

# Misguided by Starlight

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## 1 Books

- World of Darkness If you would like your character to have anything from another book, feel free to ask, understanding that you may be denied. Ultimately everything allowed in this campaign will be in this document.

## 2 Attributes

Attributes define the inherent raw-abilities of a character. They are more broad sweeping, and define key aspects of the character.

### 2.1 Mental

#### 2.1.1 Power - Intelligence

The raw power of the mind. Cognitive capacity. The inherent capability to digest, comprehend and remember information and to learn more. Intelligence is a direct measure of how smart your character is. She may be dull-minded or have narrow-vision. She may be book-smart, or she may simply be able to grasp concepts, interpret situations and solve problems quickly. Intelligence is valued by planners, theorists, scholars, white-collar employees and leaders.

#### 2.1.2 Finesse - Wits

The ability to think on one's feet, under pressure or duress, without letting them see you sweat. Wits also encompasses an eye for detail, the ability to absorb what's going on in the environment, and to react to events. It might mean recognizing that the temperature in a room slowly drops, that a landscape painting incorporates a disguised human face, or that a trap is about to be sprung. Wits involves the powers of perception and response. Your character may be oblivious, dumbfounded, quick-eyed or wary. The trait is useful for entrepreneurs, charlatans, athletes, tacticians, lawyers and criminals.

### **2.1.3 Resistance - Resolve**

The focus and determination to see your character's will done. The capacity to stay on target, ignore distractions and to resist coercion or browbeating. Resolve is your character's mental fortitude. His personal conviction. His clarity of vision or spirit. Your character may be easily distracted, unable to concentrate, resolute or single-minded. The trait is pivotal to resisting supernatural forms of mental control; it acts as a veritable defense of the mind. Resolve is valuable to leaders, motivators, soldiers, athletes, police and organizers.

## **2.2 Physical**

### **2.2.1 Power - Strength**

Physical might. Sheer bodily power. The capacity to lift objects, move items, hit things and people, and do damage. Strength is a measure of muscle. Your character could be 98-pound weakling, he could carry a spare tire, or he could be lean and cut or bulky and brawny. Your character's Strength score is used in hand-to-hand combat. This trait is instrumental to laborers, thugs, athletes, brawlers and law-enforcement agents.

### **2.2.2 Finesse - Dexterity**

Quickness. Response time. A delicate touch. Dexterity indicates how quickly and with how much finesse your character responds to his physical world. While high Wits dots helps your character spot trouble, high Dexterity dots help him react to it, whether with a counteraction or to simply get the hell out of the way. Dexterity also helps with hand-eye coordination, be it to fire an accurate shot, to juggle objects or to perform delicate jobs such as handle explosives. Your character might be sluggish, clumsy, slight, quick or nimble. Dexterity is invaluable to criminals, sports stars, surgeons and dancers.

### **2.2.3 Resistance - Stamina**

Sturdiness. Steadfastness. Sheer physical resilience. Stamina is a measure of how tough your character is. It indicates how far she can push her body, and how much physical abuse she can endure. Your character might be sickly and frail, or hardy and unstoppable. Bouncers, brawlers, triathletes, survivalists, heavy lifters and workaholics thrive on Stamina.

## **2.3 Social**

### **2.3.1 Power - Presence**

Bearing. Stature. Assertiveness. Presence suggests the power of your character's very identity. Attractiveness is only part of the trait. Your character may be jaw-dropping gorgeous, plain-Jane or downright ugly, but her Presence means much more. It reflects her sheer command over the attention of others.

It's her capacity to impose her will on others by being socially aggressive or powerful — a veritable bull in a china shop or someone who simply doesn't accept no for an answer. This trait is essential to leaders, enforcers, interrogators, models, politicians and salespeople.

