



Weaver Dice

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Relegated to minor skills/deleted:

Administration / Driving

Appendix: Sample Skill

Specialties

In lieu of spending a skill point to get a rank up in a skill (ie. going from Acrobatics● to Acrobatics ●●) a character can spend the point in acquiring a specialization, showing a particular leaning or specialty within a field. This counts in the same manner as a pip in that skill would, as might be seen with stat limits; a character with Athletics 3 could have Acrobatics●●● or Acrobatics●● and a specialty). Characters with stats above 5 can potentially have five pips in a skill and a specialty, provided they have the requisite knowledge & skill points.

Characters can only have one specialty, with rare exceptions.

Appendix: New Skills

Aim (Dexterity)

A steady hand and keen hand-eye coordination are essential for those who would pick off their enemies with ranged attacks. Refining the ability to place the attacks where they need to allows more reliable hits and makes the hits that are delivered more potent. Not for use with weapons or powers that spit out a large number of shots, favored by snipers and archers.

Only the added die and bonuses from one ranged skill can be applied at a time when making an attack. (Design note: might change to two ranged skills)

- When making a ranged attack against a foe, can roll two additional die and take the highest die roll. Does not apply if in immediate danger, if unable to keep a steady hand due to external factors or if they have moved already this turn.
Short: +2 🎲 when rolling to hit at range, unmolested & undistracted.
- Aimed Attack: While meeting the criteria to get the added die on attack, can skip a turn's attack to get a +X bonus on the next attack roll equal to ½ the character's Wits score. Round down the first time an aimed attack is made against a foe (identical/nonhuman foes of same type count as the same foe for the purposes of this skill), round up thereafter, until end of confrontation. Bypasses 1 layer of armor. Bonus is canceled if attacked in interim or if foe leaves line of sight.
Short: Aimed Attack: Skip attack to gain ½ Wits bonus on next attack & armor pen.
- Ranged attacks with weapons/powers that qualify for the Aim skill no longer have a chance to hit friendly individuals or bystanders if they are in close quarters with the target. Further, so long as any part of an opponent can be seen, cover they take is no longer effective.
Short: No more chance of friendly fire, ignore enemy's partial cover.
- When making a ranged attack against a foe, can roll three additional die and take the highest die roll. Half benefit if in immediate danger or unable to keep a steady hand due to external factors.
Short: +3 🎲 when rolling to hit at range, half benefit if distracted/molested.
- Aimed Attacks are improved: when making an Aimed Attack as described in the 2-pip note above, in addition to getting the bonus, can choose the body part struck and the effect of the wound applied (ie., headshot, gouge, leg debilitated).
Short: Aimed Attack: Now also targets body part & chooses wound effect.

Aim Specialties

- Brutal Aim - Shots with aim bonus also stagger enemies.
- Multi-Aim - Aimed Attack bonus is for all attacks made in round post-skip, any # of foes.

- Patience - Delay ranged attack per Tactics skill. Used with Tactics, hits end enemy turn.

Acrobatics (Athletics)

Hurdling, jumping, climbing, it's a question of navigating the environment and getting from A to B when there are too many things in the way, or when there isn't enough footing between the two points. At the highest level, parallels could be drawn between acrobatics and parkour or acrobatics and gymnastics. Either way, it is skilled whole-body movement and use of the environment.

Mentions of falls include cases where an individual is thrown.



- When navigating the environment by way of jumping, climbing, hurdling or falling, roll an added die and take the highest.
Short: +1 🎲 when rolling to jump, climb, hurdle, or fall.
- Fall rolls are treated as if the fall was half the distance.
Short: Fall distance is considered halved.
- Add up to 5' per point invested in this skill to the distance jumped/climbed in a single move action, provided there is another surface within arm's reach. Could mean jumping to clear a gap with a wall to one's right, or scaling a building face in a narrow alleyway.
Short: +5' x [Skill Pips] to distance climbed/jumped if surface is adjacent.
- When navigating the environment by way of jumping, climbing, hurdling or falling, roll two added die and take the highest. Standing after being knocked down is an automatic part of next action.
Short: +2 🎲 when rolling to jump, climb, hurdle, or fall. Standing up is automatic.
- Can effectively fly to any point within movement range (typically 30'), so long as surfaces are within arm's reach for most of the trip. Add Athletics modifier to attack or Social efforts preceded by any difficult (ie. requires a roll) acrobatic action - typically requires a running start, drop and/or a leap off of available obstacles and terrain to perform. These two 5-pip bonuses are mutually exclusive.
Short: Fly along surfaces. Add Ath modifier to attack/social if part of acro attempt.

Acrobatics Specialties

- Kip Up - As 'standing' 4-pip bonus. If combined with 4-pip, make free attack as well.
- Parkour - As 3-point bonus. If combined with 3-point, surface can be up to 5' away.
- Fall Guy - If falling 30' or less, fall distance reduced 50%, additive, & always land on feet.

Awareness (Wits)

To be perfunctory, Awareness is trained senses. Looking and listening and being able to track one's enemies and allies in the midst of a confrontation are essential. At the lowest level, it's the ability to see something in shadows or make out a bit of whispered conversation. At the highest level it is the ability to notice the cues and changes in air pressure to know that something's wrong.

- When testing one's perception with a Wits roll, roll an added die and take the highest. Applies only when the character is free to take a few seconds to look and listen (this is a full-round action) and free of immediate distraction or danger. Short: +1  when rolling for perceptions. Only when standing still & unharassed.
- Can use the awareness bonus noted above as a partial action or when harassed, but not as a partial action when harassed. When losing track of an opponent they were previously aware of (by way of opposed stealth, opponent ducking behind cover, smoke, powers), the character can roll Awareness to intuit which general direction they went. Short: Awareness possible as partial/when harassed, track missing foes.
- Can assess situations to read them for danger, via. other's body language, subtle clues in environment, etc. When character faces trap, ambush, or other hidden danger, GM can roll the character's awareness against their opponent's relevant skill (trapmaking, subterfuge, sneak). Suspicious characters can force this roll (potentially rolling twice for one situation) at cost of losing danger sense for remainder of the day if they are wrong. Short: Sense traps/ambush without need for tells. 1/day force danger sense roll.
- When testing one's perception with a Wits roll, roll two added die and take the highest. This applies regardless of circumstance or action. Afflictions and effects that would impair the character's senses have onset delayed one round, while duration remains the same. For effects that would last one round (eg. sand thrown in eyes), instead have 50% chance of effect not working. Short: +2  when rolling for perceptions. Delay onset of blindness/deafness.
- Effective blindsense/personal radar. Standing still to listen and look will intuit location of foes within 60', including those behind cover or most undetectable foes. Foes who are attempting to be undetected can roll Sneak vs. character's awareness; foe's failure by only 1-2 means character can only intuit general location with 5-10' margin of error. Short: Personal radar. Stand still to detect foes within 60'. Sneaking foes contest.

Awareness Specialties

- Bloodhound - When bonus would apply, can detect, date, and identify odors.
- Tracker - As 2-pip track, or +1 on rolls to follow & track others with window of +1 round.
- Eavesdrop - Rolls to follow conversation increased by +1, can lipread with Know roll 4+.
- Steely Eyed - Perception effects end 1 turn sooner. 50% (additive) ignore 1-turn effects.

Barrage (Dexterity)

The second of the ranged combat skills, Barrage is focused around delivering more shots in a given span of time. At the outset, the character can make decisions about whether to shoot more inaccurately or focus on honing their aim when firing a great deal. Later on, the gap between these two options closes.

Barrage skills and specialties only work with ranged attacks/powers and attacks/powers that are at least semiautomatic in function (can fire ½ Dex # of attacks/round), and are always capped at the gun/power's maximum.

Only the added die and bonuses from one ranged skill can be applied at a time when making an attack. (Design note: might change to two ranged skills)


- When using a ranged weapon that fires multiple shots in a round, the character can roll one more die than the number of attacks made and discard the lowest, applies only if the character did not move this turn.
Short: +1 🎲 when making multiple ranged attacks, if character didn't move.
- Multiattack: The character can increase the number of shots fired, up to the maximum for that weapon. For each attack made over the usual, the character rolls two additional die and drops the highest roll made from the total batch of attacks (For someone who normally shoots twice/round, adding a third attack means rolling four attacks total and dropping the highest. Shooting four times would roll six and drop the highest two). Does not work with 1-pip Barrage bonus.
Short: Multiattack: +1 attack but -1 🎲 for each.
- +½ attack/round with ranged weapons. Bonus die from 1 and 4 pip Barrage now work if character moves prior to shooting.
Short: +½ attack/round, ranged only. +1 🎲 from 1-pip applies if character moved.
- When using a ranged weapon that fires multiple shots in a round, the character can roll two more die than the number of attacks made and discard the lowest two. The multiattack option no longer has penalties, but does not get the bonus dice either.
Short: +2 🎲 when making multiple attacks. -🎲 on multiattack dropped.
- +1 attack/round with ranged attacks.

	Short: +1 attack/round.
Barrage Specialties <ul style="list-style-type: none"> • Dakka Dakka Dakka- Action: Shoot foe, choose new target within 10', repeat. 1x per foe. • Bullet Hell - Option of +.5 attacks/round at cost of -1 to every attack roll. • Rapid Fire - Up 1 shot/round to semiauto(Dex -1), double rate of fire if less than 1/round. 	

Brawl (Brawn)	
<p><i>Put aside technique, martial arts, weapons, footwork, and combat can be reduced to a simple idea: beat the other guy into submission before he does the same to you. Brawl is the combat skill that focuses on the beating. Emphasizing heavier weapons and the slinging of fists, Brawl is something touched on by anyone who's made a habit of swinging their fists, be they a street thug or a teen who grew up trading blows with an abusive dad. Applies only to Brawn-based weapons and when making attacks using the Brawn stat.</i></p> <p><i>Only two melee skills can apply to a given attack.</i></p>	
•	<p>When making a Brawn-based melee attack, roll an additional die and take the highest die result.</p> <p>Short: +1 🎲 when rolling for a Brawn-based melee attack.</p>
••	<p>Wild Swing: +1 to attack roll, only usable when making an attack that Brawn would apply to, double bonus vs. staggered foes. Doing so staggers the attacking character until the end of their next turn. Punches and kicks can now deliver moderate wounds.</p> <p>Short: Wild Swing: +1/+2(v. staggered) to hit, stagger self. Mod. punch, kicks.</p>
•••	<p>Can elect to roll a d8 to make Brawn-based melee attacks, but cannot use this or other skills alongside it. If successful in hitting foe, penetrate one layer of armor. Against unarmored foes, 9+ has effect of lesser Bash tacked on in addition to other wound (or upgrades to moderate if a lesser Bash was already tacked on).</p> <p>Short: Can use d8 with Brawl attacks, but no skills, get armor pen. 9+ adds bash.</p>
••••	<p>When making a Brawn-based melee attack, roll <u>two</u> additional die and take the highest die result. Bonus for Wild Swing increased to +2 (+4 vs. staggered)</p> <p>Short: +2 🎲 when rolling for a Brawn-based melee attack. Wild swing for +2/+4.</p>
•••••	<p>When delivering a brawn-based melee strike to a foe that is staggered, knocked down, or otherwise denied their ability to dodge and/or block, the character can attempt a knockout strike. Forego benefits from this or other skills as attack is made. On delivering a successful hit against such a target, make a contested Brawn roll vs. the target's Guts roll. On a success, they are knocked out and</p>


	<p>rendered unconscious. Short: KO: Vs. staggered/downed/defenseless foes, Brawn vs. Guts to K.O.</p>
<p>Brawl Specialties</p> <ul style="list-style-type: none"> • Basher - Default to Bashed (lesser)/Walloped (moderate) effects, once. Pause refreshes. • Bulldog - Ignore first stagger/KD received (except W. Swing). Refreshes after 3 attacks. • Knock Silly - Struck foes lose benefits of their skills until end of their next turn. 	

