**Skills**

ATHLETICS (Might): Your character’s ability to perform physical feats such as running, jumping, tumbling, climbing, etc.

*Expert Knacks:*

* Graceful Acrobatics – Specialty die when performing acrobatic stunts, also you may now use Agility to determine Skill Power instead of Might.
* Awakened Vitality – Your character may now use Might to determine max Energy. You may now use Athletics to assist in magical rituals.

*Master Knacks:*

* Free Running – Your character can now ignore movement penalties for obstacles or difficult terrain. Additionally, your character automatically succeeds movement-based Athletics rolls unless they are sprinting.
* Fleet-footed – Your character’s Movement increases by 2.

CLOSE COMBAT (Might): Your character’s ability to physically attack something and to defend from such attacks

*Expert Knacks:*

* Toughness – You may now use Might to determine your Physical Defense. Your character has +2 max Health
* Precision – +1 to perform a called/aimed strike. Your character may now use Agility to determine Skill Power instead of Might.

*Master Knacks:*

* Master Defense – Your character gains +1 to Physical Defense and +1 to Armor.
* Weapon Master – Choose a weapon class, you now have +2 Skill Power (damage) when using that weapon. You may also spend 1 Energy to re-roll a failed attack when using that weapon.

COMMAND (Presence): Your character’s ability to directly and clearly sway another in order to change their mind or make them do something.

*Expert Knacks:*

* Inquisitor – Specialty die when interrogating or interviewing a subject, +2 Skill Power to any extended or cooperative skill challenge to gather information.
* Intimidation – Specialty die when threatening with attack and/or physical harm. You may now use Might to determine Skill Power instead of Presence.

*Master Knacks:*

* Taskmaster – As long as there are at least two others (including PCs) available to be ordered around, you may use command to aid or participate in a skill check. Additionally, you may “instruct” or “order” an NPC to use a skill you have (not including Command). You make the roll for them using your skill Rank and Power.
* Inspiring Leadership – As a simple action you may spend 1 Energy to give anyone who can listen to you +2 Skill Power on their very next roll. As a complex action you may roll to calm down any individual under the influence of fear, panic or mind altering magic. You may also use this roll on someone under the influence of mind altering magic to force the GM to have to roll again to beat their Mental Defense.

EMPATHY (Intuition): Your character’s ability to perceive the mental and emotional state of other beings.

*Expert Knacks:*

* Cold Read – Specialty die when detecting a subject’s current mental/emotional state, +2 Skill Power to any extended or cooperative skill challenge to profile a subject or predict a subject’s current motivations.
* Awareness – You may now use Empathy to detect the presence of magic and the supernatural, specialty die when sensing if another is under the influence of a supernatural/magical effect.

*Master Knacks:*

* Mind Reader – You may spend 1 Energy to read the immediate surface thoughts of another. Specialty die when determining falsehoods/inaccuracies, a successful roll also gives you an insight to the truth.
* Mob Mentality – You may spend 1 Energy to roll versus the Mental Defense of everyone nearby. If you succeed, for the rest of the scene the GM will tell you the most likely action they are about to take. Specialty die when using empathy on large groups.

ELECTRONICS (Wits): Your character’s ability to use, understand and create sophisticated technology such as computers, scientific instruments and electrical or network systems.

*Expert Knacks:*

* Build/Repair – Specialty die when fixing or creating a piece of electronic equipment, +2 Skill Power to any extended or cooperative skill challenge to do the same.
* Social Networking – Specialty die when specifically using network-based apps/technology to solve a problem. You may now use Electronics to gather information or investigate a lead.

*Master Knacks:*

* Cinematic Operating System – As long as a device you are using could believably connect with another (through cables, wireless signal, etc.) you may connect to it and cause it to do anything remotely possible: a boombox could be “hacked into” and set to emit a high frequency wail; a TV screen can suddenly become a teleconferencing terminal; rewiring a fusebox or electric meter suddenly gives you control over all the lights and appliances, etc.

FIREARMS (Agility): Your character’s ability to effectively use and defend against ranged weapons.

*Expert Knacks:*

* Defensive Tactics – Any cover that you are using provides a +1 to hit difficulty and an additional +1 armor.
* Special Forces Training – Your character now has +2 Skill Power (damage) when using heavy weaponry. Additionally, your character may use exotic or restricted ranged weaponry without penalties. You character owns or has ready access to one exotic or restricted weapon.

*Master Knacks:*

* Weapon Master – Choose a weapon class, you now have +2 Skill Power (damage) when using that weapon. You may also spend 1 Energy to re-roll a failed attack when using that weapon.
* Sharpshooter – On any attack you may ignore the difficulty modifier for either range, cover or called shots. Your attacks ignore 2 points of Armor.

MECHANICS (Wits): Your character’s ability to use, understand and create physical machines such as industrial tools, construction devices and vehicles.

*Expert Knacks:*

* Stunt Driving – Specialty die when performing a stunt or challenging maneuver with a vehicle, you may now use Agility to determine Skill Power instead of Wits.
* Exotic Certification – Specialty die when attempting to salvage usable parts or items. Additionally, your character may use exotic or restricted equipment without penalties. You character owns or has ready access to one exotic or restricted piece of equipment.