### **2.3.2 Finesse - Manipulation**

Charm. Persuasiveness. Charisma. The capacity to play upon the desires, hopes and needs of others to influence them. Manipulation reflects your character's finesse in social situations. How well he can appeal to, gain the favor of and generally coerce others. Manipulation is applied to win smiles, to put people at ease or to gain favors. Where Presence deals in social force, Manipulation focuses on social subtlety. It's the tool and trade of businesspeople, politicians, salesfolk and publicists. Your character may be a wallflower, he could frequently make off-color statements, he might have a winning smile and a hardy handshake, or he may be able to sell sand in the desert.

### **2.3.3 Resistance - Composure**

Poise. Dignity. The capacity to remain calm and appear — and actually *be* — unfazed in social and threatening situations, usually harrowing ones. Your character might lose his temper at the slightest perceived insult, collapse emotionally under a mere pretense, weather a storm of verbal (or literal) slings and arrows, or have the nerve to look unspeakable horror in the eye. This trait is a measure of emotional fortitude, restraint and calm. It's ideal among leaders, soldiers, moderators and anyone whose movements are public consumption. Composure is vital to resisting social influence and pressure — overt, covert or otherworldly.

## **3 Skills**

Skills represent a character's learned abilities and advance naturally with use.

### **3.1 Mental**

If a character does not have the necessary mental skill required for an action, they may make the skill attempt with a -3 penalty.

#### **3.1.1 Academics**

Academics is a broad-based Skill that represents a character's degree of higher education and general knowledge in the Arts and Humanities — everything from English to history, economics to law. Dots in this Skill do not directly correlate to a given level of education. Your character could have entered a doctorate program but spent more time partying than studying, resulting in

low dots. Conversely, a self-taught individual who read voraciously and studied intensively could have high dots without ever earning a diploma.

### **3.1.2 Computer**

Characters possessing this Skill have the necessary training or experience to operate a computer. At high levels (3 or more), a character can create his own computer programs. People with high levels in this Skill are familiar with a variety of programming languages and operating systems. Note that dots in Computer do not apply to manually fixing or building machines, only to operating them. Construction and repair is the province of the Crafts Skill.

### **3.1.3 Crafts**

Crafts represents a character's training or experience in creating works of physical art or construction with his hands, from paintings to car engines to classical sculpture. Characters possessing this Skill typically have the knowledge, but not necessarily the tools or facilities to make use of their capabilities. A character might be an exceptional mechanic, for example, but still needs to sweet-talk his boss into opening up the garage after-hours to work on his friend's car. Crafting a piece of art or creating an object is almost always an extended roll, with the length of time and number of successes required determined by the complexity of the piece. The Storyteller has final say on the time required and the number of successes needed for a particular item.

### **3.1.4 Investigation**

Investigation is the art and science of solving mysteries, examining seemingly disparate evidence to find a connection, answering riddles and overcoming paradoxes. It not only allows your character to get into the head of a killer to grasp his motives or plans, it allows her to look beyond the mundane world to guess at answers to mysterious problems, or to have a eureka moment that offers insight into baffling circumstances. Your character might realize that all murder victims have the same digits jumbled in their phone numbers, she might interpret a dream that has striking similarities to events in the real world, or she could recognize why an intruder took the time to paint a room red. Certain individuals such as law-enforcement officers, forensic specialists, scientists and investigators are trained in the art of examination, while others simply develop the knack through years of practice.

### **3.1.5 Medicine**

The Medicine Skill reflects a character's training and expertise in human physiology and how to treat injuries and illness. The trait represents knowledge of human anatomy and basic medical treatments. Characters with a low level in this Skill (1 to 2) often possess only rudimentary first-aid training, while characters with high levels (3+) are the equivalent of physicians or surgeons.

### **3.1.6 Occult**

The Occult Skill reflects a character's knowledge and experience with the world's various legends and lore about the supernatural. A character with this Skill not only knows the theories, myths and legends of the occult, but can generally discern fact from rumor. Characters may come by this Skill in a variety of ways, from oddball college courses to learning legends and myths from the lips of superstitious family members.