Blitz (Athletics or Brawn)	
<p><i>Move fast, hit hard. A combat specialty focused on charging, tackling, and fast, hard-hitting actions in a brawl, aiming to pick fights and put foes on the back foot. A skill trained by some athletes and some law enforcement, as well as ambush attackers and dark-cowled vigilantes. Limited in longer engagements, as effects largely restricted to opening of fight.</i></p> <p><i>Is restricted to melee until the third pip. Must travel at least 15'.</i></p>	
•	<p>When making an attack roll as part of a charge, roll an additional die and take the highest result. The character does the same when making an attack to interrupt ongoing action/movement or if they would be attacked in the course of a movement.</p> <p>Short: +1 🎲 for charge, attacks vs. acting/moving foe, or dodging while moving.</p>
••	<p>On initiating combat with a charge (first time a foe is attacked, provided they haven't already attacked the character & some ground was covered), can contest Brawn vs. Brawn to attempt to push back the opponent, with a push of 5' plus 5' per point the roll succeeded by. Distance may be modified further with heavy weapons (+5'), heavy characters (+5'), and heavy targets (-50% distance, round down to nearest 5' increment). The character moves with the target and, including distance already covered as part of charge, can't move more than their base land speed. As a second option, once per combat, a character who successfully hits can roll Athletics after charging, aiming for a 4+, and if successful, can charge attack another with remaining movement; does not work with heavy weapons. These added options do not get bonus die from Blitz.</p> <p>Short: Can push charged enemies back (B vs. B) or charge multiple foes (4+ A)</p>
•••	<p>When initiating melee, can attempt to intimidate the target(s), used once then recharged after encounter or foe takedown.</p> <p>Short: Melee charges intimidate.</p>
••••	<p>When making an attack roll as part of a charge, roll <u>two</u> additional die and take</p>

	<p>the highest result. The character does the same when making an attack to interrupt ongoing action/movement or if they would be attacked in the course of a movement.</p> <p>Short: +2  for charge, attacks vs. acting/moving foe, or dodging while moving.</p>
•••••	<p>Opponents who lose to blitz-affected offensive/defensive rolls lose half of their actions on their next round of activity.</p> <p>Short: Charging/dodging while moving takes half of opponent's actions for round.</p>

Blitz Specialties

- Wall Slam - As 2pip push, or push 5' further. Pushing foe into obstacle denies ½ action.
- Swoop In - +1 to blitz rolls if attacking/moving in from higher position. 1st round only.
- Rush Flank - Can change directions mid-charge, zig-zagging.
- Sack 'Em - Action (4+ Ath), extend attack range 5', interrupt action/move, knock self down.

Command (Social)	
<p><i>You've got people under your command, and it's time to get shit done. With an emphasis on organizing a group in the midst of a battlefield, Command has some secondary benefits as a general team and group management skill. Command benefits are primarily aimed at those who are already subordinate and cooperative, and helps to direct them and bring out the best in them. Secondary benefits come in recruitment and helping instill cooperation.</i></p> <p><i>Favored by many leaders, particularly captains of squads and organizations. More passive leaders who don't face a great deal of confrontation, such as politicians, may favor Presentation. Maximum # of designated subordinates is [Social pips + Command] ÷ 2. Commands and the mechanics for Commands are listed in the section below this skill entry.</i></p>	
•	<p>When making a social roll involving any who are subordinate to the character (not just designated subordinates) or when seeing if they can recruit new ones, the character may roll one additional die and take the highest. Gain Rally command.</p> <p>Short: +1  to Social with subordinates & when recruiting. Rally command.</p>
••	<p>When hiring/recruiting and hires aren't already determined/known, get one more possible recruit to choose among, discarding another. Total number recruited remains static, but can weed out unappealing candidates. Learn basic command.</p>

•••	<p>Short: When recruiting, gain +1 candidate to choose among. [Basic Command]</p> <p>For skills the character has three or more skill points in, their subordinates reflect the character's talent and focus, gaining the ability to roll another die and keep the highest result when demonstrating that skill. Spent on use, refreshed with 15 minutes with in company of the character. Learn a basic command.</p> <p>Short: Subordinates gain +1 🎲 in character's 3+ pip skills. [Basic command.]</p>
••••	<p>When making a social roll involving those subordinate to the character or when seeing if they can recruit new ones, the character may roll one additional die and take the highest result. Includes reputation retention. Gain advanced command.</p> <p>Short: +2 🎲 to Social with subordinates & when recruiting. [Advanced Command]</p>
•••••	<p>The character can hold off on orders to give an order at a point before their next turn, granting bonuses in responses to ongoing events, including incoming attacks. Requires 4+ Athletics roll. Learn an advanced command.</p> <p>Short: Give commands when it isn't character's turn. [Advanced Command]</p>
<p>Command Specialties</p> <ul style="list-style-type: none"> • Booming Voice - Commands affect two targets, bonus/penalty to one applies to other. • Hand Signal - Silent hand signals, use 4+ Dex to command, teach others in 1 week. • Recruiter - As 2pip recruiter bonus, but add two individuals. Same # is recruited. • Office Manager - Noncombat commands only, but give two at once, granted 🎲 lasts 2x. • Marshal - Learn two basic commands, all basic commands if 2+ skill, all commands if 4+. • Steady Presence - Commands last twice as long. Can overlap. 	

Commands

Commands are orders given to subordinates. Timing, presenting oneself as effective authority, conveying the order at the right time and in the right way to impel an action and making the right calls are where the skill comes in. Using a command is a partial action, but can be expressed as a louder shout as a bonus action if a 4+ Ath roll is made (adjust for environmental noise, distractions, add +1 for every rank in the skill) or if one round's worth of stamina is spent. This bonus action is not readily combined with other bonus actions, free actions, and non-automatic actions, but doesn't cut into ability of character to run and fight.


Out of combat uses of commands, where present, have a six hour cooldown, reduced by one hour for every point of Social the character has.

Basic Commands

Rally - Subordinate can retry a failed guts or wits check vs. non-physical effects (not bleed, but yes for bad emotional or mental effects, temporary blindness, distraction, confusion). In a 'get up and fight' context, grants +1 🎲 on target's next Guts roll in the following round, to stay in the fight if facing unconsciousness or death. In out-of-combat situations (ie. workplace), can encourage the depressed and struggling.

Get Them! - Mark a target for the group to attack. Each different subordinate that attacks the same target grants +1 to hit to those that haven't prompted or benefited yet from the bonus, spanning from the end of the commander's turn to the start of their next one, to a maximum bonus equal to commander's Command skill or their Social, whichever of the two is lower. Used in an out of combat situation, can set a priority target for research or investigation, with bonuses for collaborative focus in the same fashion.

Keep Moving! - Direct movement, egging subordinates on. They ignore first 10' of difficult or deleterious terrain (ie. a little bit of rubble doesn't slow them) and move 25% further. Used out of combat, managing logistics ensures people get where they need to be 33% faster ("there's a car waiting, people will let you inside when you arrive, go!")

Suppress! - Devoting attention to an enemy, the team works to keep that threat from being a problem, with collaborative effort to keep that enemy hemmed in. Each miss against the marked target imposes -1  on that foe, with up to [Social] negative rolls accumulating. Each action they take that requires a roll must use one (and only one) of *the accumulated die. Further, any action a marked target takes while exposed to attacks from two or more of the characters provokes an attack of opportunity.

Play it Safe - "Eyes open, be ready for anything." When a subordinate who is under the command's effects fails a perception or reaction roll, the nearest teammate to them may make an attempt on their behalf. This includes spotting enemies or ambush, rolls to react vs. surprise, rolls to benefit from cover, and (for allies within arm's reach of each other), evasion (ie. hurling oneself outside of an area effect) and reflex rolls, dodge rolls against range attacks and effects. Once the command is given, it affects the team and lasts until the group relaxes, another command is given, or, depending on whether initiative rules are in effect, possibly when the first round of combat ends. If initiative rules are being used, then continuing to be conservative will allow the defensive effects to continue but will sacrifice initiative over time [Penalty of 6, reduce penalty by (the Commander's Social or Command ranks, whichever are lower)]. Used out of combat, naming a potential situation, grants subordinates the ability to defer rolls to immediate others in organization when unexpected complications arise from an organizational standpoint (accounting problems, PR issues, etc) and grants a bonus to response time regarding the named issue, but penalizes response times to other issues. Once used to address a problem in this way, is put on cooldown for [6 minus (the Commander's Social or Command ranks, whichever are lower)] hours.

By the Books! - Lay out a plan of action for next three rounds, in brief. Each subordinate gets a reroll on their turn while pursuing the plan of action. If the plan is deviated from, then people are left shaken and disorganized. They must reroll their first successful roll each turn, until [6 minus (the Commander's Social or Command ranks, whichever are lower)] rerolls have been made. Lasts three rounds, can overlap with other commands. Used out of combat, works across three hours, with bonuses/penalties being per hour instead of per turn/round.

Brace Yourselves! - Designated allies get +1 on Block rolls and +15% benefit from cover for the next turn. Used outside of combat,

Advanced Commands

Back me up! - Up to [Command skill] subordinates who are engaged or could engage enemy forces without moving (ie. could shoot, could attack, could use powers) can sacrifice a partial action to grant the commander a cumulative +1 to a single roll, creating opportunity and occupying distractions. Used outside of combat, still applies to a single roll, but requires giving up time slots (where time slots for subordinates aren't tracked, there's a chance that their department or area of focus may suffer for the day).

It's Up to You! - Grant a subordinate a partial, non-move action. Used outside of combat, takes up a time slot on the commander's part, but grants a time slot.

Victory is Ours! - All subordinates gain a morale boost. If the combat isn't resolved in the before the end of the commander's next turn, enemies gain a morale boost each turn. Used outside of combat, applies hour by hour.

Charm (Social)

Some people can look good in rags, or make even crabby old ladies blush. A blending of attractiveness, being able to read emotions, and being able to sell one's own emotions. Charm is focused on the natural or emotional appeal more than the logical appeal that we see with Negotiate. Rather than presentation, it focuses on a smaller playing field. Overlap nonetheless exists between these social skills. Skill used by lobbyists, romancers, actresses, and even the like of priests, anyone who wants to sway hearts and make key impressions.

Where emotional appeals are discussed below, the skill refers to arguments or pleas that are made not based on concrete facts, gains, deals or logic, but on sentiment, feeling, or abstract gains. Only one social skill can be used for a given roll, with overlap only via 3-pip bonus.

- When making a social roll that involves calibrating initial impressions, attractiveness, seduction, or attempts to sell one's emotions (including acting, emotional appeals), roll another die and keep the highest result.
Short: +1 🎲 to first impression, appearance, seduction, acting & emo appeal.
- When negotiating for something that is minor and/or low risk, can 'take 4' to treat the die result as a 4. Once per 15 minutes, can roll Social to raise standing with an individual they have neutral or better standing with (that is, are not hostile with), from neutral to positive, positive to friendly, and friendly to close. Max of one use per target. 5 minute cooldown when used with faceless, nameless, minor NPCs.
Short: Take 4 on small asks. Raise esteem once per 5/15 min.
- Pick the Deception, Negotiation, or Presentation skill. This decision is made once. Gain added +1 to rolls that would use the chosen skill, as a side effect of one's charm. Gain a specialty over & above normal limit/cap.
Short: +1 to [1 of Deception, Negotiation, Presentation]. Specialty.
- When making a social roll that involves calibrating initial impressions, attractiveness, seduction, or attempts to sell one's emotions (including acting, emotional appeals), roll another two die and keep the highest result.
Short: +2 🎲 to first impression, appearance, seduction, acting & emo appeal.
- Barring nemeses, absolute monsters, and those with screwed up social approaches (heartless, altered emotions), initial standing on the hostile-friendly spectrum is moved a step toward friendly by default. Even the character's enemies like them. Acts as a soft +1 to social rolls in practice.
Short: Raise standing with *everyone* by one step.

