

Shortcut	Label	Score
Convince someone with bullshit	PRE + Knavery	14
Notice something	AWA + Observe	14
Deduce from data	INT + Inquiry	10
Fight/Martial Arts	REF + Fight	9
Convince someone with arguments	PRE + Persuasion	9
Charm others	PRE + Seduction	9
Keep focused on a task	WIL + Focus	7
Fire a ranged weapon	REF + Shoot	7
Swimming	BOD + Athletics	6
Discern emotions	AWA + Empathy	6
Avoid being hit	AGI + Dodge	5

Assets & Money

Wallet Money:

Bank Accounts:

Possessions, Gear & Equipment

Experience Details

Ability	Cuml. changes	OP Equiv	XP spent
Think Machine	0>2	2	3
Shadowing	1>3	2	5
Forgery	0>2	2	3
Bureaucracy	0>1	1	1
Empathy	1>2	1	2
Etiquette	0>1	1	1
Knavery	7>8	1	8
Total expenditure is	...	10	23