

SKILLS

Skills are grouped into categories, each one relating to one of your character's stats. During a game, a skill is most commonly added to its related stat, They are purchased with points, much like stats are. The grouping by stats shown here is the default grouping, depending on roleplay it can be possible to use a skill with another then the default stat. See the description of the skill Leadership for an example.

Each character begins with a number of starting skill points equal to the sum of her Intelligence and Education plus ten (10).

Example: An Int of 8 and an EDU of 5 grants 23 points (8+5+10) with which to buy starting skills.

Armed with your skill points, it's now time to determine your character's starting skills. Keep in mind that at this point your character is only 19, and as such will not have had much of an opportunity to "master" many skills.

Start by choosing from the skill list, Next, determine what level you wish each skill to be at. Skill levels range from +1 (you are somewhat acquainted with the topic) to +10 (a master's level of knowledge).

I If the desired level of skill is +5 or less, you must spend one point per level (For example: It costs 5 points for a skill of +5 or 3 points for a skill of +3).

If the level is greater than +5, it will cost 2 points for each level above five. (For example, a skill of +8 would cost five points for the first five levels, then 6 more points (3 times 2) for the remaining three levels up to +8,

If a skill is a Hard skill to list (signified by an "H" next to it's title) it may not be purchased at a level greater then 5 by a starting character.

SKILL LIST

Attractiveness Skills

Personal Grooming:

This is the skill of knowing proper grooming, hair styling, etc. to maximize your physical appearance. Use of this skill allows the players to increase their physical attractiveness, and thus the chances of successful Relationships or Persuasion. A good looking person would be a +2, A fashion model might have +5 or 6. At +8 or better, you could be a major fashion model, film star, or trend-setter. You're always together and you know it.

Wardrobe & Style:

The skill of knowing the right clothes to wear, when to wear them, and how to look cool, even in a spacesuit. Any anime hero worthy of the genre knows how to pick a cape for the right effect. With a +2 or better, you are good at picking clothes off the rack. At +6 your friends ask you for wardrobe tips, and you never buy anything "off the rack." At +9 you are one of those rare people whose personal style influences major fashion trends.

Cool Skills

Interrogation [H]:

The required skill of drawing information from other people and forcing secrets out into the open. A +2 or better will allow you to infallibly discover if your boyfriend is lying to you. At +5 you are capable of grilling the toughest characters. Mike Wallace (of 60 Minutes fame) is a perfect example of +9; he can make the most powerful people squirm.

Intimidate [H]:

The skill of getting people to do what you want them to by force of personality or physical coercion. At +3 you can frighten almost any typical citizen, politician, or low level thug. At +6 you can intimidate Sylvester Stallone or any moderate tough guy. At +9 you could intimidate Arnold Schwarzenegger (maybe).

Persuasion & Fast Talk [H]:

The ability to talk others into doing what you want. This may be used individually or in large groups. At +3 you can win most debates and convince your girlfriend that the blonde you were with was your sister. At +5 you are a smooth talker of a professional caliber. At +8 or better you are capable of swaying large crowds to your viewpoint.

Resist Torturer/Drugs [H]:

Characters with this skill are especially toughened against interrogation, torture and mind control drugs. A successful use of this skill will increase the difficulty rating of any interrogation by one level. When you are drugged, this skill adds to your Stun/Shock save roll.

Streetwise:

The knowledge of the seamy side of life—where to get illegal and contraband things, how to talk to the criminal element and avoid bad situations in bad neighborhoods. With a +2 or better, you can get hot items. A +5 or higher would allow you to set up a hit on someone, know a few mobsters who might owe you favors, and be able to call in muscle when you need it. At +8 or higher you could become a major crimelord yourself and skip the middlemen.

Empathy Skills

Acting:

The skill of impersonating another person for stage, film, or disguise purposes. At +2 you are skilled but nothing great. At +6 you can land a job on any primetime TV show. At +8 or better you can make a living and become famous.

Human Perception:

The skill of detecting lies, evasions, moods and emotional clues from others. At +2 you can usually tell when you are not getting the whole truth. At +6 you can detect subtle evasions and mood swings. At +8 you can not only detect subtle emotional clues, but you can usually tell what the subject is hiding in a general way

Interview:

The skill of eliciting information from an interview subject. The information will be of a more non-specific and personal nature rather than informational (separating this Skill from Interrogation). At +3 the subject will usually tell you only information relating to what he is well known for. At +6 the subject will tell you anecdotes about the past and pontificate about favorite philosophies and interests. At +9 or greater, he tells you everything—including personal information about his illegitimate son, the time he stole a cookie at age four, and the fact that no one ever loved him.

