

SURVIVAL

SHELTER: Make a shelter using the environment. Difficulty is based on weather & resources.

HUNTING: The skill of stalking, luring and preparing prey for consumption.

FISHING: The ability to make fishing tools and capturing Entities residing in water.

MAKE CLOTHING: The skill of crafting clothing with appropriate 'EN Indexes.'

MAKE TOOLS: The ability to create basic makeshift tools.

MAKE FIRE: The level of success when building a fire from available resources.

GATHER: The skill of recognizing natural growth fit for consumption, and stuff to avoid.

NAVIGATION: The ability to navigate using landmarks, maps and stars.

WRANGLING: The skill of safely handling wild animals, including mounts and snakes.

HARDWARE: The skill of creating, modifying or repairing computer Hardware.

SOFTWARE: The knowledge of writing, manipulating or interacting with Software.

EN/DECRYPTION: The skill of securing or decoding data. **Requires 'Software- LV3.'

REVERSE ENGINEER: Analyze foreign or alien technology to determine its creation process.

COUNTERFITTING: The ability to create imitation products or false identities.

NETWORKING: Deploy and administer computer networks. Requires 'Hardware' & 'Software.'

GADGETS: The sense to figure out how a gadget works. Difficulty based on gadget complexity.

TECHNOLOGY



ATHLETICS

SWIMMING: The ability to swim in liquid bodies. ** Requires Constitution LV2.

DAREDEVIL: The level of finesse when executing a daring stunt. ** Requires Finesse LV3.

TEAM SPORTS: The tactics and ability to play team sports. ** Requires Constitution LV3.

MOUNTAIN CLIMBING: The scaling mountains and rock faces. ** Requires Constitution LV3.

TREE CLIMBING: Scale trees and branches. Difficulty based on size of tree and branch integrity.

ROPE CLIMBING: The training on how to properly climb and repel using a rope.

SKIING: Cross bodies of water or snow with skis. Difficulty based on water, snow or terrain.

DIVING: Underwater swimming. Difficulty is based on depth diving to. ** Requires 'Swimming.'

SKATING: The skill of using skates, roller blades and boards for transportation and stunts.

LYING: The skill of lying undetected. Difficulty is based on the target's Wisdom rank.

INTIMIDATION: Intimidate with words and gestures. Difficulty is based on Will rank of target.

SEDUCTION: The art of seducing. Difficulty is based on difference of appearance scores.

COMEDIAN: The skill of inducing laughter through humor and entertainment.

HUSTLE: The skill of conning a subject through bribery or deception. ** Requires Wisdom LV3.

MAGICIAN: Stage magic and illusions. ** Difficulty is based on the trick's complexity.

GAMBLING: The innate tendency of winning at games of chance. ** Requires Luck LV3.

SOCIAL

2

SKILLS



**Skills: Social,
Athletics**

2

EXPRESSION

COOKING: Prepare and cook exquisite dishes that replenish EP. Difficulty levels to overcome increase based on the 'Flavor' Level (EX: Flavor LV '1' = 'Simple').

BARISTA: Brew or mix drinks that replenish EP, including teas, coffees and alcoholic beverages. Difficulty levels increase based on the drink's 'Flavor' Level (EX: Flavor LV '1' = 'Simple').

DRAWING: The natural gift of depicting reality and imagination through drawing.

PAINTING: The talent of creating abstract or realistic renderings through color.

SCULPTING: The skill of crafting statues or practical items of stone, metal or ceramic.

CRAFTS: The knack for creating aesthetic objects and accessories.

DANCING: The skill of gracefully moving to rhythms and tones. ** Requires Finesse LV3.

WRITING: The ability to convey expression though prose or poetry. ** Requires Wisdom LV3.

COSMETICS: The mastery of makeup grants +1 to the subject's Impression Modifier for 1 day.

SINGING: Conveying expression via sung verses. Difficulty is based on appealing audience.

MUSIC: The talent and understanding of music and instruments. Difficulty is based on instrument.

YOGA: Daily Yoga posture sessions allow 1 additional EP per Hour to be recovered.

ASTRAL PROJECTION: During sleep or meditation, the subject projects an Etheric double and travels to the Subtle Planes for #1 Minutes. The difficulty is based on the level of the Plane visited.

FOREIGN LANGUAGE: Skill level equals # of foreign languages and success rate.

LIP READING: The skill of deciphering lip movement. Difficulty is based on distance.

THE GIST: Attention to buzz words, vocal tone, context and body language allow for the listener to get a general idea what a conversation is about, regardless of language barriers.

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SKILLS



Skills: Expression

3

Vehicular Skills embody the knowledge and practice of driving and maintaining Vehicles. In order to operate any Vehicle type, the Character must first possess the relevant Skill. Difficulty levels are relative to the situation and should be interpreted liberally by the Architect. Is the Character going for a drive down the block, or executing bold maneuvers at high speeds? A Vehicle Skill Set Challenge should be done randomly or during each specific Vehicular action.

MOUNTS: The skill of riding, taming and maintaining Mounts such as horses.

BIKES: The skill of riding, racing and maintaining Bike Vehicles.

CARS: The skill of driving, racing and maintaining Automobile Vehicles.

SIEGE: The skill of operating and maintaining Siege Vehicles.

RUNNERS: The skill of operating and maintaining Runner class Vehicles.

BOATS: The skill of operating and maintaining Boats and similar water vessels.

SUBMERSIBLES: The skill of operating, commanding and maintaining Submersibles.

DESTROYERS: The skill of operating, commanding and maintaining Destroyers.

GLIDERS: The skill of operating and maintaining Air Gliders.

PLANES: The skill of piloting and maintaining Airplanes.

AIRSHIPS: The skill of operating and maintaining Hovering aircrafts.

HELICOPTERS: The skill of operating and maintaining Helicopters.

PODS: The skill of operating and maintaining Space Pods.

SCOUTS: The skill of operating, commanding and maintaining Space Fighters.

VOYAGERS: The skill of operating, commanding and maintaining Space Voyagers.

MOTHERSHIPS: The skill of operating, commanding and maintaining Motherships.

VEHICLES

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SKILLS



Skills: Vehicles

4