### **3.1.7 Politics**

Characters possessing this Skill are not only familiar with the way the political process works, they're experienced with bureaucracies and know exactly who to call in a given situation to get something done. Your character keeps track of whos in power and how she got there, along with her potential rivals. He has a grasp of the issues of the moment and how they affect the political process, and knows whose palms to grease. It's possible that your character acquired this Skill by running for political office at some point, or by working on a campaign or as a public servant. Or he could simply be someone who follows the news and understands the money trail.

### **3.1.8 Science**

This Skill represents your character's understanding of the physical and natural sciences: biology, chemistry, geology, meteorology, physics. Science is useful not only for understanding how the world works, but it helps characters make the most of the resources at hand to achieve their goals. A character with a strong Science background could describe the chemical process for plating metals, for example, allowing another character with Crafts to make a silver-edged steel sword.

## **3.2 Physical**

If a character does not have the necessary mental skill required for an action, they may make the skill attempt with a -1 penalty.

### **3.2.1 Athletics**

Athletics encompasses a broad category of physical training, from rock climbing to kayaking to professional sports such as football or hockey. The Athletics Skill can be applied to any action that requires prolonged physical exertion or that demands considerable agility or hand-eye coordination. Examples include climbing a high wall, marching long distances and leaping between rooftops. In combat, the Skill is combined with Dexterity to determine the accuracy of thrown weapons.

### **3.2.2 Brawl**

Brawl defines your characters prowess at unarmed combat, whether hes a black belt in karate, a hard-bitten street tough or a college student whos taken a few selfdefense courses. Characters with this Skill know how to hit an opponent, where to hit for maximum effect and how to defend themselves from attack. It can mean using fists, but also elbows, knees, shoulders, head butts wrestling, joint locks and choke holds. Characters with a several dots could be familiar with multiple techniques of unarmed combat. Expertise in such techniques is reflected in the Fighting Style Merits (see pp. 110-112), which are based on Brawl. Brawl is added to your characters Strength to battle people in unarmed combat.

### **3.2.3 Drive**

The Drive Skill allows your character to operate a vehicle under difficult or dangerous conditions. Characters dont need this Skill simply to drive a car. Its safe to assume in a modern society that most individuals are familiar with automobiles and the rules of the road. Rather, this trait covers the training or experience necessary to operate at high speeds, to tackle hazardous road conditions and to push a vehicle to the limits of its performance. Drive is the difference between a typical suburban parent with a minivan and a police officer, car thief or racecar driver. (See Handling on p. 146 for dice-pool equipment modifiers for various vehicles.)

### **3.2.4 Firearms**

Firearms allows your character to identify, operate and maintain most types of guns, from pistols to rifles to military weapons such as submachine guns, assault rifles and machine guns. This Skill can represent the kind of formal training provided to police and the military, or the basic, hands-on experience common to hunters, criminals and gun enthusiasts. Firearms also applies to using bows. Your character can use guns and bows equally.

### **3.2.5 Larceny**

Larceny is a broad Skill that covers everything from picking locks to concealing stolen goods and everything in between. Most characters obtain this Skill the hard way, by committing crimes and often paying the price for their mistakes. Some individuals such as government agents and members of the military receive formal training in bypassing security systems and stealing valuable assets.

### **3.2.6 Stealth**

The Stealth Skill represents a characters experience or training in avoiding notice, whether by moving silently, making use of cover or blending into a crowd. When attempting to sneak silently through an area or to use the local terrain

as concealment, roll Dexterity + Stealth + equipment. When trying to remain unseen in a crowd, Wits + Stealth is appropriate. The Storyteller may make Stealth rolls secretly on your behalf, since your character usually has no way of knowing hes been noticed until its too late. If your character attempts to avoid notice by a group of alert observers, a contested roll versus the observers Wits + Composure + equipment is required.

