

THE COMMON SKILLS

Here's how the common skills are defined using this method. Beneath the name of each is its theme(s) (in italics) and associated trappings. The skill point cost of a common skill is always equal to its skill rating.

ACADEMICS

Broad-based formal education
Information, Research, Languages

ALERTNESS

Reflexive awareness
Notice, Initiative [Physical]

ARCANA

Knowledge of and proficiency with mystical practices
Information, Networking, Research

ART

Artistic knowledge and ability
Craft, Repair, Information, Inspire, Networking

ATHLETICS

Physical fitness and mobility
Climb, Dodge, Leap, Move, Move + Unusual: Swimming

BUREAUCRACY

Corporate and political etiquette and finesse
Networking, Information, Convince, Influence, Esteem

BURGLARY

Breaking and entering
Examine, Security, Information

COMPUTERS

Hacking, programming, networking, and contacts
Examine, Information, Research, Networking

CONTACTING

Social circles, rumors and gossip
Esteem, Networking, Influence, Initiative [Social], Treatment [Social]

DECEIT

Deceptive speech or appearance, sleight of hand
Guile, Disguise, Dexterity

DRIVE

Ground vehicle operation and knowledge
Transport, Information

EMPATHY

Ability to assess and understand people
Insight, Initiative [Mental], Treatment [Mental]

ENDURANCE

Physical stamina and toughness
Stress Capacity [Health]

INTIMIDATION

Forceful persuasion
Menace, Initiative [Mental]

INVESTIGATION

Active perception
Examine, Information

MELEE WEAPONS

Proficiency with hand-to-hand weapons of all kinds
Strike, Strike + Range, Parry, Information

MIGHT

Muscular strength
Physical Force

PILOT

Flying or sailing vehicle operation and knowledge
Transport, Information

PRESENCE

Charisma, friendly persuasion, force of personality
Conversation, Convince, Inspire, Stress Capacity
[Reputation]

RESOLVE

Mental fortitude, self-discipline
Willpower, Stress Capacity [Composure], Initiative
[Mental]

RESOURCES

Access to personal assets
Wealth

SCIENCE

Formal education in theoretical and applied sciences
Craft, Information, Research, Treatment [Physical]

SHOOTING

Proficiency with firearms and projectile weapons
Shoot + Range, Information

STEALTH

Moving silently, hiding
Stealth

SURVIVAL

Remaining safe and fed in dangerous environments
Information, Environment [Wilderness], Treatment
[Physical]

TECHNOLOGY

Building, modifying, and repairing machines
Craft, Repair, Dismantle, Information

UNARMED

Hand to hand combat and martial arts
Strike, Parry, Information