Charm Specialties

- **Sex Appeal** - Further +1 🎲 to Charm with friendly/neutral others attracted to character.
- **Befuddle** - Passing Charm roll imposes -1 to defensive Wits/Social rolls vs. your

actions.

- **Naturally Likable** - Gain 2-pip 'improve esteem' action, or divide cooldown by 5.
- **Lasting Impression** - Reroll failures to keep aesthetic rep-gaining features (Icons, etc).
- **Sway Hearts** - Others that refuse/reject emotional/trusted appeals lose rep.

Computers (Knowledge)

The computers skill covers the use of technology, devices, programming, and secure use of these things. While virtually everyone has some facility and familiarity with technology, the skill suggests more comfort and familiarity with technology overall.. On a secondary level, the computers skill covers the use of digital items, which might include phones, cameras, listening devices and further tech. Hackers, programmers, IT specialists, security specialists and more technologically minded burglars might have some basis in this skill.

◦ **Technologically Illiterate** - Can fail at even simple uses of the skill. Always make Knowledge checks when using an item that could fall under Computers, always fail on a 1.

- When making a roll that involves computers, programming, technology and hardware, roll an additional die and keep the highest result. Can operate tech and computers despite distraction or harassment without penalty or fumbling.
Short: +1 🎲 to type, program, use tech, use hardware. Can use skill during crises.

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Character's tech knowledge is sufficient to secure their tech vs. anyone with less skill points than them. On the flipside, can access tech owned by those with less skill points than them without a Computers roll, and access tech owned by those with equal numbers of skill points in Computers with a contested Computers roll (utilizing Dex and Knowledge, plus skill ranks). Specialties count as a skill point.
Short: Can hack and protect tech.

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Can create programs. Programs perform simple tasks, such as making hack attempts, punishing attacks, gathering information, or performing research. Creating a program is a craft check, using Dex and Knowledge.
Short: Can create basic programs.

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When making a roll that involves computers, programming, technology and hardware, roll two additional die and keep the highest result. Can rush a single job per six hours, using pre-made flash drives, programs, and backdoors set up in advance. Instantly finishes tasks that would take less than five minutes to complete and cuts the time of other tasks by fifty percent.
Short: +2 🎲 to type, program, use tech & hardware. Rush one job per 6h

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Devise complex programs. These programs perform complicated tasks or extended, context-sensitive tasks, such as turning traffic lights green as the creator approaches or responding to a hack with multiple measures (notifying authorities, identifying attacker, raising security).
Short: Can create complex programs.

Computers Specialties

- **Shutdown** - With access to a system, can destroy it as an EMP effect might (see items)
- **Overclock** - Rush one task as described in 4-pip. If 4+ skill, is twice in 6h window.
- **Programmer** - Can create simple programs. If 3+ skill, create advanced. 5+, AI.

Crafting (Knowledge)

The ability to make things, in short. Crafting is a more comprehensive skill, and as such, those who invest in crafting get two points to allocate in the skill, across paths, skill points, and a specialty, should they choose to have one.

Paths are the things the character knows how to make. There is some overlap between paths, and a character making something that falls into this overlap will get a +1 to the end roll for crafting. A character without a path can still try to make things, but they use only Knowledge to craft. A character *with* a path adds the bonus from the skill noted for that path (minimum +1), which may be required for some higher-end creations. Paths also offer small bonuses and such. A Tinker is always considered to have the 'path' for their tinkering.

Skill points are the general ability to craft. Focus, the ability to conceptualize the finished product, steady hands and the like are represented here.

Specialties are, as normal, a particular direction the crafter has taken in pursuing the skill. Only one skill point may be allocated to a specialty unless powers or perks say otherwise.

Crafting can be a Job skill, with 2 points (multiplied by two as described above, and divided between paths, skill, and specialty as desired) allocated at character creation, +1/-1 depending on the quality of the asset purchased. Very frequently a 'trade' style background.

Paths

Generalist paths cover a wide range of things, enabling simple constructions and general repair of...

- Weapons - Simple ranged and melee weapons. Dex.
- Costumes - Cloth and armor components of costumes. Dex.
- Buildings - Simple shelter, building repair, reinforcement. Know (effective 2x Know).
- Computers - Creating things with a microchip. Know (Effective 2x Know)
- Pharmacist - Creating medicines and drugs. Know (Effective 2x Know)
- Art - Various media, painting, sculpting, music. Social.

Creation paths dwell on one particular material and dimension of the above. They can create basic materials and create items formed of that material as well.

- Smithing - Smelt metals (from ore or melting down), metal items. Brawn.
- Carpenter - Shape and form constructions or items of wood. Wits.
- Mason - Shape stone, form constructions of stone. Brawn.
- Weave - Create cloth, craft stuff out of cloth. Dex.

- Electric - Stuff with wires, wire buildings, fabricate simple tech from scrap. Know.
- Machinist - Stuff with moving parts, fabricate such from scrap. Dex.
- Survivalist - Simple traps, meals, medicine, gathering mats from nature. Wits.

Overlap between two paths is possible, but only Generalist x Creation. Characters can invent their own crafting skills, or narrow down the existing ones (ie. from Weapons to Bowyer, from Machinist to Auto Mechanic), gaining a +1 to rolls but limiting options.

Skill Points

•	When crafting, roll an added die and keep the highest. Apply modifiers from stats at conclusion. When making a knowledge roll regarding subject matter of known paths, apply the aforementioned bonus, but also gain a +1 to the roll per skill rank.
••	Short: +1 🎲 to craft rolls. +1 🎲 and +[Skill ranks] to demonstrate path knowledge.
•••	Can rush job (take half the time), get a 25% refund on spent resources at job's conclusion (with cost remaining the same), or get a bonus to the end result equal to ranks in the skill. Doing so means taking one of the following negatives: take twice as long, it costs 50% more, or -2 to roll. Short: Rush job, save resources, get bonus; doing so costs time/money/penalty.
••••	When using the 2-pip skill bonus to get a bonus to the roll (job not rushed or cutting corners to preserve resources), can add a minor bonus to the end result, or (for small items that require only a partial time slot to craft) work at 133% efficacy. Excess % carries over, and when it totals 100%, get a free small item. Short: Add bonus feature to crafted items. Make small items at 133% efficacy.
•••••	When crafting, roll <u>two</u> added die and keep the highest. Apply modifiers from stats at conclusion. Auto-pass rolls to demonstrate knowledge re: crafting paths, unless the information is very esoteric or breaking new ground. Short: +2 🎲 to craft rolls, craft knowledge. Auto-pass re: common path knowhow.
	When crafting, and when getting a bonus to the roll from the 2-pip bonus (job not rushed or cutting corners to preserve resources), can add two minor features to the item, or one major one. Alternately, can forego adding additional features and choose two of the bonuses listed under the 2-pip heading (rush job, save resources, get bonus); whatever option wasn't taken gets penalized. Rushing job & saving resources would mean getting a penalty to the roll, for example. Short: Add 2 bonus features/major feature. 2x of Rush, Save time, or Bonus

Specialties

- Mastercraft - Narrow known path for +2, can still make general crafts in that path. Enables crafting of typically expert-level goods.
- Supplied - Maintain up to \$200 in mats to craft on fly in field/mid-combat.

- Fast Worker - 117% craft speed. Extra % carries over for bonus time slots.
- Repairman - Full-round action & 4+ roll gets something working for 1d3 rounds/uses.
- Artisan - Pick 3 paths. Take 2x as long to build for them, knowledge rolls as normal.
- Maintenance Man - Per 2 points in Craft, get 1 Maintain, vice versa.

Deception (Social)

Everyone lies, and some people make the lies a part of their identity. Careful use of body language and word choice, being able to believe one's own words, management of stress levels and tailoring one's tales to their audience are all covered by this skill. Favored not only by liars, criminals, conmen, and various slimy 'legitimate' professions, but by actors and by lawyers. Those who have been living a lie for a very long time might have a few points in the skill.

Only one social skill may normally apply to a given roll/interaction.

- When making a roll that involves telling a lie, acting, or acting inconspicuous, or otherwise being socially deceptive, roll an additional die and keep the highest die result.
Short: +1 🎲 to lie, cheat, act, act inconspicuous.
- Gain overlap between Deception and sleight of hand, so long as there is an element of verbal misdirection, patter, or an established relationship with the person or people to be fooled. Bonus dice apply. Further, control over expression, body language and emotions extends to powers that would track emotional state. Powers that would read emotion or detect lies without any rolls now require Wits rolls. Powers that already required rolls now take a penalty equal to Deception points -1. (Including specialty. At 2 ranks would be a -1 penalty, at 5 would be -4)
Short: Bonus die apply to deceptive sleight of hand. Resist lie/emotion detection.
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••••

Either gain +1 to Negotiate, Charm, or Threaten rolls (pick one, applies thereafter), or Gain a specialty. This is over and above the specialty the character might ordinarily take. Does not count as a bonus point in the skill for 2-pip effect.

Short: Gain +1 to [one of Negotiate, Charm, Threaten] or gain [specialty].

•••••

When making a roll that involves telling a lie, acting, or acting inconspicuous, or otherwise being socially deceptive, roll two additional die and keep the highest die result.

Short: +2 🎲 to lie, cheat, act, act inconspicuous.

Pick another specialty. The specialty picked at the three-pip rank of Deception is doubled in power, where numerical bonuses, reputation loss. +1 to that specialty's rolls where numerical bonuses are not stated. If another skill, +1 rank to that skill

Short: Gained [specialty]. Boost [Deception ••• specialty]2x or +1 rank to [skill.]

Deception Specialties

- **Dangerous Lies** - Rep hit when foes elect to roll vs. lies & fail, else morale bonus vs. foe
- **Immersive Storytelling** - +1 to decept. rolls vs. that foe for each successful lie told.
- **Slippery Liar** - +1 to decept. rolls to deflect blame or make another look bad.
- **Disguise Artist** - Can Craft Disguises, path & the Deception applies to rolls for disguise.
- **Forger** - Skill now applies to written/typed word, forgeries. +1 to dice rolls involved.
- **Mysterious** - +1 to inconspicuousness, protect ID. -1 🎲 for enemy background checks.

Endure (Athletics/Guts)

Keep on keeping on. Somewhere along the way, the character learned to plumb those depths deep inside them, dredge out that last gasp of air, that last iota of energy, or push through despite rain, sleet, heat, or chaos storms of warped space. Those techniques they've picked up, where they push themselves to the limit, they can make that push just a little bit more often. Masters include athletes, marathon runners, firefighters, workers on fishing boats, and even those disabled who struggle to do even normal tasks.

Benefits to cooldowns can only apply to options character has had for at least a full session.

- When making rolls that gauge stamina, staying power, recovery, holding up against long-term effects, and when fighting to stay in the fight despite wounds, roll an added die and keep the highest result. Can sustain one more lesser wound before needing to roll to stay in the fight.
Short: +1 🎲 to rolls regarding stamina, recovery, staying in fight. +1 Lesser Max.
- • If character has been suffering from a physical impairment or ambient environmental effect for 3+ rounds, can roll Ath or Guts as free action, aiming for a 4+, to ignore it for a round. Succeed or fail, can be done once per six rounds.
Short: Forge On: Once per 6 rounds, 4+ Ath or Guts to suppress ongoing issue.
- • • Once per day, if the current encounter has been ongoing for 3 or more rounds, or just after a full night's rest, then without need to use an action or resources, can downgrade a current wound (Critical -> Moderate -> Lesser -> unwounded) *or* remove the negative effect associated with a prior wound. Free action on own turn. After 1 hour, recover whichever wasn't chosen of wound/wound effect pair.
Short: Recovery: 1/day, reduce wound/remove effect. Fully recover 1 hour later.
- • • • When making rolls that gauge stamina, staying power, recovery, holding up against long-term effects, and when fighting to stay in the fight despite wounds, roll two added die and keep the highest result. Lesser wound from (•) becomes moderate.
Short: +2 🎲 to rolls regarding stamina, recovery, staying in fight. +1 Mod Max.
- • • • • Extend needed duration of ongoing activity by 5x before rolls are necessary (if they would tire after one hour, they tire after five). Cooldowns for skill and power techniques are reduced by 33%, rounding up.
Short: 5x long-term endurance. Cooldowns reduced 33%.