Leadership:

The skill of leading and convincing people to follow you. A skill of +2 can manage a small office successfully and be respected for it. With a +4 you can lead a small band of troops into battle and not get shot in the back. With +8 or better you are capable of leading battlefleets and entire armies. Note: This skill can be used with either Empathy or Cool. The effects are the same, but the methods are very different, with an Empathy-based Leadership your people follow you because they love you, and with Cool they follow you because they know you will lead them to victory.

Seduction:

The skill of forming and maintaining romantic relationships (this includes your ability as a lover). This skill may be used to determine whether or not players can form relationships with non-player characters, and the intensity of the relationships. In certain cases Referees may want to average this skill with Attractiveness to get a more realistic result,

Social:

The ability to deal with social situations, like knowing when not to tell the joke about the farmers daughter and the traveling salesman. A skill of +2 will get you into any fancy restaurant or social function. At +5 you can dine with statesmen and kings with no fear of committing a faux pas. At +8 you can lecture Emily Post on what's proper.

Intelligence Skills

Awareness:

This is the equivalent of a trained observer skill, allowing characters to notice or be aware of clues, shadowers and other events. With an Awareness of +2 you will usually spot small, obvious items and clues. An awareness of +5 or better allows you to spot small, well hidden items, and spot sophisticated attempts to shadow. With an Awareness of +8 or better, can perform the types of deductive reasoning seen in most TV shows ("The killer was left handed because the knife had a special handle"). Sherlock Holmes is a good example of someone with a +10 Awareness. Note: Awareness is an important skill for just about everyone. If you do not have this skill, you may use only your Intelligence if the Referee calls for an Awareness roll,

Compose or write:

The required skill for writing songs, stories or articles. A skill of +4 gives your character the ability to produce a salable work. A skill of +8 or better produces work of such a high caliber that the author may have a strong literary following and not a little critical acclaim.

Disguise:

The skill of disguising yourself to resemble someone else, whether real or fictitious. This skill incorporates elements of both make-up and acting,

although it is not the same as being an actor.

Expert:

You may use this skill to be in expert in one specific subject, be it exotic postage stamps, ancient weapons, military tanks, or whatever. At +3 you are a local expert at +6 you have written a few books on the subject. At +8 or better your books are recognized as major texts on the subject, and you could do the talk show circuit if you wanted to. Note: This skill is how most of the hard sciences (Chemistry, Biology, Botany, etc) can be bought.

Gamble [H]:

The trained skill of knowing how to make bets, figure odds, and play games of chance successfully. As any professional gambler knows, this is not the luck skill. At +2, you are the local card shark in the Saturday night poker game. At +6 you can make a living at the card tables of Monte Carlo and Las Vegas. At +9 and better you can take on James Bond at roulette and stand a good chance at breaking the bank.

Know Language:

The knowledge of a foreign language. At +2 you can get by with the language. At +3 you can actually read and write it. At +6 you are fairly fluent, but your accent still gives you away as a non-native. At +8 and above you speak the language like a native, and are capable of simulating regional dialects. Each language known requires a separate Know Language skill.

Programming [H]:

The skill required to program, reprogram computer systems. This skill does not allow players to actually do repairs on a computer. With a Programming skill of +1 you can do simple programs. A skill of +3 allows you to know some higher level languages and to be able to write reasonably complex programs. Players with a +6 are considered to be professionals, who can build operation software, design mainframe systems, and hold down a steady job at the average Silicon Valley firm. With a skill of +9 or higher other programmers speak your name with reverence, young hackers set out to understand your systems, and any software you design instantly gets used by every business application in the world.

Hacking:

The skill of doing technical feats a bit differently than others. Like eating chinees with three chopsticks. With a Hacking skill of +1 you can think of a different way to put the square peck in the round hole (hitting it really hard). At +3 you find ways to trick the administration software to print the 1000 pages of the "Teaching for dummy's" book on all the university printers.

