Marine Sailboat
 Plumbing
 Reflex Mastery
 Ride Air Animal
 Ride Land Animal
 Ride Sea Animal
 Rope Use
 Set/Remove Traps
 Shield Mastery
 Ski
 Skinning
 Sleight of Hand
 Somatic Concealment
 Stealth
 Swing
 Tailor
 Tightrope Walking
 Trailing
 Tree Walking
 Unarmed Combat Aerial
 Unarmed Combat Boxing
 Unarmed Combat Martial Arts
 Unarmed Combat Wrestling
 Ventriloquism
 Weapon, Body Emission
 Weapon, Cape

Weapon Group Specialty
 Weapon Offhand
 Weapon Single Specialty
 Weapon Specialization
 Weapon Twin Specialty
 Weapon Two Handed Specialty
 Weapon + Shield

Intelligence

Acute Hearing
 Ambush
 Animal Care
 Animal Noise
 Animal Training
 Appraise
 Artistry Acting
 Artistry Calligraphy
 Artistry Cartography
 Artistry Crochet
 Artistry Drawing
 Artistry Glass
 Artistry Goldsmith
 Artistry Paint
 Artistry Photography
 Artistry Poetry
 Artistry Prose
 Artistry Sculpt
 Brew
 Bureaucracy
 Camouflage
 Concentration
 Cook
 Cryptography
 Damage Control
 Demolitions
 Engineer Civil
 Engineer Mining
 Engineer Naval
 Foraging
 Forgery
 Fortifications
 Heat Protection
 Impersonate
 Intel
 Investigate
 Knowledge Accounting/tax

Knowledge Advertising
 Knowledge Alternative Medicine
 Knowledge Ancient History
 Knowledge Architecture
 Knowledge Art
 Knowledge Artifacts
 Knowledge Astral
 Knowledge Astrology
 Knowledge Chronal
 Knowledge Conspiracies
 Knowledge Current Events
 Knowledge Demons
 Knowledge Dimensions
 Knowledge Dreamscape
 Knowledge Drugs
 Knowledge Economics
 Knowledge Fey
 Knowledge Gemology
 Knowledge Geography
 Knowledge Geomancy
 Knowledge Heraldry
 Knowledge Herbalism
 Knowledge Instructor
 Knowledge Law Business/Trade
 Knowledge Law Civil
 Knowledge Law Criminal
 Knowledge Law Military
 Knowledge Leatherwork
 Knowledge Literature
 Knowledge Magic
 Knowledge Monsters
 Knowledge Mythology
 Knowledge Philosophy
 Knowledge Planar
 Knowledge Popular Culture
 Knowledge Religion
 Knowledge Street
 Knowledge Undead
 Knowledge Weaving
 Language
 Metallurgy
 Music Percussion
 Music String
 Music Wind
 Navigation
 Navigation Chronal

Navigation Planar
 Observation
 Orienteering
 Politics
 Read Lips
 Research
 Salvage
 Science Agriculture
 Science Archaeology
 Science Astronomy
 Science Astrophysics
 Science Biology
 Science Botany
 Science Chemistry
 Science Chronal
 Science Entomology
 Science Mathematics
 Science Medicine
 Science Physics
 Science Planar
 Science Zoology
 Shipwright
 Sign Language
 Signals
 Speed Reading
 Spell Specialty
 Technical Toy Design
 Toxicology
 Water Find

Strength

Blacksmith
 Carpentry
 Rowing
 Stonemason
 Swim
 Weaponsmith

Wisdom

Alertness
 Bargain
 Caving
 Direction Sense
 Firebuild
 Fish
 Gamble

Garden
Herding
Hunting
Listen
Loot
Notice
Profession
Strategy Games
Survival
Tracking
Use Magic Device
Weapon Improvisation
Weather Sense

Pulp Era Skills

Charisma

Beg
Bluff
Brainwash
Bribe
Charm
Clowning
Diplomacy
Disguise
Etiquette
Fast Talk
Gaming
Gather Info
Interrogate
Intimidate
Sing

Constitution

Consume Alcohol
Deep Dive
Endurance
Jog
Slow Respiration
Sport

Dexterity

Acrobatics
Ambidextrous
Armourer
Armour Mastery Light
Armour Mastery Medium
Armour Mastery Heavy
Armour Mastery Power
Blindfight
Bowyer
Clayshot
Climb
Cobbling
Concealment
Contortion
Crackshot
Dance
Drive Car
Drive Chariot
Drive Construction

