Skills are composed of 4 categories:

Melee, Ranged, Defense, Utility. Within these broad categories are countless variations and types.

All skills are classified by rarity:

“Basic” – universal skills found nearly everywhere

“Common” – common skills found in Jobs and Professions

“Unique” – specialized/uncommon skills which are highly valuable

“Legendary” – supernatural skills that are highly effective

All skills are further classified by Traits, for example: Magic (“fireball”), Primitive (“bash attack”), Firearm (“hip shot”), Cyber (“force field”), etc.

Most skills also have 3 levels of upgrades, beyond the Base Skill Level. They typically split into 2 paths, which are based on combinations of 2 Skill Traits. Upgraded skill actions are based on combinations of 2 traits, 1 from the original Base Skill Level trait, and one new modifier trait. The 2 different upgrade paths each have different modifier traits.

Some skills have more than one action, some have variations on one action, but most only have one action. Upgraded Skills have each level of upgraded action available – so, (typically) 4 types of Base Skill action when fully upgraded.

Skills are acquired through progressing up levels in a Job, or in the game itself by numerous various methods. In effect, they are like any other Loot item, in the form of a “collectible card” for the “deck” of skills – where only a very small number are active at any given time.

This Total Active amount of Skills varies by all kinds of modifiers, but even the highest level characters will only have 4-6 skills for each category (melee, ranged, etc) available in their Skills Panel.at any given time, in Combat mode.

Melee and Ranged Skills will almost always require a Weapon to be equipped so they can be used. Weapons give a base for Damage output, and a Training Level requirement as a partial for calculating “% to hit”. Character stats and then Skills modify all this further, often in wildly divergent ways.

The Skills are each one in themselves their own “mechanic” for the game. They are kept modular and distinct – like any other system in the game – to facilitate creation and design, and adapt and anable procedural compatibility – as well as increasing game depth through massive amounts of variety.