### **3.2.7 Survival**

Survival represents your characters experience or training in living off the land. He knows where to find food and shelter, and how to endure harsh environmental conditions. The more capable your character is, the fewer resources he needs in order to prevail. A master survivalist can walk into a forest, desert or mountainous region with little more than a pocketknife and the clothes on his back and survive for weeks if necessary.

### **3.2.8 Weaponry**

As the name implies, the Weaponry Skill represents your characters experience or training in fighting with everything from beer bottles to pipes, knives to swords. While formal instruction in Weaponry is uncommon (restricted to military and law-enforcement training and a few martial arts), any character who has grown up on the street or spent a lot of time in seedy bars has had ample opportunity to learn this Skill. A characters Weaponry is added to his Strength to stage armed attacks.

## **3.3 Social**

If a character does not have the necessary mental skill required for an action, they may make the skill attempt with a -1 penalty.

### **3.3.1 Animal Ken**

Anticipating and understanding human emotions is one thing, but being able to interpret and recognize the behavior of animals is something else entirely. Your character intuitively grasps or has been trained to read animals to know how they react to situations. The Skill also involves innately understanding how the animal mind operates, and what may appease or enrage beasts. The knack often coincides with a respect for animals, but it could derive from the analytical observation of a lab scientist or from years of abuse inflicted by a callous animal handler.

### **3.3.2 Empathy**

This Skill represents your characters intuition for reading peoples emotions. For some, its a matter of observing body language and non-verbal cues. Others employ an extraordinary sense that helps them divine a persons true mood. As

the name implies, Empathy also involves the capacity to understand other people's views and perspectives, whether your character agrees with those positions or not. This is useful in everything from negotiations and crisis counseling to reading faces in a crowd and looking for potential trouble. If a subject actively conceals his emotions or motives, make a contested roll versus the persons Wits + Subterfuge + equipment.

### **3.3.3 Expression**

Expression reflects your character's training or experience in the art of communication, both to entertain and inform. This Skill covers both the written and spoken word and other forms of entertainment, from journalism to poetry, creative writing to acting, music to dance. Characters can use it to compose written works or to put the right words together at the spur of the moment to deliver a rousing speech or a memorable toast. Used well, Expression can sway others' opinions or even hold an audience captive.

### **3.3.4 Intimidation**

Intimidation is the art and technique of persuading others through the use of fear. Your character can intimidate someone with a show of brute force (Strength + Intimidation), through more subtle means such as verbal threats (Manipulation + Intimidation), or simply through menacing body language (Presence + Intimidation). It can be used to get other people to cooperate (even against their better judgment), back down from a confrontation, or reveal information that they'd rather not share.

### **3.3.5 Persuasion**

Persuasion is the art of inspiring or changing minds through logic, charm or sheer, glib fast-talking. Though it can be taught to varying degrees of success, most characters with the Skill possess a natural talent and have honed it over years through trial and error, practicing their delivery until it rolls effortlessly off the tongue. Persuasion is the Skill of convincing others by force of personality alone, making one's point through carefully chosen words, body language and emotion.

### **3.3.6 Socialize**

Socialize reflects your character's ability to interact with others in a variety of situations, from talking people up at bars to comporting himself with dignity at state dinners. This Skill represents equal parts gregariousness, sensitivity, etiquette and custom. Knowing how to make friends is no less important than understanding how to treat guests in formal situations. Characters with low dots might be naturally entertaining or approachable, but unschooled in the finer arts of social interaction. Or they could be punctilious with their manners but difficult to approach. Conversely, characters with high dots could have the



social graces of a practiced diplomat or raconteur, knowing just what to say and when to say it in any given situation.

### 3.3.7 Streetwise

Characters possessing this Skill know how life on the streets works and are adept at surviving by its harsh rules. Streetwise characters can gather information, make contacts, buy and sell on the black market, and otherwise make use of the streets unique resources. The Skill is also important for navigating urban dangers, avoiding the law, and staying on the right side of the wrong people.