Drive Motorbike
 Drive Pushbike
 Drive Tank
 Drive Train/Tram
 Drive Truck
 Drive Wagon
 Engrave
 Escapology
 Evasion
 Fast Cast
 Fast Draw
 Fast Load
 Fast Shot
 Fencing
 Forgery
 Hairdressing
 Hang Glide
 Horse Archery
 Joust
 Juggle
 Lightning Reflexes
 Locksmith
 Marksmanship
 Mountaineer
 Pick Locks
 Pick Pockets
 Pilot Airship
 Pilot Balloon
 Pilot Fixed Wing Glider/Propeller
 Pilot Marine Freighter
 Pilot Marine Motorboat
 Pilot Marine Sailboat
 Pilot Marine Submersible
 Pilot Marine Warship
 Plumbing
 Reflex Mastery
 Ride Air Animal
 Ride Land Animal
 Ride Sea Animal
 Rope Use
 Safecrack
 SCBA
 SCUBA
 Set/Remove Traps
 Shield Mastery
 Short Hand

Ski
 Skinning
 Sleight of Hand
 Somatic Concealment
 Stealth
 Stuntman Driving
 Stuntman Fall
 Surf/Skateboard
 Swing
 Tailor
 Tightrope Walking
 Trailing
 Tree Walking
 Typing
 Unarmed Combat Aerial
 Unarmed Combat Boxing
 Unarmed Combat Martial Arts
 Unarmed Combat Wrestling
 Ventriloquism
 Weapon, Bio-Emission
 Weapon, Cape
 Weapon Group Specialty
 Weapon Offhand
 Weapon Single Specialty
 Weapon Specialization
 Weapon Twin Specialty
 Weapon Two Handed Specialty
 Weapon + Shield

Intelligence

Acute Hearing
 Ambush
 Animal Care
 Animal Noise
 Animal Training
 Appraise
 Artistry Acting
 Artistry Calligraphy
 Artistry Cartography
 Artistry Crochet
 Artistry Drawing
 Artistry Glass
 Artistry Goldsmith
 Artistry Paint
 Artistry Photography
 Artistry Poetry

Artistry Prose	Knowledge Farming
Artistry Sculpt	Knowledge Fey
Brew	Knowledge Firefighting
Bureaucracy	Knowledge First Aid
Camouflage	Knowledge Gemology
Concentration	Knowledge Geography
Cook	Knowledge Geomancy
Cryptography	Knowledge Heraldry
Damage Control	Knowledge Herbalism
Demolitions	Knowledge Instructor
Engineer Aerospace	Knowledge Law Business/Trade
Engineer Chemical	Knowledge Law Civil
Engineer Civil	Knowledge Law Criminal
Engineer Electrical	Knowledge Law Military
Engineer Mechanical	Knowledge Leatherwork
Engineer Mining	Knowledge Literature
Engineer Naval	Knowledge Magic
Engineer Structural	Knowledge Monsters
Engineer Undersea	Knowledge Mythology
Engineer Weapon	Knowledge Philosophy
Foraging	Knowledge Planar
Forensics	Knowledge Popular Culture
Forgery	Knowledge Prospecting
Fortifications	Knowledge Religion
Heat Protection	Knowledge Sociology
Impersonate	Knowledge Street
Intel	Knowledge Undead
Investigate	Knowledge Weaving
Knowledge Accounting/Tax	Language
Knowledge Advertising	Metallurgy
Knowledge Alternative Medicine	Music Keyboards
Knowledge Ancient History	Music Percussion
Knowledge Architecture	Music String
Knowledge Art	Music Wind
Knowledge Artifacts	Navigation
Knowledge Astral	Observation
Knowledge Astrology	Orienteering
Knowledge Chronal	Politics
Knowledge Conspiracies	Read Lips
Knowledge Current Events	Research
Knowledge Demons	Salvage
Knowledge Dimensions	Science Agriculture
Knowledge Dreamscape	Science Anthropology
Knowledge Drugs	Science Archaeology
Knowledge Economics	Science Astronomy
Knowledge Extraterrestrial	Science Astrophysics

Science Biology
 Science Botany
 Science Chemistry
 Science Entomology
 Science Genetics
 Science Horticulture
 Science Mathematics
 Science Medicine
 Science Oceanography
 Science Pharmacy
 Science Physics
 Science Psychiatry
 Science Zoology
 Self Hypnosis
 Shipwright
 Sign Language
 Signals
 Speed Reading
 Spell Specialty
 Technical Aircraft Mechanics
 Technical Auto/Bike/Truck Mechanics
 Technical Clockwork
 Technical Electronic Basics
 Technical Mechanic Basics
 Technical Radio Systems
 Technical Rail Mechanics
 Technical Seacraft Mechanics
 Technical Spacecraft Mechanics
 Technical Telegraphy
 Technical Television
 Technical Toy Design
 Toxicology
 Water Find