Endure Specialties

- **Terminator** - Taking an enemy out of combat reduces cooldowns by 16%.
- **Second Wind** - 3 rounds into combat can reduce cooldowns by 5 min or 33% once/24h.
- **Maintain** - Extends to gear wear, stretching out rations, checking for that one last bullet.

- **Survivor** - Get ●●, or Forge On is reduced to 2 rounds if used vs. environment effects
- **Holding Hands** - Can give an ally that stays within 5' benefit of skill.
- **Huddle** - Spending full round doing nothing but using skill halves following cooldown.
- **Undying** - Further +1 🎲 to guts rolls to stay alive/conscious.

Evade (Athletics)


Duck, leap for cover, recognize danger and move the hell out of the way. Evading is an important thing for anyone who goes into a confrontation and doesn't expect to be able to deflect bullets. Favored by soldiers, the rare athlete, and parahumans who have seen a number of dangerous situations.

Defence skills can never stack. Reminder: a failed dodge staggers the defender.

•	When making a dodge roll against a ranged attack, roll an additional die and keep the highest result. • +1 🎲 to dodge vs. range.
●●	Gain a dive roll option. Once per round, upon failing a dodge roll by 2 or less, you can opt to roll one additional die and take that result instead; if the attack was ranged, roll two additional dice instead. After doing so, you must move 10' away from the attacker (without provoking any attacks of opportunity) and lose your next partial action. • Dive: When within 2-, can reroll one or two 🎲, move 10' and lose your next partial action.
●●●	When making a dodge roll against a melee or ranged attack, roll an additional die and keep the highest result. This replaces the pip 1 bonus. • +1 🎲 to dodge.
●●●●	When making a dodge roll against an attack, roll an additional <u>two</u> dice and keep the highest result. This replaces the pip 3 bonus. • +2 🎲 to dodge.
●●●●●	Can Dive when failing a dodge roll. If you fail a dodge roll by 1 or less, you can Juke in addition, moving your full movement without provoking any attacks of opportunity. • Juke: Can Dive on any fail. On 1-, also move your full movement.

Evasion Specialties



- **Artful Dodge** - Regardless of die results, always dodge vs. attack roll of 1 or 2.
- **Controlled Dive** - Gain Dive (●●) or lessen margin restrictions by 1.
- **Distraction:** On successful dodge, can use a non-offensive power or item. 3 round cooldown. (Must be easy/quick to use. Can use offensive powers on environment)
- **Elusive:** +1 🎲 to Evade if foe does not have at least partial (50%) vision of you.
- **Push Away:** You can force a friendly in arm's reach to Dive. You make the roll; your stats and skills apply. Rest to refresh.

- **Slip Through:** +1  to Evade vs. AoO or while actively advancing/charging foes.

Finesse (Dexterity)

Careful handling of the right weapon can allow for a flurry of melee hits, each hit aimed at delivering maximum damage. Knife-fighters, sword-wielders and the like will gain points in finesse. Applies only to weapons with the Dexterity option, only when making attacks with Dex as the primary stat.

Only one melee skill can be used at a time for a given attack or defense option.

- Roll an additional die when rolling to attack in melee with a qualifying Dex weapon, use highest result.
Short: +1  for Dex-based melee attacks.
- When using a light weapon to strike out at a foe who is on their back foot, flanked, staggered, or preoccupied, can make an additional attack at cost of not being able to apply the Finesse skill to attacks that round. Refreshed if foe downed or at close of encounter.
Short: Bonus attack vs. disadvantaged, sans Finesse. KO/combat end refreshes.
- Gain an added ½ attack a round with Dexterity based melee weapons. Carries over from round to round.
Short: +½ attack/round, carries over.
- Roll an additional die when rolling to attack in melee with a qualifying Dex weapon, use highest result. Can choose to gain +1 to hit foes qualifying for 2-pip technique instead of using the technique.
Short: +2  for Dex-based melee attacks. Can gain +1 instead of •• extra attack.
- On rolling a natural 6, can make another attack. Cannot deliver more than Dex + Brawn pips combined.
Short: Additional attack on natural 6.

Finesse Specialties

- Bloodthirsty - Rolling 6+ inflicts bleed. Foe recovery from your bleeds is harder (25% fail)
- Flurry - Gain +½ attack/round. Using this inflicts -1 to all rolled attacks for the round.
- Assassin - +1 to attacks with light weapons if foe is staggered/disabled/unaware. Stacks.

Gunfight (Dexterity)

Gunfighting is the province of those who know the battlefield and their weapons well. Having been through hazardous situations, they can maintain their cool and keep on shooting. Police officers in the most dangerous areas, military, child soldiers, and even gun aficionados with some experience in paintball or airsoft might show skill in gunfighting, but even more than other ranged skills, gunfighting is a skill that is learned with experience. Only one ranged skill can be used in a given round.

- Gain a +1 to rolls if the rolls would be penalized (for firing blind, environmental effects (smoke), injury or other hazards), canceling out or reducing the penalty. Further, when shooting foes within 10' or shooting in the course of an action that provokes attacks of opportunity or involves navigating hazards, roll twice and keep the highest result.
Short: +1 to penalized rolls. +1 🎯 to point blank shots, dangerous shooting.



- Once a round, character can take a free attack action ('potshot') at -2 if their weapon/blast is capable of making multiple shots a round, and if certain conditions are met. They can also save their attack action until the condition is met and suffer only -1 to hit (this option is available even if attack is 1/round). To determine conditions, choose a stat the character has 4 points or 2 skill pips in to determine which types of action allow potshots. See section below for potshot qualifiers.
Short: Potshot free attack when [stat]-based condition met, once/round.

- When attacking and moving delay enemy response, including reactive attacks, Tactics responses and suppressive fire, until the character has fired. If the character's attack result is 4+, the foe suffers a -2 to rolls made as part of the response.
Short: Pre-emptive fire vs. enemy reactions, penalize attacked foe response by -2.

- Gain a +2 to rolls that would be penalized. When shooting foes within 10' or shooting in course of action that would provoke attacks of opportunity or involve navigating hazards, roll three times and keep the highest result.
Short: +2 to penalized rolls. +2 🎯 to point blank shots, dangerous shooting.

	<p>Potshots get +1 to hit (negating some penalty). Pick an additional two stats for potshots. On shooting an enemy and taking them out, can either reload or move 10' and gain benefits of cover as the character dives for it.</p> <p>Short: Potshot penalty reduced, +2 stats. Free dive for cover/reload on takedown.</p>
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Gunfight Specialties

- **Fan the Hammer** - On hit with potshot, potshot again at further -1 or dive as in 5-pip.
- **Fire Blind** - Once/fight, negate all penalties, gain one/four pip +# as bonus instead.
- **Unload** - Instant reload, first shot with new clip, gun, blast, ammo or element gets +#, .
- **Shoot Free** - Gain +1  to shoot, dodge, for every 90° cone after first with a foe present.
- **Fire from the Hip** - Potshots gain all stat options noted below.
- **Halt** - ●●/●●● shots end enemy activity, stagger, once per foe per fight.



Gunfighting: Potshot Qualifiers	
Brawn	A melee hit against a foe with a gun in free hand or shot and hit against a foe within 10'. (Foes within reach still get a free attack on character firing a ranged weapon at them)
Athletics	Non-dodge athletics action, entering or emerging from cover.
Dexterity	Taking an action that utilizes an item (ie. throwing a flashbang), firing while undertaking skilled action such as driving, typing or giving basic medical attention.
Wits	Rounding a corner and coming face to face with an enemy. Emerging from smoke/sight hazard or moving in such a way that view is obstructed.
Social	Character and teammates have target flanked from at least two cardinal directions (ie. character to their front, character's ally behind, character's ally to left).
Knowledge	Character fires as part of delayed action, tactics, or foe trips up on trap/hazard character is aware of.
Guts	Firing from entrenched position.

Investigation (Know/Wits)

The ability to search, find and piece together clues from a location, object or outfit. It is the hallmark of any good detective story: finding the needle in the haystack, the one thing out of place and being able to infer big conclusions from small clues. Detectives obviously have it but they're not alone: forensic scientists, accountants, auditors, criminals and civilians with a bent towards paranoia or puzzle-solving can all claim a knack for this.

This skill is not limited to just crime scenes; being able to methodically search, pick out the important elements and extrapolate is a life-skill: searching computer systems, rifling through desks or files, seeing through a disguise, noticing details in one's outfit or demeanour.

Investigation rolls may at times to overlap with Scrutinize, Awareness, or Study. Where there is overlap, Investigate can stack with no more than one other skill.

•	<p>When searching someone or someplace, seeking clues, uncovering disguises or secret identities, reaching conclusions from the clues at hand or assessing the 'value' of a piece of information, roll an added dice and take the higher result.</p> <ul style="list-style-type: none"> • +1  to searching, finding or using clues. Applies to outfits, disguises or places.
••	<p>The character can take time to take a snapshot of a moment in time, committing it to paper via notes or photos. Can be used against locations, appearances, files or anything susceptible to hide a clue. This snapshot is assumed to be high-quality but time-consuming. If completed, the character can later make rolls to "search" for clues as if they were physically there (narratively, they saw and recorded the clue but didn't immediately grasp the significance).</p> <ul style="list-style-type: none"> • With time, can make a 'snapshot' which can later be searched for clues.
•••	<p>At the end of a confrontation, when rolling Investigation to see if any details or data were picked up, add +1 for every second round it lasted. In addition, can attempt to learn hidden details about the life flaws and powers of participants.</p> <ul style="list-style-type: none"> • +1 to Investigation per 2 round of confrontation; can spec life flaws and powers.
••••	<p>When searching someone or someplace, seeking clues, uncovering disguises or secret identities or reaching conclusions from the clues at hand, roll <u>two</u> added dice and take the higher result. In addition, snapshots per •• can be committed to memory, no longer requiring notebook or cameras.</p> <ul style="list-style-type: none"> • +2  to searching, finding or using clues. Snapshots no longer require tools.
•••••	<p>Once per session, can make a leap of logic. Give the GM two statements; your character infers a third statement, provided by the GM, which is equally true, equally interesting, equally insightful and always with a practical application. The inference tends to be related but the logical steps needed to get there are improbable and incomprehensible to all but the character. (Example: "Alice was</p>

murdered with this axe.” + “Alice was hiding the full extent of her power.” → “Bob was present when the murder happened.”)

- **With two facts, can learn a third, 1/session.**

Investigation Specialties:

- **Consulting D:** During play, take note of every successful Investigation check. Can spend a downtime to review gathered evidence and gain an *extra* clue per uptime success (max 3). In addition, +1 🎲 to searching through documents, financial accounts, computer systems, reports or evidence gathered by other people.
- **Crooked I:** can use Investigate to cover-up, destroy or falsify evidence.
- **Parlour Trick:** Roll Investigation when looking at someone and their clothes; the result determines the number of the following you immediately deduce: gender and age, recent activity, mood, profession, name, background or history, trivia, secret. In addition, you always notice disguises and, given a starting clue, can try to uncover a secret identity as a single downtime.
- **Rugged D:** Can roll Investigate to find traps, get an abstract sense of danger or to identify the greatest threat in a room.

Martial Arts (Know)

Martial Arts is a dedicated study of close-quarters combat, focused on turning the human body into a weapon. As a remarkably versatile set of techniques, its practitioners can employ a variety of combat strategies. Martial Arts can be worth dabbling in as an effective introduction to self-defense, but true masters are formidable. Martial Arts benefits cannot be used with weapons or shields without a specific exception such as a specialty.

Martial Arts cannot stack on a given roll with any other skills other than Pinpoint.