Shadowing/Avoid Pursuit [H]:

The skill of shadowing and following people. This skill is primarily used in urban or inhabited areas (whereas the skill of Survival deals with the tracking of game in the wilds). Knowledge of Shadowing/Avoid Pursuit gives your character an added advantage in avoiding pursuers.

Survival:

The required skill for knowing how to survive in the wilds. Knowledge includes how to set traps, forage for food, track game, build shelters and make fires. The average boy scout has a survival of +3. A special forces Green Beret has a survival of +6 or greater, Grizzly Adams, Mountain Man of the Wilderness, would have a +9 or 10 skill in this.

Teaching [H]:

The skill of imparting knowledge to someone else (if you don't think this is a skill, you ought to try it sometimes). Players may not teach a skill unless they have a higher skill level than the student, The Referee is the final arbiter of how long it takes to teach a skill. At +3 you can professionally teach students up to high school. At +6 you know enough to be a college professor (if you wished to). At +9 you are actively sought out by institutes of higher learning,

as your skill as a teacher is legendary—like that of Plato or Socrates.

Reflex Skills

Automatic Weapons:

This skill covers all type of automatic weapons, from SMG's to tripod-mounted heavy machine guns. otherwise, as handgun, below

Blade:

This skill is used for all melee weapons that have a point and/or a cutting edge, such as polearms, swords, knives, and hand-held energy blades.

Dodge & Escape:

This skill is required to dodge attacks and escape holds. If an attack is made without your knowledge you do not get the bonus of your Dodge skill in your defense roll.

Handgun:

You must buy this skill to effectively wield pistols in combat, The higher the skill, the greater the ability to hit your target. At +2 you are a good shot on the range, At +5 you are as skilled as most military or police personnel. At +7 you can start doing fancy tricks (like shooting the gun out of someone's hand). At +10 you are equal to gunfighters like Doc Holliday or Wyatt Earp.

Hand to Hand:

The skill of fighting with fists, feet and other martial arts moves. This skill is used to cover all hand-to-hand combat. Whether you are a barroom brawler, boxer, martial artist, or wrestler, Hand to Hand is "generic"; whatever style you wish to fight in is simply special effects. (Example: A Boxer with +4 and a Martial Artist with +4 have the same combat ability.) In anime, fighting is fighting, and how skilled you are is more important than how you fight.

Rifle:

You must have this skill to use rifles effectively. Otherwise as handgun, above.

Aircraft Piloting [H]:

The required skill needed to pilot small spacecraft and any fixed wing aircraft This skill may be used to pilot any aeroform vehicle (or you may use your It is not usable with any ground vehicle. A Pilot skill of +1 allows you to safely take off and land in clear conditions. A skill of +3 makes you a trained pilot, able to engage in most combat situations. Pilots with a skill of +6 are combat veterans, able to handle themselves in almost any situation, including any aerobatic maneuvers. Pilots with a +9 or better are the true masters of their art, renowned for their skill and ability.

Driving:

This skill allows you to pilot all ground vehicles like cars, motorcycles, trucks, tanks, and hovercraft, A skill of +3 is equal to that of a very good professional driver. A skill of +6 allows you to drive with the skill of a moderately skilled race driver. A driver with +8 or better is capable of entering the best national races, and have a good chance of winning them.

Stealth [H]:

The skill of shadowing, moving silently, evading guards, etc. A skill of +1 is about the level of your average 10 year old sneaking cookies. At +3 you are able to get past most guards, or your parents if you've been grounded. At +6 you are good enough to slip from shadow to shadow without making any noise. At +8 you are the equal of most ninja warriors. At +10 you move as silently as a shadow, making the ninja sound like elephants.

Zero Gee:

You must have this skill in order to use a spacesuit and maneuver in a zero gravity environment. If you do not have this skill at all, any Reflex-based action is at -4 when in Zero G This includes all combat skills. At a skill of +2

or lower, you are at -2 in any zero G setting. At +3 you are at no penalty whatsoever. At +8 and above you are so used to the environment that you gain +1 to any Hand to Hand or Athletics actions attempted in zero G,

BODY Skills

Athletics:

This skill is required for throwing, climbing, and balancing. It combines the basic elements of any high school level sports program. At +3 you are at the level of a high school "jock." At +5 you can perform at college-level sporting events. At +8 or higher you are of Olympic or professional caliber,

Swimming:

This skill is required for you to know how to swim. Otherwise you must default to one half your Athletics skill (if you have one).