Strength

Blacksmith
 Carpentry
 Rowing
 Stonemason
 Swim
 Weaponsmith

Wisdom

Alertness
 Bargain
 Caving

Direction Sense
 Firebuild
 Fish
 Gamble
 Garden
 Herding
 Hunting
 Listen
 Loot
 Notice
 Profession
 Strategy Games
 Survival
 Tracking
 Use Magic Device
 Weapon Improvisation
 Weather Sense

Modern Era Skills**Charisma**

Beg
Bluff
Brainwash
Bribe
Charm
Clowning
Diplomacy
Disguise
Etiquette
Fast Talk
Gaming
Gather Info
Interrogate
Intimidate
Sing

Constitution

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Deep Dive
Endurance
Jog
Slow Respiration
Sport

Dexterity

Acrobatics
Ambidextrous
Armourer
Armour Mastery Light
Armour Mastery Medium
Armour Mastery Heavy
Armour Mastery Power
Blindfight
Bowyer
Clayshot
Climb
Cobbling
Concealment
Contortion
Crackshot
Dance
Drive Power Armour (Commercial)
Drive Power Armour (Military)
Drive Pushbike

Drive Tank (Military)
Drive Train/Tram
Drive Truck
Drive Wagon
Engrave
Escapology
EVA
Evasion
Fast Cast
Fast Draw
Fast Load
Fast Shot
Fencing
Forgery
Hairdressing
HALO Parachute
Horse Archery
Joust
Juggle
Lightning Reflexes
Locksmith
Marksmanship
Mountaineer
Pick Locks
Pick Pockets
Pilot Airship
Pilot Balloon
Pilot Chronal Transport
Pilot Fixed Wing Glider/Propeller
(Civilian)
Pilot Fixed Wing Propeller (Military)
Pilot Fixed Wing Jet (Civilian)
Pilot Fixed Wing Jet (Military)
Pilot Jetpack
Pilot Marine Freighter
Pilot Marine Hovercraft (Commercial)
Pilot Marine Hovercraft (Military)
Pilot Marine Motorboat
Pilot Marine PWC
Pilot Marine Sailboat
Pilot Marine Submersible (Commercial)
Pilot Marine Submersible (Military)
Pilot Marine Warship (Military)
Pilot Orbital Shuttle
Pilot Planar Transport
Pilot Rotor Wing (Commercial)

Pilot Rotor Wing (Military)
 Pilot Space Fighter (Military)
 Pilot Starcraft (Commercial)
 Pilot Starcraft (Military)
 Pilot System Spacecraft (Commercial)
 Pilot System Spacecraft (Military)
 Plumbing
 Reflex Mastery
 Ride Air Animal
 Ride Land Animal
 Ride Sea Animal
 Rope Use
 Safecrack
 SCBA
 SCUBA
 Set/Remove Traps
 Shield Mastery
 Short Hand
 Ski
 Skinning
 Skydive
 Sleight of Hand
 Somatic Concealment
 Stealth
 Stuntman Driving
 Stuntman Fall
 Surf/Skateboard
 Swing
 Tailor
 Tightrope Walking
 Trailing
 Tree Walking
 Typing
 Unarmed Combat Aerial
 Unarmed Combat Boxing
 Unarmed Combat Martial Arts
 Unarmed Combat Wrestling
 Ventriloquism
 Weapon, Bio-Emission
 Weapon, Cape
 Weapon Group Specialty
 Weapon Offhand
 Weapon Single Specialty
 Weapon Specialization
 Weapon Twin Specialty
 Weapon Two Handed Specialty

Weapon + Shield
 Zero G Manouevres

Intelligence

Acute Hearing
 Ambush
 Animal Care
 Animal Noise
 Animal Training
 Appraise
 Artistry Acting
 Artistry Calligraphy
 Artistry Cartography
 Artistry Crochet
 Artistry Drawing
 Artistry Glass
 Artistry Goldsmith
 Artistry Paint
 Artistry Photography
 Artistry Poetry
 Artistry Prose
 Artistry Sculpt
 Brew
 Bureaucracy
 Camouflage
 Computer Use
 Concentration
 Cook
 Cryptography
 Damage Control
 Demolitions
 Engineer Aerospace
 Engineer Chemical
 Engineer Civil
 Engineer Computer
 Engineer Electrical
 Engineer Mechanical
 Engineer Mining
 Engineer Naval
 Engineer Spacecraft
 Engineer Starcraft
 Engineer Structural
 Engineer Undersea
 Engineer Weapon
 Foraging
 Forensics