### 3.3.8 Subterfuge

Subterfuge is the art of deception. Characters possessing this Skill know how to lie convincingly, and they recognize when they're being lied to. Subterfuge is used when telling a convincing falsehood, hiding ones emotions or reactions, or trying to pick up on the same in others. The Skill is most often used to trick other people, but characters also learn it to avoid being tricked themselves.

## 4 Skill Specialties

You can buy the same specialty up to three times for a total +3 bonus when that specialty applies.

## 5 Merits

The merits listed below are the only merits allowed in this campaign.

### 5.1 Mental

#### 5.1.1 Common Sense (• • • •)

**Effect:** Your character is exceptionally grounded and pragmatic, and can usually be depended upon to make sound, straightforward decisions after a few moments' thought.

The Storyteller can make a reflexive Wits + Composure roll once per chapter for your character if he is about to embark on a disastrous course of action, or if you find yourself at a point in the story where you're completely stumped for ideas. If the roll succeeds, the Storyteller may point out the risks of a particular course, or suggest possible actions that your character can take that might get events back on track. Note: While you're free to ask the Storyteller for a Common Sense roll when you're out of ideas, he is under no obligation to comply. It's an aid, not a crutch. *Available at character creation only.*

### 5.1.2 Danger Sense (• •)

**Effect:** You gain a +2 modifier on reflexive Wits + Composure rolls for your character to detect an impending ambush. This kind of roll is typically made prior to the first turn of a surprise attack. Your character has a well-developed survival instinct that warns him of impending danger. Perhaps he’s adept at reading subtle clues in his environment or he possesses an uncanny “sixth sense” when it comes to avoiding trouble.

### 5.1.3 Eidetic Memory (• •)

**Effect:** Your character has a near-photographic memory, being able to recall vast amounts of observed detail with astonishing accuracy. You do not normally need to make a roll for your character to remember an obscure fact or past experience, unless he is under stress (such as in combat). Under stress, there is a +2 modifier on any Intelligence + Composure or other Skill-based roll (say, Academics, to remember a fact) for memory recall. *Available at character creation only.*

### 5.1.4 Good Time Management (•)

### 5.1.5 Encyclopedic Knowledge (• • • •)

**Effect:** Your character is a veritable font of useful (and sometimes useless) information on a wide variety of topics. Chances are he can come up with an anecdote pertaining to any situation based on something he’s read, witnessed or seen on TV.

You can make an Intelligence + Wits roll any time your character is confronted with a situation or phenomenon outside his normal realm of experience. If the roll is successful, he may recall a “factoid” that he’s heard at some point that may shed light on matters.

*Available at character creation only.* Your character has either been soaking up trivia all his life or he hasn’t.

**Dramatic Failure:** Your character “remembers” something about the situation that is completely inaccurate. “Wait! Wait! I saw something like this in a movie once!” The Storyteller might make Intelligence + Wits rolls on your behalf when a dramatic failure is possible.

**Failure:** Your character wracks his brain but comes up empty.

**Success:** Your character remembers a detail or fact that sheds some light on the situation. “You said there was an almond odor? Seems to me I read somewhere that’s a sign of cyanide poisoning.”

**Exceptional Success:** Your character recalls a number of useful details that provide extensive insight. “Hey, cool — a little candy skull. They make these in Mexico for the Day of the Dead. It’s an offering for a loved one who’s died. And they say you can’t learn anything on TV.”

### 5.1.6 Language (• to • • • • •)

Each language a character learns is a separate merit. The dot value of the merit is based on the difficulty of the language for English speakers (see below). Language and Multi-Lingual merits may both be purchased multiple times.

With the Language merit, a character can speak the language like a native and is well-read in it.

Languages preceded by asterisks do not include literacy; the same merit must be purchased a second time at the same level to read and write that language.

