#### New Skill List

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| --- | --- | --- | --- | --- |
| **Skill Name** | **Attributes** | **Default** | **Cost** | **Improvement** |
| **Artillerist** | INT/PER/SPI | None | 3+3 | 5 |
| **Combat: Heavy Guns** | DEX/PER/STR | Half | 3+3 | 5 |
| **Combat: Pistol** | DEX/PER/SPD | Half | 3+3 | 3 |
| **Combat: Rifle** | DEX/PER/SPI | Half | 3+3 | 3 |
| **Demolitions** | INT/INT/SPI | None | 3+3 | 3 |
| **Driving** | DEX/PER/SPD | None | 3+3 | 3 |
| **Intimidate** | CHA/TOU/WIL | Half | 3+3 | 3 |
| **Inventor** | INT/WIL/PER | None | 5+4 | 5 |

**Artillerist**

This skill allows the character to use artillery weapons and weapons where hitting the target has more to do with calculating a trajectory than it does hand-eye coordination. This includes cannons and rockets.

**Combat: Heavy Guns**

Heavy guns are emplaced guns that aren’t meant to be man-portable. In the New Territories, this usually means emplaced Spinner Guns.

**Demolitions**

This skill allows the character to properly set and detonate explosives for the maximum effect with the least risk to his own life and limb. Characters with demolitions know the weak points in most structures and can shape explosives and cut fuses.

**Driving**

Characters with the driving skill can operate various alchemically powered vehicles. This includes railway engines and horseless carriages.

**Intimidate**

A character with the intimidate skill is imposing and can cause his enemies to back down or hesitate with nothing more than a few harsh words and a steely glare.

**Inventor**

Inventor allows a character to analyze, repair, modify and create various technological devices. Characters with this skill can create alchemical engines, clockwork minions and other products of “weird science.”