•	<p>At the start of each round, you may choose one target you are aware of as your Focus. When making an unarmed attack against your Focus or defending against a melee attack from your Focus, roll an additional die and keep the highest result. This bonus only applies against normal-sized humanoid opponents with equal or less Martial Arts Skill.</p> <ul style="list-style-type: none"> • Focus on one human with equal or less Martial arts, +1 🎲 to certain attacks and defenses against them.
••	<p>When you make a successful melee attack, you may choose which part is injured. In addition to Dexterity or Brawn, your punches and kicks can be Knowledge-based attacks. These inflict either moderate wound & lesser effect or lesser wound & moderate effect; one attack per committed action.</p> <ul style="list-style-type: none"> • Hits target specific body parts. Can make Know punch/kicks.
•••	<p>Your style of martial arts has a particular benefit. Choose <u>one</u> of the following perks, applied to while you fight unarmed.</p> <ul style="list-style-type: none"> ■ Can parry melee attacks from attackers with equal or less Brawn. Make a Knowledge-based attack roll as defense, instead of dodge/block. ■ Bypass one layer of armor on a 5+ attack roll. ■ Successful melee attacks allow a free grapple attempt against the target if they are in range. You may use the result of the attack roll in place of rolling the grapple normally, and the grapple starts with only one step of control. ■ Successful melee attacks inflict pain. <p>This benefit can be retrained during downtime as if moving points to a new skill.</p> <ul style="list-style-type: none"> • Gain bonus from style
••••	<p>When making an unarmed attack against your Focus or defending against a melee attack from your Focus, roll two additional dice and keep the highest result. Roll only one additional die against nonstandard opponents (unusual size, nonhuman shaped) or targets other than your Focus. These bonuses only apply against opponents with equal or less Martial Arts Skill.</p> <ul style="list-style-type: none"> • +2 🎲 to certain attacks and defenses against Focus. Only +1 🎲 against other valid targets.
•••••	<p>You can select a second 3-pip benefit to apply to your style, and then improve one of your existing style benefits:</p>

- Can parry melee attacks from attackers with equal or less Brawn. Make a Knowledge-based attack roll as defense, in addition to a dodge or block.
- Bypass armor on 4+, damage on 6+. On damaging a layer of armor, if that is the last layer of armor, penetrate to wound target.
- Successful melee attacks may apply an automatic grapple to the target if they are in range, starting with only one step of control.
- Successful melee attacks inflict pain and an additional lesser effect.
- **Additional Improved Style benefit**

Martial Arts Specialties:

- **Kenjutsu:** Martial Arts are usable with one weapon of choice, including ranged attacks made by throwing the weapon.
- **Versatile Stylist:** Gain a 3-Pip style bonus.
- **No Mind** - Once/session negate all penalties to one roll interacting with your Focus.

Medical (Knowledge)

Years of training have got you to the point where you can dig into the guts of a situation and deal with issues in the most literal sense. Diagnosing and treating illnesses can be done with proper time and consideration given to the patient, and you even have the wherewithal to treat yourself.

•	<p>Provides +1 🎲 to rolls to diagnose or treat injuries, illnesses or diseases, as well as for knowledge checks relating to medical terminology and psychology. Failure in on a roll cannot make wounds any worse (as long as this skill is taken). Can be used to suppress a lesser wound for an encounter using a full round action, meaning the wound does not factor into Guts checks.</p> <ul style="list-style-type: none"> • +1 🎲 to healing others or self and medical knowledge. Can't worsen condition. Can suppress lesser wound for encounter.
••	<p>Healing a single patient can, on a successful roll, reduce a moderate or lesser wound in severity. This takes at most 6 hours, taking less time with better rolls.</p> <ul style="list-style-type: none"> • Can spend 6 hours (at most) to reduce a moderate/lesser wound in severity. Requires successful roll.
•••	<p>Due to prior training, points of contact or your own manufacturing capabilities, you have access to medication such as fast acting steroids or adderall. Once a week, roll a medical check with appropriate modifiers with the resulting value being the amount of shots/medications available for the week, minimum of 1. Effects include, but are not limited to a shot which provides a +1 🎲 bonus to either Brawn, Ath or Wits for one hour, or suppression of death sentence or bleed effects for an hour, with the player deciding the spread of medicine available at the start of the week. Can only take one, otherwise the body overdoses and collapses. Can opt to spend \$100 dollars for a single extra shot outside of the weekly allocation.</p> <p>Can also suppress wounds of moderate level until the end of the encounter, still requiring a full round action.</p> <ul style="list-style-type: none"> • Can make and administer a variety of drugs. [Medical check] free weekly allocation, bonus shots cost \$100 each. Can suppress moderate wound for encounter.
••••	<p>Grant an additional die when rolling to heal or diagnose, taking the highest of three dice. Also gain the ability and equipment to perform invasive surgery, allowing for the excising of tumors, growths or replacement/repair to vital organs. Also pick a wound type. Become extremely gifted in dealing with that particular type of wound and are able to heal any moderate or lesser wound with a full round of concentrated medical attention.</p> <ul style="list-style-type: none"> • +2 🎲 to healing/diagnosis. Can perform invasive surgery, heal one wound type wound (lesser/moderate) in a full round of concentrated medical attention.
•••••	<p>You're at the very top of the profession, with unparalleled understanding of the</p>

human body and access to the most impressive technology. If you reach any wounded person within an hour, can heal one particular wound using surgery, technology or other methods. Includes critical wounds, allowing the reattachment of dismembered limbs or even pulling out all the stops and repairing severe blunt force trauma to the head. While there may be some side-effects (such as brain damage, or significant weakness), you are able to suppress this with the right combination of drugs, and they need only visit once more within the week for further work.

Suppressed wounds now don't return until the end of the day, unless otherwise unsuppressed for treatment. Effectively makes suppressed lessers healed.

- **If able to reach wounded within 1 hour, can reverse damage for any one wound completely. Suppressed wounds return at end of day.**

Medical Specialties:

- **Assistant:** Having another person around (trained or not) spending a partial action on the healing with you lends an additional +1 🧠, or allows you to suppress a wound as a partial action.
- **Savior:** Each successful treatment of other people grants you reputation as a trustworthy person with the faction you help.
- **Surgeon:** Enables surgery and wound speciality as per pip 4. If taken with pip 4, doubles the effectiveness of pip 2, allowing for 2 moderates to be reduced to 4 lessers in a single day.
- **Do Some Harm:** Surgical precision and knowledge of anatomy guarantees two moderate wounds on an attack v. helpless foes (restrained, unresponsive, etc.).

Pinpoint (Dex)

Breathe deep, aim carefully... and go for the jugular. Pips in this skill represent a wide variety of mindsets that share an outcome: every hit counts and every hit hurts. It can be a fighting style born from hot-blooded savagery, cold-blooded efficiency, reckless desperation or calm control. Anyone for whom every hit needs to count has picked this up: snipers, military, street fighters or those forced to fight foes bigger and stronger than themselves. Owing to its emphasis on precision and control, it is also trained by those seeking to hurt less or refrain from potentially lethal tactics.

This skill can stack with one melee skill but not ranged skills. Reminder: wound effects are rolled by choosing body part (d6) then a specific effect (d4).

•	On a successful attack which deals physical damage, if the attack roll was 6+ after modifiers or the defender is helpless (can't roll defence), you can pinpoint the attack. Pinpointed attacks roll the wound effect <i>twice</i> and you choose which applies. <ul style="list-style-type: none"> • On hit with a 6+ or against a helpless foe, +1 🎲 to roll wound effects.
••	Pick a speciality from among the following skills: Pinpoint, Threaten or Medical; this does not count against any caps. In addition, you can pinpoint if, after modifiers, your attack roll beats the defending one by 3+. <ul style="list-style-type: none"> • Pick a spec from Pinpoint, Threaten or Medical. Pinpoint on difference of 3+.
•••	At the beginning of each session, pick one of the following benefits: <ul style="list-style-type: none"> • Pinpointed attacks <i>stagger</i>. If already inflicted, <i>knock down</i>. • Pinpointed attacks inflict <i>pain</i>. If already inflicted on that body part, <i>bleed</i> instead. • Pinpointed attacks bypass one layer of armour (ignore without damaging it). If the target is already unarmoured, disarm instead. • Pinpointed attacks destroy a random costume quality. If no qualities are left, destroy an item of clothing instead. This may hit morale. • Pick from a list an extra effect to add to pinpointed attacks.
••••	On a pinpointed attack, you may call the shot (pick the body part) at no penalty. <ul style="list-style-type: none"> • On pinpointed attacks, choose the body part hit.
•••••	On a pinpoint, you can raise and/or lower by one step the wound and/or wound effect (0 ↔ L ↔ M ↔ 2M ↔ C). <ul style="list-style-type: none"> • Pinpoints toggle damage and wounds by one step.

Pinpoint Specialties:

- **First Strike:** 1st hit on a given foe who has not hit you this encounter is a pinpoint.
- **Strike Back:** A hit on a foe who has hit you this turn is a pinpoint.
- **Lightning Strike:** (power only) Pick a damage type. You can pinpoint with it.
- **Spare:** Can reduce damage and/or wound effect by a step. (••••• stacks.)
- **Strike Lucky:** You pinpoint on a 5+ instead of a 6+.
- **Strike The Iron:** When attacking with an improvised weapon, destroy it to pinpoint.

Potential (Meta)	
<p><i>Potential is not a skill, but the absence therein. Some bright individuals are capable of great things but aren't in a position to see it out or learn those things. These individuals could include children, case 53s, other amnesiacs, or recovering invalids.</i></p> <p><i>By dint of being a blank slate, in whole or in part, these characters are more flexible and faster to develop. This meta skill focuses on <u>milestones</u>.</i></p>	
•	<p>At the beginning of each session, pick a skill in which you have never been skilled in. You gain 1 pip in that skill for the session. In addition, during downtimes, you can retrain skills for free if doing so would move skill pips out of Potential and into something else.</p> <ul style="list-style-type: none"> • Movable skill pip (no repeats). Can train out of Potential for free.
••	<p>When rolling a bonus, augment, a new perk or flaw and any other roll relating to milestones you can roll twice and pick one. This includes "stat-up" d7s, "gamble" d100s, second triggers, disposition rewards and drawing tarot cards. This works alongside any specific options such as power training.</p> <ul style="list-style-type: none"> • +1 🎲 to rolls all rolls relating to milestones or rewards.
•••	<p>Can maintain an additional milestone goal that is worked on concurrently with others (typically a fourth milestone). The goal is typically to establish a clear identity.</p> <ul style="list-style-type: none"> • +1 milestone

Presentation (Social)	
<p><i>Presentation is the art of the fleeting interaction. Where Rapport is about depth, Presentation is about breadth, controlling the small details audiences rely on in the absence of any other information or interaction. Politicians, journalists, anyone giving a speech, celebrities, PR professionals, leaders, fashionistas, children of exacting parents, the self-conscious and the meticulous can all see it. It is in the smile, the handshake, the tone and timbre, the posture, the cut and trim of cloth, the arrangement of the environment and, above all, in the understanding of how others see you.</i></p> <p><i>Some specialities rely on "Reputation"; this is a mechanic found in the Gameplay Rules. Only one social skill can be used for a given roll, unless specified otherwise.</i></p>	
•	<p>Roll an added dice and take the higher result for checks pertaining to reputation or personal interaction with a larger group. This includes speeches, first impressions, speaking to journalists, PR and social media, fashion sense or making use of clothing or appearances.</p> <ul style="list-style-type: none"> • +1 🎲 to checks pertaining to reputation or personal interaction with a larger group.