- (•) Closely related to English
  - Afrikaans
  - Catalan
  - Danish
  - Dutch
  - Esperanto
  - French
  - Galician
  - Italian
  - Norwegian
  - Portuguese
  - Romanian
  - Spanish
  - Swedish
- (• •) Similar to English
  - German
- (• • • •) Linguistic and/or cultural differences from English
  - Indonesian
  - Javanese
  - Jumieka
  - Malay
  - Swahili
- (• • • • •) Significant linguistic and/or cultural differences from English
  - Albanian
  - Amharic
  - Armenian

- Azerbaijani
- Belarusian
- Bengali
- Bosnian
- Bulgarian
- Burmese
- Cebuano
- Croatian
- Czech
- \*Dzongkha
- \*Estonian
- \*Finnish
- \*Georgian
- Greek
- Gujarati
- Hebrew
- Hindi
- \*Hungarian
- Icelandic
- Ilocano
- Irish
- Kannada
- Kazakh
- Kurdish
- Kyrgyz
- Khmer
- Lao
- Latin
- Latvian
- Lithuanian
- Macedonian
- Marathi
- \*Mongolian
- Nepali
- Pashto

- Persian (Dari, Farsi, Tajik)
- Polish
- Punjabi
- Russian
- Serbian
- Sinhalese
- Slovak
- Slovenian
- Somali
- Tagalog
- Tamil
- Telugu
- Tetum
- \*Thai
- Turkish
- Turkmen
- Ukrainian
- Urdu
- Uzbek
- \*Vietnamese
- Xhosa
- Zulu
- (•••••) Exceptionally difficult for native English speakers
  - Arabic
  - Cantonese (Chinese)
  - \*Japanese
  - Korean
  - Mandarin (Chinese)
  - Taiwanese (Hokkien Min Nan)
  - Wu

#### 5.1.7 Meditative Mind (•, ••, or •••••)

**Effect:**

### 5.1.8 Multi-Lingual (• to • • • • •)

With the Multi-Lingual merit, a character can read, write, and speak multiple languages with basic fluency. The Multi-Lingual merit rating is equal to the most difficult language the player wishes to include and grants double its dot rating in language dots, divided however the player sees fit among equal or lower ranked languages.

- 5.1.9 Patient (●)
- 5.1.10 Professional Training (● to ● ● ● ● ●)
- 5.1.11 Tolerance for Biology (●)
- 5.1.12 Trained Observer (● or ● ● ●)
- 5.2 Physical
  - 5.2.1 Ambidextrous (● ● ●)
  - 5.2.2 Demolisher (● to ● ● ●)
  - 5.2.3 Direction Sense (●)
  - 5.2.4 Double Jointed (● ●)
  - 5.2.5 Fast Reflexes (● or ● ●)
  - 5.2.6 Fleet of Foot (● to ● ● ●)
  - 5.2.7 Giant (● ● ●)
  - 5.2.8 Hardy (● to ● ● ●)
  - 5.2.9 Iron Stamina (● to ● ● ●)
  - 5.2.10 Iron Stomach (● ●)
  - 5.2.11 Natural Immunity (●)
  - 5.2.12 Quick Draw (●)
  - 5.2.13 Quick Healer (● ● ● ●)
  - 5.2.14 Sleight of Hand (● ●)
  - 5.2.15 Small Framed (● ●)
  - 5.2.16 Strong Back (●)
  - 5.2.17 Strong Lungs (● ● ●)
- 5.3 Social
  - 5.3.1 Barfly (●)
  - 5.3.2 Inspiring (● ● ● ●)
  - 5.3.3 Iron Will (● ●)
  - 5.3.4 Striking Looks (● or ● ●)
- 5.4 Fighting Merits
  - 5.4.1 Armed Defense (● to ● ● ● ● ●; Style)
  - 5.4.2 Cheap Shot (● ●)
  - 5.4.3 Choke Hold (● ●)
  - 5.4.4 Close Quarters Combat (● to ● ● ● ● ●; Style)
  - 5.4.5 Defensive Combat (●)
  - 5.4.6 Fighting Finesse (● ●)
  - 5.4.7 Firefight (● to ● ● ●; Style)
  - 5.4.8 Grappling (● to ● ● ● ● ●; Style)

accumulated a number of successes and failures equal to your current skill level +1 you may gain a free dot in that skill.

