

Skills, Attributes and Defaulting

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DEFAULT TABLE

Default to:

Target number modifier

Dice Pool

Specialisation

+3

= to ½ specialisation's base skill

Skill

+2

= to ½ base skill being used

Attribute

+4

No pool dice allowed

NB: if a test has a modified target number of 8 or more *before* the defaulting modifier is applied, a character cannot default from that skill.

Some things you just can't do with no training.

ACTIVE SKILLS

COMBAT SKILLS (p. 85)

Assault Rifles (Quickness)

(B/R)

Default: Rifles, Shotguns, Submachine Guns, Pistols

Specialisations: By specific weapon type

Clubs (Strength)

Blunt objects less than one metre long (B/R)

Default: Edged weapons and Polearms/Staffs

Specialisations: By specific weapon type

Cyber-Implant Combat (Strength)

(B/R)

Default: Unarmed Combat

Specialisations: By specific weapon type

Edged weapons (Strength)

Any edged weapon under one metre long (B/R)
Default: Clubs and Pole Arms/Staffs
Specialisations: By specific weapon type.

Gunnery (Intelligence)

All vehicle-mounted mounted weapons (manual or sensor enhanced gunnery). (B/R)
Default: Launch Weapons
Specialisations: By specific weapon type.

Heavy Weapons (Strength)

(includes fixed emplacement weapons, except vehicle mounted) (B/R)
Default: Strength Attribute only
Specialisations: By specific weapon type

Laser Weapons (Quickness)

(B/R)
Default: Quickness Attribute only
Specialisations: By specific weapon type

Launch Weapons (Intelligence)

Missiles, rockets, mortars or other explosive projectile (grenades from launcher) (B/R)
Default: Gunnery; NOTE: Underbarrel grenade launcher can default to the skill of the weapon that it's mounted on as if defaulting to a base skill in grouping (+2 TN# ½ combat pool dice.
Specialisations: Weapon type; Grenade launcher, Spotter

Combat skills cont.

Pistols (Quickness)

Hold-outs, light and Heavy pistols and Tasers (B/R)
Default: Assault Rifles, Rifles, Shotguns, Submachine Guns
Specialisations: By specific weapon type

Pole Arms/Staffs (Strength)

Any hand held melee weapons longer than one metre. (B/R)
Default: Edged Weapons and Clubs
Specialisations: By specific weapon type

Projectile Weapons (Strength)

Any muscle powered projectile weapons, Bows and Crossbows (B/R)
Default: Strength Attribute only
Specialisations: Pull bows or crossbows

Rifles (Quickness)

Any Sport or Sniper rifles (SS/SA) (B/R)
Default: Assault Rifles, Pistols, Shotguns, Submachine Guns

Specialisations: By specific weapon type

Shotguns (Quickness)

(B/R)

Default: Assault Rifles, Pistols, Rifles, Submachine Guns

Specialisation: By specific weapon type

Throwing Weapons (Strength)

Any thrown item including grenades. (B/R)

Default: Strength Attribute

Specialisation: By specific weapon type (including darts, grenades, knives and shuriken)

Unarmed Combat (Strength)

Any unarmed combat styles including Martial arts and Capoeira.

Default: Cyber-Implant Combat

Specialisations: Subduing Combat, Martial Arts Technique or body part (fists, head butts, kicks)

Underwater Combat (Strength)

Default: Strength Attribute

Specialisations: Unarmed attack, Armed Attack

Whips (Quickness)

Whips or anything used like a whip e.g. ball and chain. (B/R)

Default: Quickness Attribute Only

Specialisations: By specific weapon type

MAGICAL SKILLS (p. 86 –87)

Aura Reading (Intelligence)

Can function as complimentary for Assensing Tests

Default: None. Either you have it or you don't

Specialisations: Auras, Signatures, Sorcery, Conjuring

Sorcery (Willpower)

Magical attribute 1 or greater required. Casting spells

Default: None. Either you have it or you don't

Specialisations: Spell casting, Spell Defence, Dispelling, Astral Combat, Spell Category

Conjuring (Willpower)

Magical attribute 1 or greater required. Calling and banishing of spirits. Mages can call elementals, Shamans can call nature spirits.

Default: None. Either you got it or you don't

Specialisations: Summoning, Banishing, Controlling

PHYSICAL SKILLS (p. 87)

Athletics (Body)

Any acrobatics used in combat and can be used to increase running distance.

Default: Body Attribute

Specialisations: Running, Climbing, Lifting, Jumping, Escape Artist, Swimming or by specific sport

Diving (Body)

Scuba, underwater swimming and underwater gear (B/R)

Default: Body Attribute

Specialisations: Deep-water Diving, Mixed-gas Diving

Stealth (Quickness)

Sneaking around, slight of hand, eluding a tail. Also covers camouflage and disguises.