●●	<p>You have a keen eye for how people see you, your bearing and your clothes. When putting on any clothing with an aesthetic quality, you may choose ONE of the following benefits: add one aesthetic Quality (see Inventory); double the effects of two existing aesthetic Qualities; broadcast a subliminal message of no more than three words (“I belong here”, “I kill people”, “Truth, Justice, Heroism!”; the message need not be true but might not always be believed either).</p> <ul style="list-style-type: none"> ● What you wear or own says something about you; pick one of three benefits.
●●●	<p>Whenever you make a Social check, regardless of whether or not you succeed, you may decide the “flow” of the conversation, commanding people’s attention and deciding where it goes from there. Possibilities include: monopolising conversation and attention, stalling for time or preventing others from speaking; putting someone else in the spotlight, forcing them to respond; denying a particular target speaking time. Those seeking to break this effect must, as a committed action, contest Presentation; if they fail, it reflects poorly on them, possibly harming their reputation.</p> <ul style="list-style-type: none"> ● When you speak, you can direct both audience attention and conversation flow. You need not roll this until actively contested.
●●●●	<p>Roll <u>two</u> added dice and take the higher result for checks pertaining to reputation or personal interaction with a larger group. This includes speeches, first impressions, speaking to journalists, PR and social media, fashion sense or making use of clothing or appearances.</p> <p>In addition, you gain the following additional option for the 2 pip benefit: “broadcast a subliminal message of no more than five words which you truly believe; anyone who sees you knows that you truly believe it”.</p> <ul style="list-style-type: none"> ● +2 🎲 to checks pertaining to reputation or personal interaction with a larger group; can stack two ●● benefits
●●●●●	<p>You are a paragon or a corrupter, the living embodiment of a philosophy and a model for others following in your footsteps. Upon taking this pip (or retraining it), pick a creed: this is a short code, motto, philosophy, warning, edict or similar. At the end of any session in which you have been seen abiding by it and succeeded a Presentation check, choose one of the following:</p> <ul style="list-style-type: none"> ● A named character adopts your creed. ● A new named NPC aligned with your creed enters the setting. ● Someone aligned with your creed wishes to join your team for a while. ● Someone reaches out to help you. ● Someone in your organisation can use your Presentation instead of theirs ● All characters seen violating or opposing your creed lose reputation. ● At the beginning of your next session, you call a crowd/mob/posse, etc. ● You send a message which is heard by everyone in the setting. <p>All other players know which option you have chosen. The GM chooses the identity of the target(s) in secret.</p> <ul style="list-style-type: none"> ● You are the poster child for your creed. At the end of any session in

which you were seen to be so and succeeded a Presentation check, pick one from a list of benefits.

Presentation Specialties:

- **Cloak & Dagger:** Once per encounter, you can make a Presentation check as part of combat, to sway, influence or impress an audience or witnesses. This can be part of an attack or other or as a free action.
- **Drop of a Hat:** You can take a moment to calibrate your message to the audience and situation, broadcasting a one word subliminal message (as per ●●) or adding or removing one word to an existing such message.
- **Thread Count:** Whenever you make a Presentation check, you can immediately make another Social check afterwards against a single target. For every 5 people swayed by the Presentation check, add +1 🎲.
- **Mantle of Responsibility** (milestones only): Every session, you gain Recruitment Points equal to your pips of Presentation. After [2 + Social score] points, this stops until your next milestone.
- **Heart on Sleeve** (rep rules only): you may leverage rep for events nobody has witnessed. The first time you do so for a given event, that reputation is not spent. If you are discovered to have lied when using this benefit, you lose it.
- **Team Colors** (rep rules only): You may leverage the rep of your team, organisation, allies or teammates as if it was your own. The first time you do so for a given piece of rep, that reputation is not spent.
- **Thrown Gauntlet** (rep rules only): your challenges cannot go unanswered. When you stake a claim, foe takes negative rep and you immediately gain the benefits, as if you had completed it. Furthermore, you gain the benefits again upon completion.

Rapport (Social)

Rapport at its lightest is the ability to make small talk, to converse easily and form a connection with another person in a one-on-one discussion. On the more serious side, it is interrogation and the art of the long con. A character with high rapport can form lasting friendships and can quickly establish trust or pry details out of someone unwilling. Rapport can be more logical than charm and more instinctive than negotiation, and stands as a polar opposite to presentation. Oft used by policemen and detectives, by conmen and by manipulators. Only one social skill can be used at a time.

- When making a social roll with an individual the character has established a relationship with, roll an added die and take the highest result. An established relationship in this case means two social rolls have already been made as part of the discussion. Once four such rolls have been made, roll two added die and keep the highest. Reduce these required numbers by 1 if friendly and 2 if better than friendly. Reduce by another 1 per piece of deep personal information the character can cite about the target or the other's relationship to the matter at hand (deep = said information is not known by most who deal with the individual).
Short: +1 🎲 to +2 🎲 to Social rolls with others when relationship is established.

••	<p>Once per month, can designate an ally as 'safe' for one week. NPCs won't betray the character and PCs are discouraged from doing so - if they do betray the character, they suffer severe consequences in rep, lost assets, lost underlings, and hoped-for gains backfiring and becoming penalties instead. Alternately, can use this same ability mid-conversation to designate a target a relationship has been established with. Connect dots or utilize little clues and understandings to reveal one piece of deep personal information with successful Wits check.</p> <p>Short: 1/month, discourage betrayal or reveal deep personal info about target.</p>
•••	<p>Pick the Charm, Negotiation or Investigation skill. Gain +1 to rolls made with the target skill if rapport would also apply. Choice is made once and applies thereafter</p> <p>Short: +1 to [Charm, Negotiation, or Investigation; choose one].</p>
••••	<p>As one-pip bonus, but initial benefit is to roll <u>two</u> dice and pick highest. Advancing to advanced rapport allows for rolling <u>three</u> dice and picking highest.</p> <p>Short: +2🎲 to +3🎲 to Social rolls with others when relationship is established.</p>
•••••	<p>2-pip ability is available once per five days, not once a month.</p> <p>Short: Shorten 'discourage betrayal'/'reveal personal info' cooldown to 5 days.</p>

Rapport Specialties

- **Inroads** - Instead of +X🎲, can use highest result from earlier in discussion, once per •.
- **Befriend** - Additional •• ability. See below.
- **Networker** - Interactions across faction/demographic within last 3h count for Rapport.
- **Interrogator** - Get 'reveal info' ability, else reduce it's c/d 80% but lose 'prevent betrayal'.
- **Long Term Relationship** - +1 to Rapport rolls after eight social rolls have been made.
- **Strong Bond** - Get 'prevent betrayal' ability, else reduce it's c/d 80% but lose 'reveal info'

Extend Trust (Specialty) - Target individual is given option of betraying the character with vastly reduced (or no) repercussions. If using OOG actions, then gain an additional time slot of collaborative actions. If not, is often a bonus instance of cash no more than 15% of the base amount that could have been taken from the character, distributed as the Rapport character decides. Each time this ability is used, the 'pot' for gains on betrayal is increased, with no effect on the cash amount or time slots earned. Draws on same pool of uses as the 'prevent betrayal' and 'reveal info' options for the 2-pip ability.

Extend Trust can be taken as a specialty when taking the 2-pip option, but on doing so, must decide to lose either the 'prevent betrayal' ability or 'reveal info' ability with 'extend trust'.

A Note on Betrayals - Betrayals can take several forms. While a villain running a gang could stand to lose a small fortune, things are fuzzier for a member of a heroic team. It's very well possible that heroes are less likely to betray, but it is also possible that reputation could be taken/stolen as one hero takes credit or partial credit for a series of victories, the amounts for an

end-of-year bonus end up going to the cape, or they might steal a merchandising bonus. Things that could be theoretically at stake (to be negotiated with or decided by GM) during any betrayal include:

- Danger - the cape is set up for a hard encounter, as their location or patterns are passed on to an enemy faction. Often gives the betrayer reputation with the other faction.
- Reputation & Standing - The betrayer gains reputation while the betrayed loses it. Not always immediately apparent, unless the betrayer elects to outright mutiny, taking a leadership position or attempting to oust the betrayed from the group.
- Funds/assets - A hard, concrete option. The money can come from any source, not just the betrayed individual.
- Goals - Esoteric, but the betrayed can lose progress toward their milestones or have the bar raised higher, while the betrayer gets what they need to make progress toward theirs - anything from information to bodies on their side at a critical time.

When using the 'prevent betrayal' option, these same options can be stacked against the potential betrayer.

Riposte (Dex/Brawn)

Riposte is a variant form of blocking favoured by those who view offence as the best form of defence. Fights are about eliminating opponents, so defending is only an opportunity to retaliate. This skill might be found among fencers, berserkers, the insane, the over-confident and anyone with no regard for their own wellbeing. It is especially favoured by Brutes and Thinkers.

Riposte is purposefully weaker than Evade and Withstand. Defence skills can never stack with each other; Riposte stacks with one offensive melee skill. Reminder: a blocked attack is reduced to negligible but still makes contact; some attacks cannot be blocked.

•	<p>You gain access to the Riposte defence option against melee attacks; mechanically, it is a sub-type of blocking. Roll Riposte to block, using the same stat as the attacker (most often, but not always, Dex or Brawn). Until the end of your next turn, instead of rolling melee attacks against that target, you can choose to keep the die result of your last Guard.</p> <ul style="list-style-type: none"> • Can Guard: a block with option to re-use the die result when retaliating.
••	<p>If the attack and Riposte result are tied, you can make a Challenge. The attacker must choose whether to allow their attack to miss or to allow you an instant and free retaliatory attack. (Reminder: attackers win ties.)</p> <ul style="list-style-type: none"> • Challenge: On a tie, the opponent can miss or allow free retaliation.
•••	<p>When rolling Riposte, disarming a foe or demonstrating proficiency with a weapon, roll an additional die and keep the highest result.</p> <ul style="list-style-type: none"> • +1 🎲 to guard, to disarm or show off.
••••	<p>When rolling Riposte, disarming a foe or demonstrating proficiency with a weapon, roll <u>two</u> added dice and take the higher result. In addition, you may now choose whether you want to use Dex or Brawn as your Guard stat, irrespective of the attacker (Your pips are still capped by the lowest of the two).</p> <ul style="list-style-type: none"> • +2 🎲 to guard, to disarm or show off. Can choose Dex or Brawn
•••••	<p>You can swipe ranged attacks out of mid-air. You can use Guard against any blockable ranged attack, including powered ones. Every time you do, you can choose to move $\frac{1}{3}$ of your movement towards the attacker.</p> <ul style="list-style-type: none"> • Can Guard v. ranged attacks and move $\frac{1}{3}$ move towards attacker.

Riposte Specialties:

- **Controlled Challenge:** Gain Challenge (••) or allow for Challenges when ∓ 1 .
- **Deflect & Reflect:** On a Challenge's counter-attack, can use the damage type and severity from foe's last attack, instead of one's own.
- **Fence Off** - Roll both Riposte and one other defence vs. an attack. 3 rnd cooldown.
- **Cross Swords:** If a melee attack targets a friendly within arm's reach, you can Challenge the attacker.
- **En Garde:** Brace as a committed action for +1 🎲 to Riposte until your next turn.

- **Sword & Board:** You can use Riposte(Wits) to defend with a shield before your normal defend roll.

Scrutinize (Wits/Social)

What's with him? Look at his clothes, the way he stands. The quirk of his mouth. Why is he so tense? There's something going on. This is the scrutinize skill at work. Analysis of people, what they're saying and doing, the clues on their person and their body language. Scrutinize is a defensive skill of sorts in the social field, key for those who would want to spot any deception or who need to know people well to do their job. Investigators, detectives, cops, psychologists and (good) human resources workers might have more points in scrutinize.

Scrutinize cannot be used alongside another skill unless it is a flat bonus from Rapport ●●● or Investigate ●●●.