Forgery	Knowledge Planar
Fortifications	Knowledge Popular Culture
Heat Protection	Knowledge Prospecting
Impersonate	Knowledge Religion
Intel	Knowledge Sociology
Investigate	Knowledge Street
Knowledge Accounting/Tax	Knowledge Supernatural Beings
Knowledge Advertising	Knowledge Undead
Knowledge Alternative Medicine	Knowledge Weaving
Knowledge Ancient History	Language
Knowledge Architecture	Metallurgy
Knowledge Art	Music Keyboards
Knowledge Artifacts	Music Percussion
Knowledge Astral	Music String
Knowledge Astrology	Music Wind
Knowledge Chronal	Navigation
Knowledge Conspiracies	Navigation Chronal
Knowledge Current Events	Navigation Planar
Knowledge Demons	Navigation Space
Knowledge Dimensions	Observation
Knowledge Dreamscape	Orienteering
Knowledge Drugs	Paramedic
Knowledge Economics	Politics
Knowledge Extraterrestrial Species	Read Lips
Knowledge Farming	Research
Knowledge Fey	Salvage
Knowledge Firefighting	Science Agriculture
Knowledge First Aid	Science Anthropology
Knowledge Gemology	Science Archaeology
Knowledge Geography	Science Astronomy
Knowledge Geomancy	Science Astrophysics
Knowledge Heraldry	Science Biology
Knowledge Herbalism	Science Biotechnology
Knowledge Instructor	Science Botany
Knowledge Interdimensional Species	Science Chemistry
Knowledge Law Business/Trade	Science Chronal
Knowledge Law Civil	Science Entomology
Knowledge Law Criminal	Science Genetics
Knowledge Law Military	Science Horticulture
Knowledge Leatherwork	Science Mathematics
Knowledge Literature	Science Medicine
Knowledge Magic	Science Nanotech
Knowledge Metahumans	Science Nuclear Physics
Knowledge Monsters	Science Oceanography
Knowledge Mythology	Science Pharmacy
Knowledge Philosophy	Science Physics

Science Planar
 Science Psychiatry
 Science Radiation Technology Industrial
 Science Radiation Technology Medical
 Science Radiation Technology Military
 Science Undersea Agriculture
 Science Xenocology
 Science Xenology
 Science Zoology
 Self Hypnosis
 Shipwright
 Sign Language
 Signals
 Speed Reading
 Spell Specialty
 Technical Aircraft Mechanics
 Technical Artificial Intelligence
 Technical Auto/Bike/Truck Mechanics
 Technical Bionics/Cyber
 Technical Chronal
 Technical Clockwork
 Technical Electronic Basics
 Technical Mechanic Basics
 Technical Planar
 Technical Radio Systems
 Technical Rail Mechanics
 Technical Robotics
 Technical Satellite
 Technical Seacraft Mechanics
 Technical Spacecraft Mechanics
 Technical Telegraphy
 Technical Television
 Technical Toy Design
 Toxicology
 Water Find

Strength

Blacksmith
 Carpentry
 Rowing
 Stonemason
 Swim
 Weaponsmith

Wisdom

Alertness

Bargain
 Caving
 Direction Sense
 Firebuild
 Fish
 Gamble
 Garden
 Herding
 Hunting
 Listen
 Loot
 Notice
 Profession
 Strategy Games
 Survival
 Tracking
 Use Magic Device
 Weapon Improvisation
 Weather Sense

Future Era Skills**Charisma**

Beg
Bluff
Brainwash
Bribe
Bureaucracy
Charm
Clowning
Diplomacy
Disguise
Etiquette
Fast Talk
Gaming
Gather Info
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Climb
Cobbling
Concealment
Contortion
Crackshot
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Drive Chariot
Drive Motorbike
Drive Power Armour
Drive Pushbike
Drive Tank
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Fast Load
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HALO Parachute
Hang Glide
Horse Archery
Joust
Juggle
Lightning Reflexes
Locksmith
Marksmanship
Mountaineer
Pick Locks
Pick Pockets
Pilot Airship
Pilot Balloon
Pilot Chronal Transport
Pilot Fixed Wing Glider/Propeller
Pilot Fixed Wing Jet
Pilot Marine Freighter
Pilot Marine Hovercraft
Pilot Marine Motorboat
Pilot Marine PWC
Pilot Marine Sailboat
Pilot Marine Submersible
Pilot Marine Warship
Pilot Orbital Shuttle
Pilot Planar Transport
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Pilot Space Fighter
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 Engineer Structural
 Engineer Undersea
 Engineer Weapon
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 Forensics
 Forgery
 Fortifications
 Heat Protection
 Impersonate
 Intel
 Investigate
 Knowledge Accounting/Tax
 Knowledge Advertising

Knowledge Alternative Medicine
Knowledge Ancient History
Knowledge Architecture
Knowledge Art
Knowledge Artifacts
Knowledge Astral
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 Strategy Games
 Survival
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 Use Magic Device
 Weapon Improvisation
 Weather Sense