## 7 Noms

At the end of each chapter and the GM may nominate a player for exemplary roleplay. These may be spent during play to reroll one failed die or lower the explode threshold on a single die. Improving on 10-again - Any effect which improves the 10-again mechanic behaves as follows:

- Rolls without 10-again regain 10-again
- 10-again becomes 9-again
- 9-again becomes 8-again
- These effects stack
- No roll may be reduced below 8-again

## 8 Experience

- All traits have flat costs:

- Attribute 15 exp
- PSA Point 3 exp
- Skill Specialty 3 exp
- Merit 6 exp
- Willpower 8 exp (restore spent dot)

- The fifth dot of a trait does not cost double at creation.



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5.1.12	Trained Observer (● or ● ● ●) . . . . .	15
5.2	Physical . . . . .	15
5.2.1	Ambidextrous (● ● ●) . . . . .	15
5.2.2	Demolisher (● to ● ● ●) . . . . .	15
5.2.3	Direction Sense (●) . . . . .	15
5.2.4	Double Jointed (● ●) . . . . .	15
5.2.5	Fast Reflexes (● or ● ●) . . . . .	15
5.2.6	Fleet of Foot (● to ● ● ●) . . . . .	15
5.2.7	Giant (● ● ●) . . . . .	15
5.2.8	Hardy (● to ● ● ●) . . . . .	15
5.2.9	Iron Stamina (● to ● ● ●) . . . . .	15
5.2.10	Iron Stomach (● ●) . . . . .	15
5.2.11	Natural Immunity (●) . . . . .	15
5.2.12	Quick Draw (●) . . . . .	15
5.2.13	Quick Healer (● ● ● ●) . . . . .	15
5.2.14	Sleight of Hand (● ●) . . . . .	15
5.2.15	Small Framed (● ●) . . . . .	15
5.2.16	Strong Back (●) . . . . .	15
5.2.17	Strong Lungs (● ● ●) . . . . .	15
5.3	Social . . . . .	15
5.3.1	Barfly (●) . . . . .	15
5.3.2	Inspiring (● ● ● ●) . . . . .	15
5.3.3	Iron Will (● ●) . . . . .	15
5.3.4	Striking Looks (● or ● ●) . . . . .	15
5.4	Fighting Merits . . . . .	15
5.4.1	Armed Defense (● to ● ● ● ● ●; Style) . . . . .	15
5.4.2	Cheap Shot (● ●) . . . . .	15
5.4.3	Choke Hold (● ●) . . . . .	15
5.4.4	Close Quarters Combat (● to ● ● ● ● ●; Style) . . . . .	15
5.4.5	Defensive Combat (●) . . . . .	15
5.4.6	Fighting Finesse (● ●) . . . . .	15

5.4.7	Firefight (● to ●●●; Style) . . . . .	15
5.4.8	Grappling (● to ●●●●●; Style) . . . . .	15
5.4.9	Improvised Weaponry (● to ●●●●●; Style) . . . . .	15
5.4.10	Iron Skin (●● or ●●●●●) . . . . .	15
5.4.11	Light Weapons (● to ●●●●●; Style) . . . . .	15
5.4.12	Martial Arts (● to ●●●●●; Style) . . . . .	15
5.4.13	Shiv (● or ●●) . . . . .	15
5.4.14	Street Fighting (● to ●●●●●; Style) . . . . .	15
5.4.15	Unarmed Defense (● to ●●●●●; Style) . . . . .	15
<b>6</b>	<b>Practical Skill Advancement</b>	<b>15</b>
<b>7</b>	<b>Noms</b>	<b>16</b>
<b>8</b>	<b>Experience</b>	<b>16</b>