*Master Knacks:*

* Jury Rig – You may convert any kind of items and materials into an item of equivalent price. There is no other restriction on this; $300 worth of cartridges, spark plugs and bananas could make a cel phone. Your character now has +3 Skill Power to any extended or cooperative skill challenge to build or repair equipment.
* Hold Together! – As a complex action you may make a Rare skill roll to keep an item from falling apart or critically failing or you may force someone that has successfully rolled to break something to roll again and keep the second result. The rating of armor or cover you are using cannot by reduced.

MEDICINE (Wits): Your character’s ability to heal and maintain the physical state of others.

*Expert Knacks:*

* Field Medic – When performing a combat revive, you restore +3 Health. You do not take penalties for using improvised first aid gear.
* Forensics – Specialty die when investigating the biological details of a scene such as cause and time of death, build and condition of participants and presence of hazardous or illicit materials. +2 Skill Power to any extended or cooperative skill challenge to do the same.

*Master Knacks:*

* Trauma Care – Anyone under your care heals injuries in half the time. You may attempt to perform a combat revive even after a character has fallen to 0 Health more times than their Might.
* Synthesis – You may convert any kind of compound, medication or material into a medical item of equivalent price. There is no other restriction on this; $300 worth of aspirin, unicorn horn and a blood transfuser could make morphine. Your character now has +3 Skill Power to any extended or cooperative skill challenge to do the same.

NATURE (Intuition): Your character’s understanding of wild or natural things and your character’s ability to survive in wilderness environments.

*Expert Knacks:*

* Wild Empathy – Specialty die when training or handling animals from your home realm, you may also use Nature in place of Empathy when dealing with chimera.
* Outdoorsman – Specialty die when attempting to survive in a wilderness area, +2 Skill Power to any extended or cooperative skill challenge to do the same.

*Master Knacks:*

* Beastmaster – As long as there are at least two animals or chimera (including PCs) available to be ordered around, you may use Nature to aid or participate in a skill check. Additionally, you may “train” or “order” an animal or chimera to use a skill you have (not including Nature). You make the roll for them using your skill Rank and Power.
* Endurance – You character has +1 armor and takes 3 less damage from environmental sources.

OCCULT (Wits): Your character’s understanding of the secret and arcane knowledge of the universe.

*Expert Knacks:*

* Awakened Intellect – Your character may now use Wits to determine max Energy. Specialty die when researching magical knowledge.
* Petition Contract – You may parley with a supernatural entity in order to create a mystical exchange of essence that trades aspects for aspects or foundations.

*Master Knacks:*

* Usury – You may attempt to bind an aspect into a physical item, creating a magical item or relic. The subject must willingly give this aspect. Limited uses cost Energy, permanency costs Harmony.
* Binding – You may attempt to take Energy or Aspect from an ephemera. You may also attempt to instill a geas onto an ephemera, thus making them subject to your will.

RELATE (Presence): Your character’s ability to persuade and convince others through mutual understanding.

*Expert Knacks:*

* Confidant – Specialty die when gaining a subject’s trust/confidence, +2 Skill Power to any extended or cooperative skill challenge to gather information.
* Enthrall – Specialty die when attempting to catch and keep the attention of another, +2 Skill Power to any extended or cooperative skill challenge to sway the emotions/opinions of others.

*Master Knacks:*

* Impassioned Performance – As a simple action you may spend 1 Energy to instill an emotion into someone. Additionally, you may “instruct” or “inspire” an NPC to use a skill you have (not including Relate). You make the roll for them using your skill Rank and Power.
* Soothing Presence – At any time outside of combat you may spend 1 Energy to boost the Mental Defense of those around you by +2 for the next scene. As a complex action you may make a Rare skill roll to calm down someone (PC or NPC) under the influence of fear or panic. You may also use this roll on someone under the influence of mind altering magic to force the GM to have to roll again to beat their Mental Defense.

STEALTH (Agility): Your character’s ability to move about unnoticed and remain unseen.

*Expert Knacks:*

* Shadowing – Specialty die when following or tracking someone in secret, +2 Skill Power to any extended or cooperative skill challenge to do the same.
* Camouflage – Specialty die when hiding or using a disguise, you may use Wits to determine Skill Power instead of Agility.

*Master Knacks:*

* Hide in Plain Sight – You may now roll to go into Stealth at any time you are not being actively observed. You may move from one hiding place to another within a simple move action without breaking from Stealth. You may move at full speed when using Stealth
* Forgettable – You may spend 1 Energy to remove all traces of your presence from a scene (including memories). You have +1 Mental Defense.

STREETWISE (Intuition): Your character’s ability to understand urban settings and survive in them.

*Expert Knacks:*

* Defensive Tactics – Any cover that you are using provides a +1 to hit difficulty and an additional +1 armor.
* Danger Sense – Your character now has +2 Initiative. You may now use Intuition to determine Physical Defense instead of Agility.

*Master Knacks:*

* Well Connected – You may “hire” or “request” an NPC to use a skill you do not have. You roll for them using Streetwise. +3 Skill Power on any extended or cooperative skill challenge to acquire equipment.
* Been There, Done That – You may use Streetwise for all its normal purposes when you are in a realm that you don’t come from. You take 3 less damage from Innate sources.