

## SKILLS AND LINKED ATTRIBUTES TABLE

### PHYSICAL ATTRIBUTES

Body-----

Athletics

Diving

Strength-----

↪ Edged Weapons

↪ Clubs

↪ Pole Arms/Staffs

↪ Cyber-Implant Combat

↪ Unarmed Combat

Throwing Weapons

Projectile Weapons

Heavy Weapons

Underwater Combat

Quickness-----

↪ Pistols

↪ Submachine Guns

↪ Rifles

↪ Assault Rifles

↪ Shotguns

Laser Weapons

Whips

Stealth

### MENTAL ATTRIBUTES

Intelligence-----

Aura Reading

Demolitions

↪ Gunnery

↪ Launch Weapons

↪ Computer

↪ Electronics

Biotech

Build/Repair

Knowledge Skills

Language Skills

Charisma-----

Etiquette

Instruction

↪ Interrogation

↪ Intimidation

Leadership

Negotiation

Willpower-----

Conjuring\*

Sorcery\*

### SPECIAL ATTRIBUTE

Reaction-----

Bike

Car

Hovercraft

↪ Motorboat

↪ Ship

Sailboat

↪ Winged Aircraft

↪ Rotor Aircraft

↪ Vector Thrust Aircraft

↪ Lighter-Than Air Aircraft

Submarine

\* Sorcery and Conjuring have no default. You cannot perform these actions without the actual skill.

### DEFAULT TABLE

**Deafault To:**

Specialization

Skill

Attribute

**Target Number Modifier**

+3

+2

+4

**Dice Pool**

equal to 1/2 Specialization's base skill

equal to 1/2 base skill being used

No pool dice allowed