Etiquet	Strategist	Medic	Sniper
The upper eschalons of society will believe you are one of them. Even if you are not.	Plans you make involving more than one person are likely to succeed, as long as everyone plays their part.	Can heal any ailment, as long as you can get hold of the needed ingredients/equipment.	Projectiles always hit their mark, whatever that mark might be.
Skill (7)	Skill (7)	Skill (7)	Skill (7)
MacGyver	Explosives Expert	Pilot	Jumper
Can combine any two things into something	Can break through anything as long as you don't mind a bit of noise? May need equipment.	Can drive any vehicle	Can make massive and precise leaps
Skill (7)	Skill (7)	Skill (7)	Skill (7)
Vigilance	Walking Compass	Observant	Perceptive
Vigilance Nothing can sneak up on you.		Observant You Spot clues everywhere	Perceptive You can spot deceit any where.
Nothing can sneak up on	Compass You always know where you are, and the direction you need to	You Spot clues	You can spot deceit any
Nothing can sneak up on you.	Compass You always know where you are, and the direction you need to go.	You Spot clues everywhere	You can spot deceit any where. Skill Came
Nothing can sneak up on you. Skill	Compass You always know where you are, and the direction you need to go. Skill	You Spot clues everywhere Skill (7)	You can spot deceit any where. Skill