- When making rolls to read attitudes, discern lies, uncover disguises and concealed items or scrutinize a person, roll an added die and take the highest result.
Short: +1 🎲 to rolls for analysis of people, detecting lies, uncovering disguises.
- • Can make a Scrutinize check to study another individual to discern details about them. See notes below this entry for more details. Scrutinizing a target (succeed or fail) twice in the span of an hour will draw their notice and may, depending on the situation, cause them to dislike the scrutinizing character. Wits check if not interacting, social if interacting. Roll result of 2 or less hurts standing with target.
Short: Study person: gather a piece of info. Max 1/hour, else risk hostility.
- • • If successful in scrutinizing, can roll the stat not already used or can attempt guess for another detail, gathering more detail if successful. If three tidbits of knowledge are obtained, can 'spend' all three while interacting to inflict morale penalty, double foe's stat penalty, or prevent use of a named skill. Non-morale penalties last a number of rounds equal to ranks in this skill. Misinformation or incorrect information causes backfire. Failing attempt to extend scrutiny imposes 1-hour cooldown for further extended scrutiny attempts.
Short: Second/third scrutiny attempts. Use knowledge to counter opponent.
- • • • When making rolls to read attitudes, discern lies, uncover disguises and concealed items or scrutinize a person, roll two added die and take the highest result.
Short: +2 🎲 to rolls for analysis of people, detecting lies, uncovering disguises.
- • • • • In place of Social or Wits roll, can guess.
Short: Can make Wits/Social roll and guess for runaway scrutinize attempts.

Scrutinize Specialties

- **Aggressive Eye** - Can't discern lies, need only spend two tidbits of knowledge for ●●●.
- **Intuitive Scrutinizer** - As ●● but can only guess, get partial information on failed guess.
- **Glance Over** - Make automatic all-purpose check at conversation start, -1 to further rolls.
- **Therapist** - +1 vs. good/neutral rel'ship, -1 vs. bad, ●●● info spend is beneficial.*
- **Deeper Study** - Can't find disguises. Get +1 gleaned info per 3 other gleans.

Scrutinize Uses

Can glean...

- Two related attribute scores:
 - Brawn & Ath
 - Ath & Dex
 - Dex & Wits
 - Wits & Social
 - Social & Know
 - Know & Guts
 - Guts & Brawn
- (When guessing, guess numeric values for stats in question)
- Defensive equipment
- Possession & general type of concealed weapons on individual.
(When guessing, guess number & type)
- Number & general type of flaws
 - If above is known/confirmed, then exact nature of these flaws.

GMs may wish to rule that NPCs are immune or to impose a cooldown to keep the ability from being spammed.

Scrutinize is not a combat ability, and use of scrutinize in combat may open the prying individual to attacks of opportunity or leave them blind to things beyond the target they're focusing on.

Sneak (Dexterity)

The ability to avoid detection and not leave a trace. Whether through moving quietly, disguising oneself, or sticking to the shadows, people with this skill are hard to notice and get a bead on. This skill is typically possessed by those who need to follow and spy on other people or who need to avoid detection as part of their profession.

The DC of Sneak rolls is typically set at the Wits score of the possible observer. It can also be contested with a Wits check by someone actively seeking them out or with an Awareness check if the observer has the skill.

•	<p>When trying to avoid being seen or heard while moving or hiding, attempting to conceal objects, disguising one's self or escaping unseen, roll an added dice and take the higher result.</p> <ul style="list-style-type: none"> • +1 🎲 to rolls made to remain unnoticed while moving or hiding, concealing objects, disguises or breaking away and disappearing.
••	<p>There is a difference between remaining concealed in the present and in the future. When rolling 5+ on a sneak check or if you forgo the bonus die from your one pip bonus, you leave no evidence behind. If you were moving between locations, this might mean not being seen on cameras or not leaving footprints. If you were hiding in a location, it might mean resetting objects or erasing fingerprints. This works even if the Sneak roll is failed or the user is detected.</p> <ul style="list-style-type: none"> • If Sneak 5+, cover tracks. Can give up One Pip bonus dice to guarantee no trace is left behind.
•••	<p>A truly stealthy individual knows how to focus their attention on specific areas they expect to be noticed from. Be it the watch tower of a particular guard, or a hallway they are trying to cross, movements can be timed and orchestrated to give people in certain positions less opportunity to notice the user. The user can spend a full action before taking an action that would require a stealth roll to select a 90 degree arc from their relative position. When they make their stealthy action, the user gets a +1 to any Sneak rolls vs people from that 90 degree arc.</p> <ul style="list-style-type: none"> • If the user spends a full action before making a stealth check they can chose a 90 degree arc and gain a +1 to their roll vs things that would detect them in that arc.
••••	<p>Grants an additional die when using stealth to remain undetected, using a disguise to avoid attention or hide items. In addition, the bonus +1 vs detection from a chosen 90 degree is increased so when making sneak checks against targets in the cone the user rolls D8's instead of D6's. (For clarification, when leaving no evidence per •• only one of bonus dice must be sacrificed not both.)</p> <ul style="list-style-type: none"> • +2 🎲 to rolls made to remain unnoticed while moving or hiding, concealing objects or disguises; Three pip bonus is upgraded to roll D8's vs targets in the cone.
•••••	<p>After succeeding a Sneak check, you can take an out-of-sequence action as you</p>

capitalize on people's lack of awareness to do things behind their back or get the drop on them. If your successful Sneak check was an unmodified roll of 2, 3 or 4, you may take a half action or a committed action. If the successful Sneak check was an unmodified roll of 5 or 6, then you may take a full action.

- **After succeeding a Sneak check by rolling a 2-4 the user can make a free half action or committed action, after rolling a 5+ they can make a full action.**

- **Backstab:** Once/session, after avoiding detection via a sneak roll and landing a successful attack, the user can roll twice for any wound effects and pick the result.
- **Hide and Seek Champion:** After succeeding a Sneak Test to hide, the user automatically passes all sneak checks as long as they remain still.
- **Master of Disguise:** User can spend downtime to craft a disguise for a specific area. Roll two D6 and pick the highest, the user can substitute that roll for one Sneak roll in that scene.
- **Face in the Crowd:** Roll 2D3 on entering a crowd. You can substitute any of your sneak rolls for that value while in the crowd
- **Seal Team:** The user can sacrifice one of their bonus dice to give someone within 15 feet a bonus dice to their stealth roll. At the ●●● both dice can be given to the same person or split between two.

Street Smarts (Know/Wits)

You know your way around the streets in more ways than one: street cred, the back streets, the street kids, the street value and the word on the streets. Any urban dweller can pick up the basics after a few years but those with real Street Smarts tend to be crooks, cops, wordly travellers, community workers or living entirely off of their resourcefulness. It's a rare person for whom most things worth knowing aren't learnt in books but from situational awareness, conversation, common sense and possibly years of lived experience. This skill can stack with any non-combat skill.

- Roll an added dice and take the higher result when seeking or remembering knowledge pertaining to: urban life, urban navigation, crime, criminals & gangs, drugs & guns, street level officers, rules & dynamics and haggling & scrounging.
 - **+1 🎲 to seeking or remembering street smarts**
- Some people rely on charisma to recruit; you know who's desperate for cash and let the money do the talking. Once per session, you may make a call, hiring temporary help. You may call a number of hapless recruits (statline of 2s, no skills, possible life flaws) equal to [Know + Wits] for a nominal pay or half as many average recruits (statline of 3s, possible skills) for a significant pay. In addition, when seeking permanent recruits (such as with milestones), you may use Street Smarts instead of Social.
 - **Can call temporary hired hands, either cheap lowlives or actual help. In addition, when recruiting, can benefit from Street Smarts.**
- True knowledge is living, born from conversation and relationships. You have a number of contacts with whom you regularly talk off-screen. These can be informants, friends on the inside, friends in high places, friends in low places, knowledge of the right internet forums or chat rooms, relatives, clients, etc. Flavour according to character. At the beginning of every session, roll Street Smarts; this is the number of pieces of intel you have obtained. These can be secrets, warnings, rumours, reports, and the like, all of low but certain value. You do not decide who or what they are about unless you spend downtimes narrowing the scope of your interests and actively pursuing the right contacts; doing so also increases the value of the intel: upcoming plans, power details, blackmail material, secret identity, etc.
 - **Contacts give you [SS check] pieces of intel between sessions;**
- Roll two added dice and take the higher result when seeking or remembering knowledge pertaining to factors listed in •. In addition, you may choose to share a piece of intel instead of receiving one as part of your ••• ability. The rumour must have a grain of truth to it in order to spread; it sticks and can change a target's reputation, including your own.
 - **+2 🎲 to seeking or remembering street smarts ; may passively spread intel instead of receiving it.**

•••••

You're not the recipient of information anymore: you're the source and the hub. Your word can effectively change the tone and rules of a territory in which you are regularly and visibly active. Can scale up ambient danger/violence and criminal profits, or decrease both, shift attitudes and reputation of locals and surroundings, define what types or 'classes' of individual are attracted to an area, and impose rules or expectations. Changes are gradual and extreme changes or changes crossing specific lines may be tested/challenged. While this is in effect, your expectations are accepted and go largely unchallenged by civilians.

- **The word on the street is whatever you say it is. Change tone and rules of an area you're visible and active in.**

Street Smarts Specialties:

- **Lonely Roads:** You take precautions: communicating via pseudonym, using back streets, looking over your shoulder. Attempts to find you, chase you, follow you, uncover your identity or subvert your allies are contested by your Street Smarts check, even if you are unaware of said attempts.
- **Narrow Path:** pick one item from the list given in the 1st pip. When rolling extra multiple dice and the check pertains specifically to that category of item, add them together instead of keeping the highest.
- **Street Cred** (rep rules only): You can leverage rep twice before it is spent.
- **Street Rat:** You know how to live on very little. You always know where the cheapest possible bargain can be found, possibly even for free (recycling, stealing, working for the right person) but quality suffers. You also know where to buy and sell illegal goods. Neither of these abilities can be used for items worth more than \$100.
- **Main Street:** You know how to live well. You always know where the best possible quality can be found (~10% more expensive, quality greatly improved). You also know where to have items tailor-made for you. Neither of these abilities can be used for items worth less than \$100.
- **Street Value:** As part of a check, you may assess the 'quality & calibre' of the target, perhaps in an abstract manner. For example, this might include the quality & cut of a drug, the personality and skill of gang member, the monetary value of an item, the wealth and background of a person based on their clothing.
- **All Roads:** As part of a check, you may assess the 'location & territory' of the target, perhaps in an abstract manner. For example, this might include where something is sold, where something is from, where a given cape patrols or is likely to be found, where ganglands end, where a HQ or base is found or even just the quickest way to a given place.

Strongarm (Brawn)

To a character with the strongarm skill, they've learned to approach the playing field with a sense of things being a tug of war and measure of raw power. If they're standing and their enemy is sitting on their ass, they have to be doing something right. To these ends, they emphasize grabbing, throwing, pushing, and otherwise physically bullying their opposition. The Strongarm skill is the province of bouncers, many athletes, wrestlers of all sorts, and heavy laborers.

Strongarm is also the skill that represents one's ability to use powers that move foes around. The skill may well not be Brawn, but something emphasizing aim (Dex) or focus (Wits).

- When rolling to grapple, hold, push, pull, or throw people, roll an added die and keep the highest result.
Short: +1 🎲 for rolls to grapple, hold, push, pull, throw others.
- When grapple ends, or when moving foe via. attack, grapple/throw, environment, or power, move self or foe 5' (or 5' further). If grapple contest was lost, can only move self. Shoving foes through terrain that can be destroyed on impact denies them half their actions next round. May require Brawn rolls (for throws) or clear hits with power to do sufficient damage to terrain.
Short: 5' shove/move on grapple end, push, pull. Deny action by toss into terrain.
- If the character would be thrown, pushed, pulled, or otherwise strongarmed, they can attempt to roll Brawn & Ath vs. the aggressor's offense (usually Brawn). If one roll is successful, they can counter the effect and move 5'. If both are successful, turn the tables and push/pull/shove the aggressor instead (should such be possible, given range limitations). No damage is done with turned tables, even if power is substituted in (though nature of rolls above may change).
Short: On being strongarmed, B & A vs. foe's B to hop aside or turn tables.
- When rolling to grapple, hold, push, pull, or throw people, roll two added die and keep the highest result.
Short: +2 🎲 for rolls to grapple, hold, push, pull, throw others.
- Once every combatant within 30' has been pushed/pulled/thrown at least once in the given encounter, gain a partial action by utilizing window of opportunity. Can't repeat action taken earlier in the turn this way. Once every four rounds, if a foe is thrown into breakable terrain, can gain another partial action this way.
Short: Partial actions if all foes were shoved or with throw into terrain (4 round cd)

Strongarm Specialties

- **Hurl** - Add 5' to throw/push distance as 2pip. If foe would move more than 10', KD

them.

