

## Rules system: Skill List

(Sample skills only – feel free to add more)

|                      |   |
|----------------------|---|
| Athletics            | Run, Climb, Swim                                  |
| Acrobatics           | Jump, Roll, Tumble                                |
| Analysis             | Cryptography, detect forgeries, appraisal         |
| Animal Training      |   |
| Armour Use           | Move easily, effectively block attacks            |
| Blend-In             | Move easily in any company                        |
| Bluff                | Lie, cheat, fast-talk                             |
| Bureaucracy          | Red tape creation and elimination                 |
| Close Combat         | Sticks, Knives, Swords, Stuff                     |
| Computers            |   |
| Culture ( ... )      | Act like a native                                 |
| Demolitions          | Only blow the doors off, or blow up buildings     |
| Disguise             |   |
| Dodge                | Don't be where the blow is                        |
| Drive ( ... )        | Drive, Fly, Captain                               |
| Firearms             | Pistols and semi-auto                             |
| First Aid            | Healing   |
| Forensics            | Science to work out what happened                 |
| Forgery              |   |
| Gambling             | Win or lose convincingly                          |
| Heavy Weapons        | Anything that goes boom                           |
| Hide                 |   |
| Impress / Intimidate |   |
| Investigation        |   |
| Judge                | Figure out what someone is up to                  |
| Martial Arts         | Kung Fu, or brawling                              |
| Morale               | Keeping yourself, or others, focussed             |
| Notice               | Good at spotting things                           |
| Profession ( ... )   | Skills for a specific job                         |
| Repair               | Fixing or creating things                         |
| Rifles               | Sniper or assault                                 |
| Search               | Given time, spotting things that are hidden       |
| Security             | Security systems – making evaluating and breaking |
| Sleight of Hand      |   |
| Sneak                |   |
| Streetwise           |   |
| Survival             | In the wilderness                                 |
| Tactics              |   |
| Techie               | Electronics, mechanics etc.                       |
| Tracking             | Men or beasts                                     |