

Universal Prestige List

Everyone has access to the Universal Prestige List starting at their 6th Event Attended. Skills on this list may be taught by anyone with said Skill. Earning Skills from this list costs 1 Path Point (along with the required Build) for any single Skill you wish to learn. If a Skill can be purchase multiple times you only need to spend a Path Point for the first purchase. Universal Prestige Skills can be self taught utilizing Service Points.

Interrogate (Dirty Tricks) – 6 Build – Permanent Mental Attack – This Skill can only be used on a Target wearing a Negotiate Symbol. This Skill allows you to get information out of a Bound or detained Target. For every 2 Minutes you spend in intense Roleplay with the Target, that Target must answer 1 question truthfully. In addition the Target loses 1 Stamina. If Target is rendered Unconscious or otherwise incapacitated, this Skill ends. Whenever the use of this Skill ends, it may not be used on the same Target again, no matter the source, for the remainder of the Event.

Implant – 5 Build – Permanent Special – Allows you to implant a Cybernetic on a Willing Target. This requires 15 minutes of Treatment. Due to the nature of Cybernetic Implantation, Target must be awake or Dead during the procedure, if they are awake, they must be Bound (whether by use of a Skill that would Bind the Target or physically binding the Target). Afterwards Target is Recovering and cannot engage in Combat for 30 minutes. Cybernetic cannot be used until the following Period. You must consult a Marshal before utilizing this Skill, and depending on the nature of the Cybernetic, the Marshal may choose to watch over the implantation. This Skill also allows you to remove Cybernetics from a Willing Target. This second part must also be reported to a Marshal. Cybernetics removed this way are Destroyed.

Pick Pockets – 4 Build – Periodic Special – Allows you to steal an object from a Target's pocket. Requires a Marshal to be present before utilizing this Skill. Interact with Target for 1 minute. At some point within that minute you must lay a hand on the pocket you wish to steal from for at least 5 Seconds (this need not be continuous). The Marshal will then go to the Target to indicate that they have been Pick Pocketed. If the pocket you wish to steal from is in a place that common decency would not allow you to touch, you must inform the Marshal and they will indicate the area you must touch in order to complete the transaction. You may indicate to the Marshal that you are looking to steal a specific object from the Target's pocket, if the Target has that object in that pocket you receive it. Otherwise, you just get one random object in the Target's pocket. Unless one has a Defense against Pick Pocketing, the Skill is generally undetectable...however as this is a Marshaled Skill, the Marshal may base your success on how you interacted with the Target.

Phase Sight – 5 Build – Permanent Special – Allows you to see and interact with things that are out of tune with our Reality.

Honed Senses – 5 Build – Permanent Special – While you are Blind you can Defend, use Defensive Skills as though you had sight. You are otherwise Blind for the duration, and must act accordingly.

Bandage – 3 Build – Permanent Treatment – Spend 1 Minute Treating a Target. Target has 2 Body Restored. You may continue to Bandage the Target, restoring 2 Body for each Minute spent in Treatment.

Splint – 4 Build – Permanent Treatment – Spend 1 Minute Treating a Target's Destroyed Limb. Target Limb is restored to full function after 10 Minutes.

VIP - 3 Build - Per-Event Proficiency - You have +1 Influence per Purchase of this Skill. This Influence is gained at the beginning of an Event and any unspent Influence is lost at the end of the Event.

Legal Contract - 3 Build - Permanent Special - Allows you to draft a Legally Binding Contract between two willing parties who are not under duress. This contract can be of any length up to 6 Months. The terms of this contract are binding, and neither party can violate the explicit words used to draft the agreement. At any time after the first month of the Contract, either parties may seek arbitration to change the wording of the Contract. If the other party is unwilling to enter into arbitration within 1 month of the request, the Contract is considered null. Legal Contracts do not count as "Contracts" for the purpose of Skills that give you an advantage for having Contracts.

Psychoanalyze – 2 Build – Permanent Treatment – Study Target for 5 minutes while talking with Target in a directed fashion. At the end of which you know all the Traumas and mental afflictions (both permanent and temporary) of the Target. If you are attempting to be covert with your diagnosis, you may ask a Marshal at the end of the 5 minutes to approach the player regarding the answers of the diagnosis. This Skill cannot be defended against.

Analyze Enemy – 3 Build – Recurrent Special – Study Target. Lets you identify what type of creature Target is. Requires a Marshal.

Exile/Blight Tech - 5 Build - Permanent Special - When purchasing this Skill choose either "Exile" or "Blight". You can now use this Keyword in conjunction with Science X and any other Skill that uses Keywords. Unless you are a Weed or Animus purchasing this Skill causes you to take a Permanent Greater Trauma that may never be cured. You may never have both Exile Tech and Blight Tech.

Master Craft: X - 9 Build - Permanent Special - When purchasing this Skill, choose any Craft for which you are capable of using Rank 2 Plans. You now also have access to Rank 3 Plans of that Craft. This Skill may only be purchased once.

Reconstructive Surgery – 5 Build – Permanent Treatment – Allows you fix a Non-Permanent Major Flaw. Requires 2 10 Minute sessions over the course of 2 Events. Target Major Flaw is removed. After Flaw is removed the Target is Vulnerable and will take double Body Damage for the remainder of the Period or 6 hours, whichever is longer.