Technical Skills

Basic Repair:

The required skills for building or repairing simple mechanical and electrical devices, such as car engines, TV sets, etc. With a skill of +3 you can fix minor car problems, perform basic repair wiring, etc. At +6 or better you can repair stereos, rebuild an engine, etc, At +9 or better you can build a computer from scratch, put together a race-car engine, and maintain most industrial machinery.

First Aid:

The skill of knowing how to deal with simple injuries and illnesses, excluding surgery or other complex medical tasks. At +1 you can put on a band-aid and give out aspirin, At +5 you can bandage most wounds, treat minor bullet wounds and set simple fractures. At +8 or 9 you can set complex fractures, diagnose concussions, and treat major bullet or sword wounds.

Jury Rig:

A quick repair skill, jury Rig is the knack of knowing how to repair and keep machinery together with "bubblegum and a couple of rubber bands," At +3 you can fix missing springs, splice wires, etc, A skill of +6 can patch together minor damage, fix wires, make simple hookups, etc. A skill of +9 or better can rig a powerplant to function with half the important components missing.

Mecha Design [H]:

The required knowledge for designing complex mechanicals. This is a fusion of mechanical, electrical, hydraulic, and computer engineering. Your character must have this skill to design complex mechanicals. At +3 you are considered capable of designing a complex mechanical from the ground up. At +7 you have a reputation among the other designers for producing good, innovative designs. With a +9 or better you are legendary in your field, and the government is always trying to get you to design their new fighter.

Mecha Tech [H]:

The required skill of knowing how to build, repair and maintain complex mechanicals, Your character must have this skill to in order to successfully do any type of complex mechanical technical work otherwise (s)he is in the position of the man on the street flying to build a 5-52 bomber from reading the manual, At +4 you are considered capable of building the machine from the ground up (although not very well). At +7 you are a good, competent mechanic. At +9 and higher you are sought after to help design teams finish their mechanicals.

Medical [H]:

The skill of fixing injuries, diagnosing diseases, and administrating medications. A level of +4 is considered doctor level, allowing diagnosis and minor surgical skills. Level +6 is considered surgeon level, allowing major surgery to be performed. At +10 you can save the Aorta, replace Spock's brain, and even cure a rainy day.

Photography:

The skill of producing professional level photographs and motion pictures. A skill of +2 allows you to make decent home movies. A skill of +4 will create works capable of winning amateur contests. A skill of +6 will produce work of the average Playboy cover or rock video level. A photographer or cinematographer with a +8 or better will be nationally known and probably famous.

Sing:

The skill of vocal training. A trained singer of +4 or greater can successfully sing for payment at weddings or small clubs. Singers of level +6 will be considered to be of professional caliber, and may have recording contracts and fans. Singers +9 or greater are of "star" caliber, have a huge number of fans, and may be recognized on the street.

Dexterity Skills

Pick Lock [H]:

The skill required to pick locks and break into sealed containers and doors. At +3 you can jimmy most simple locks. At +6 you can crack safes and electronic locks. At +9 you have a reputation as a master safe-cracker, and are known the world over.

Pickpocket [H]:

The required skill for picking pockets without being noticed, as well as shoplifting small objects. For examples of levels of ability, see Pick

Play Musical Instrument:

The skill of knowing how to play a musical instrument. You must take this skill separately for each instrument that you wish to play. A skill of +4 will qualify your character for professional "gigs." A skill of +8 will gain the musician some professional acclaim, possibly with recording contracts and command performances. At +10 you are wildly acclaimed, have lots of Grammys, and are considered "it" on the music scene.

Paint or Draw:

The skill of producing professional drawings. A skill of +3 allows you to produce salable "modern art." A skill of +6 will produce artwork that is recognizable and extremely pleasant to the eye—as well as salable. An artist with a skill of +8 or greater will be nationally known, have exhibits in galleries, and have students studying his/her style. Lock, above.

Dance:

The specific skill needed to become a professional dancer (or just to impress your date). A trained dancer at +4 can successfully dance for payment in small clubs or dance troupes. Dancers at +6 will be considered to be of professional caliber, will regularly give performances, and will have a sizable fan following. Dancers +9 or greater are of "star" caliber, have a giant fan following, and may be recognized on the street.