Usually requires Open test. (p. 95)

Default: Quickness Attribute

Specialisations: Alertness, Hiding, Sneaking, Theft

SOCIAL SKILLS (p. 87)

Etiquette (Charisma)

See *Etiquette* p. 94.

Default: Charisma Attitude

Specialisation: e.g. Matrix, Corporate, Magical Groups, Tribal. Further specialisation may also occur e.g. Japanese Corporate Etiquette (Specialisations refer to characters local environment e.g. Gangs refers to local gangs rather than all gangs in the world.

Instructions (Charisma)

See *Instruction* p.95

Default: Charisma Attribute

Specialisations: By specific subject

Interrogation (Charisma)

See p 94 for modifiers.

Extraction of information from an unwilling subject. Generates Open Test vs. Willpower. Can be used as complimentary skill to Resist Interrogation

Default: Intimidation

Specialisations: Verbal, Lie Detector, Voice-Stress Analysis, Torture, Drug-Aided

Intimidation (Charisma)

See p. 94 for modifiers.

Generates Open Test vs. Willpower. Can be used as complimentary skill for Resist Intimidation.

Default: Interrogation

Specialisations: Physical, Mental

Leadership (Charisma)

See p. 92 for modifiers

Generates Open Test vs. Intelligence

Default: Charisma Attribute

Specialisations: Political, Military, Commercial, Strategy, Tactics, Morale

Negotiation (Charisma)

See p. 94 for modifiers

Skill vs. Intelligence attribute to generate successes. Can be used to generate Open Test to see if someone notices lie or half-truth.

Default: Charisma Attribute

Specialisations: Bargain, Bribe, Con, Fast Talk

TECHNICAL SKILLS

Biotech (Intelligence)

Basic medicine and First Aid.

Default: Intelligence Attribute

Specialisations: Cybertechnology Implantation, Extended Care, First Aid, Organ Culture & Growth, Surgery, Transimplant Surgery

Computer (Intelligence)

Decker's main skill. Includes programming. (B/R)

Default: Electronics

Specialisations: Hardware, Decking, Programming, Cybernetics

Demolitions (Intelligence)

Preparation, measuring and setting of chemical explosives.

Default: Intelligence Attribute

Specialisations: Commercial Explosives, Plastic Explosives, Improvised Explosives

Electronics (Intelligence)

(B/R)

Default: Computer

Specialisations: Control Systems, Electronic Warfare, Maglocks, Linking between Devices, Diagnostics, Cybertechnology.

VEHICLE SKILLS

Bike (Reaction)

Motorcycles, trikes and bikes with sidecars. (B/R)

Default: Reaction Attribute

Specialisation: By specific Vehicle type, Remote operation

Car (Reaction)

Motor vehicles with four or more wheels (B/R)

Default: Reaction Attribute

Specialisations: By specific Vehicle type, Remote operation

Fixed-Wing Aircraft (Reaction)

Fixed-wing, swing-wing aircraft (jet, prop or turbo prop) and unpowered aircraft. (B/R)

Default: Rotor Aircraft, Vector Thrust Aircraft, LTA Aircraft
Specialisations: By specific Vehicle type, Remote operation

Hovercraft (Reaction)

All hover vehicles regardless of purpose. (B/R)
Default: Reaction Attribute
By specific Vehicle type, Remote operation

LTA Aircraft (Reaction)

LTA (Lighter Than Air) encompasses all aircraft using gas (mostly helium) to achieve flight. Normally known as zeppelins or blimps. (B/R)
Default: Fixed-Wing Aircraft, Rotor Aircraft, Vectored Thrust Aircraft
Specialisations: By specific Vehicle type, Remote operation

Motorboat (Reaction)

Any motorised watercraft. (B/R)
Default: Ship
Specialisations: By specific Vehicle type, Remote operation

Rotor Aircraft (Reaction)

Fixed and tilt – rotor aircraft. (B/R)
Default: Fixed-Wing Aircraft, Rotor Aircraft, Vectored Thrust Aircraft
Specialisations: By specific Vehicle type, Remote operation

Sailboat (Reaction)

Sail powered watercraft. (B/R)
Default: Reaction Attribute
Specialisation: By specific Vehicle type, Remote operation

Ship (Reaction)

Piloting, Navigation and handling of large surface ship. (B/R)
Default: Motorboat
Specialisations: By specific Vehicle type, Remote operation

Submarine (Reaction)

Any boat capable of operating underwater. (B/R)
Default: Reaction Attribute
Specialisations: By specific Vehicle type, Remote operation

Vectored Thrust Aircraft (Reaction)

Aircraft that rely on vectored thrust for lift and propulsion. Includes Low Altitude Vehicles (Thunderbirds) and Military craft that use this motive power but do not normally operate at altitude due to heavy loads or armour and armament. (B/R)
Default: Fixed-Wing Aircraft, Rotor Aircraft, LTA Aircraft
Specialisations: By specific Vehicle type, Remote operation