- **Tackle** - B vs. B/A/G, KD target. Can KD self to choose foe's defensive, else foe picks.
- **Sack** - Gain 2pip shove into terrain, else gain option of disarming instead of deny acts.
- **Anvilicious** - Throw large (40 lb +) objects/use terrain to hurt others, deny acts as 2pip.
- **Meatshield** - Delay strongarm roll, make as defensive roll to put target in way of attack.

Thievery (Dex)

Thievery is the art of getting your hands on something that isn't yours, and getting away with it. Possessed by cat-thieves, burglars, and crackheads who regularly strip copper for drug money. Includes the physical act of stealing, the cunning needed to find their mark, and making an escape once thieving is completed.

Thievery and Stealth may overlap in specific situations; bonuses do not stack

•	<p>+1 🎲 to rolls made for sleight of hand, lock picking, pickpocketing, shoplifting, breaking and entering, looting, and other manual actions for nefarious deeds. Thievery actions during combat are partial actions for you.</p> <ul style="list-style-type: none"> • Short: +1 🎲 to actions to stealing items. Can take partial Thievery actions.
••	<p>If you cased a location ahead of time, gain 50% movement speed outside of battle when moving through previously planned routes and entrances/exits and speed up any extended thievery actions (like picking a complex lock) by 50%.</p> <p>In addition, you improve your ability to pickpocket or snatch on the move. When taking unattended items, items in a pocket or items only loosely secured, victims take a few moments to notice. Even on a failed check, you can move up to 20 feet before others may react.</p> <ul style="list-style-type: none"> • Short: Move and use thievery actions faster at a location you've cased. 20 foot head start before others can react to effects of a Thievery check.
•••	<p>Gain a +1 to either Subterfuge, Stealth or Scrutinize when being used in the context of stealing. Gain a specialty in thievery, this does not count against any caps.</p> <ul style="list-style-type: none"> • Short: +1 bonus to [Subterfuge, Stealth, Scrutinize]. Gain Specialty.
••••	<p>+2 🎲 to rolls made for sleight of hand, lock picking, pickpocketing, shoplifting, breaking and entering, looting, and other manual actions for nefarious deeds.</p> <p>You may now use the pickpocket in a fight to steal items off an opponent's person or manipulate items on their person. You cannot steal a weapon or item in active use by the opponent but can take sheathed weapons, press buttons, release clasps and take anything stored in the pockets section of their costume. This can happen at the start, middle, or end of a movement action or as a partial action in its own right, but the headstart given by the second does not give you movement in excess of your normal.</p> <ul style="list-style-type: none"> • +2 🎲 to actions to stealing items; Pickpocket opponent during fight, cannot use this to disarm.

•••••

A master thief is always prepared, and that means having plans for even the most surprising of potential problems. You may stockpile downtime actions for any gen thievery-related event you prep for. During that event, when an unexpected obstacle presents itself, you may declare that you spent your unspecified prep on that obstacle, allowing you to pull new equipment, retroactively bribe guards, or other such actions. You may affect minor NPCs with these retroactive actions but not named characters in this way.

Short: Can retroactively spend downtime for an event they had dedicated time to plan for to adapt to issues not already planned for.

Thievery Specialties:

- **Ghost:** You leave no evidence behind when you steal things. Mundane checks against you to find evidence after a theft only succeed upon a 7+ and will reveal one small or indirect piece of evidence at best. If the investigator has pips in Investigate their success DC is normal but the clues they find are capped at their Investigate pips minus your thievery pips, minimum one.
- **Smuggling Ring:** Underlings may use your bonus dice from thievery when acting under your orders, stacking with any of their own pips. Thievery skills apply to large-scale operational rolls such as finding a port or ship to deliver stolen goods or evading interpol's notice.
- **Steal Smart:** Gain casing as per 2 pip, or improve it so a successful case gives a +1 🎲 to thievery rolls when interacting with aspect known from casing. Head start from pickpocket halved to 10ft at default.
- **Security Expert:** Additional +1 🎲 to opening locks, cracking safes and disabling security systems. Can additionally re-engage locks and systems behind you.
- **Professional Thief:** Can spend a downtime action to generate cash. Each action generates \$100 per pip in thievery, and it's generally assumed that you leave no trace evidence or easily verifiable connections to these petty thefts (unless you choose to). Cannot steal plot-important items or extremely rare materials (even small amounts) this way.
- **Takes One to Know One:** Roll Thievery (Wits) instead of Awareness or Scrutinize to discover evidence of a robbery or to catch someone in the act of stealing. If you catch a thief this way, gain a +1 bonus to seeing through any lies about what they were doing, or the first initial roll countering an escape attempt.
- **Smash 'n Grab:** Character can add their bonus dice from Thievery to actions to break open doors, smash security systems, scale walls, and other physical actions that roll brawn, ath, or guts as long as those rolls are being used to gain access to the intended goods as a part of a theft or heist. This stacks with other bonus die or abilities that may come from the actual skill being used.

Threaten (Social)

Bringing someone to their lowest takes more than fists. It's words and commitment that leave people a quivering wreck. Real power is establishing that fight-or-flight instinct and

then stopping them from acting on it, making them do what you want. Breaking spirits can be as effective in a fight as breaking bones. This skill can belong to anyone but works particularly well with ferocious brutes or devious masterminds. You cannot apply more than one social skill to a given check.

Warned status: Defying the specified edict imposes a morale penalty every turn; roll Willpower (Guts) versus opposing Threaten at the end of the turn to end the status. If your GM doesn't use morale, make the roll at the beginning of the turn; on a failure, you cannot attempt to defy the edict this turn. In any case, if the edict is worse than the threat, the status automatically ends.

•	<p>Roll an added die and take the highest roll to threaten, blackmail, coerce, scare or to convey that you're trouble. In addition, you can use any stat instead of Social if you include or have previously made a proficient demonstration of how you can use that stat to inflict consequences (flexing muscles, flaunting powers, expertly twirling guns, etc.).</p> <ul style="list-style-type: none"> • +1 🎲 to threaten, coerce or deter. Can use any stat instead of Social if you demonstrate the relevance.
••	<p>You can inflict the <i>Warned</i> status on any in earshot as a committed action by issuing a threat; the threat must include a specific credible consequence for defying a specific edict (eg. "I'll break your leg if you move."; "You'll burn unless you talk.") If the edict is defied, you cannot do this again this encounter until you've made the consequence happen.</p> <ul style="list-style-type: none"> • Inflict <i>Warned</i> as a committed action. Defiance prevents further uses until you've inflicted the promised consequence.
•••	<p>Whenever you make good on a threatened consequence, you can issue a new threat as a free action. If you don't, for the next round, all foes making Willpower checks or saves must roll an added die and take the lowest roll.</p> <ul style="list-style-type: none"> • After inflicting a threatened consequence, you can make a threat as a free action. If you don't, foes have -1 🎲 to Willpower.
••••	<p>Roll <u>two</u> added dice and take the highest roll to threaten, blackmail, coerce, scare or to convince others that you're trouble. In addition, you can now use the 2 pip ability as a partial action.</p> <ul style="list-style-type: none"> • +2 🎲 to threaten, coerce or deter. Pip 2 is a partial action.
•••••	<p>You know how to traumatise people and re-awaken that trauma later. When inflicting the <i>pain</i> or <i>scar</i> statuses, inflict one morale penalty. If you push a foe to 7 or more morale penalty, the GM rolls three life flaws; the victim vetoes one, then you veto another. The victim gains the remaining life flaw; it lasts for 3 sessions or 3 weeks, whichever is shortest but you may reset the clock by reminding them of the trauma (taunts, a similar situation, a renewed threat, etc.) If your GM does not use morale, you instead master torture. You may achieve the same effect as above through an hour of torture. You are able to inflict <i>pain</i> and <i>scar</i> statuses on helpless foes without inflicting wounds.</p> <ul style="list-style-type: none"> • <i>Pain</i> and <i>scar</i> inflict morale penalties. If you push someone to 7

morale penalty, you may traumatise them: roll three life flaws; victim vetoes one, you veto one, temporarily inflict the remaining one. You may prolong it at will.

Threaten Specialties:

- **Promise of Peace:** When you inflict a wound or the *knocked down* status, you can threaten all in earshot as a free action. Edicts imposed in this manner can only be of reciprocal de-escalation, such as a truce (eg. "Walk away and nobody gets hurt"; "Everyone holster the guns. Anyone shoots, I'll shoot back.")
- **Oath of Allegiance:** When you inflict the *warned* status on a single target, you may give the target an extra committed action on their next turn. Only once per target per session.
- **Curse the Cowards:** If an unnamed character fails two Willpower checks or saves in a row in your presence, they rout. They must spend all of their actions fleeing until someone else calms them down.
- **Silent Vow:** You may convey a threat nonverbally, with a look, a gesture or otherwise. On a successful Threaten check, only the intended target is aware of the threat.
- **Malediction of Might:** When you inflict a Moderate Wound, all foes have -1 🎲 to their next Willpower check or save this encounter. When you inflict a Critical Wound, all foes automatically fail their next Willpower check or save this encounter.
- **Invoke the Inevitable:** Whenever your edict is defied, you may opt to gain +1 🎲 on the next action that carries out your threat. If you do so, and you fail to carry out your threat, you take a morale penalty, as well as a hit to your reputation, if fitting. If your GM does not use morale, you instead cannot threaten the target the next time you encounter them.

Willpower (Guts)

Courage is not the absence of fear but the ability to remember that there is something more important than that fear and act accordingly, even in the heat of battle. Similarly, Willpower is not the absence of doubt but the ability to remember what is important and meaningful, even in the face of intense pressure and still retain the ability to doubt. It is called upon to resist mind-altering effects such as drugs, threats, morale loss, or even powers. There are many flavours of Willpower: discipline, fervor, cool-headedness, experience, determination, certain kinds of introspection, and even madness. The former, in particular, can be instilled and trained; good PRT agents have drilled on the Master/Stranger Protocols. Willpower differs from Endure by emphasis: it leans towards mental effects rather than physical. Willpower may stack.

- Whenever you roll to save against deleterious effects that would alter the mind or emotions, roll an added dice and take the highest result. This includes circumstance (morale loss), social maneuvers (such as being threatened), drug effects on behavior, addiction rolls, and being affected with parahuman abilities.
 - **+1 🎲 to overcome adverse mental effects.**

••	<p>There are 3 anchors to reality: what is perceived (senses, Wits-based), what is known (thought, Know-based), and what is felt (emotions, Guts-based). If you believe one of these anchors is compromised, you may spend a partial action to assess the suspect anchor against the other two, making two Willpower checks in the process. The DC of the checks is the score of the suspect anchor stat, and each check uses the stat associated with the other two anchors. If both succeed, you identify any effect compromising the suspect stat, and the effect is suppressed until the beginning of your next turn. If multiple anchors are affected or an anchor assumed to be reliable has been affected, the diagnosis results in false information.</p> <ul style="list-style-type: none"> • Can test an anchor of reality against two others (Wits, Know & Guts). This both assesses adverse effects and briefly suppresses them.
•••	<p>Suppressing (as per ••) now works until the end of your next turn. In addition, you may suppress <i>pain</i> and <i>confusion</i>, skill loss/theft and morale penalties as compromises of the senses, mind and body respectively.</p> <ul style="list-style-type: none"> • Assessment suppresses for longer. Also, can assess <i>pain</i> and <i>confusion</i>, skill loss and morale penalties.
••••	<p>Whenever you roll to save against deleterious effects that would alter the mind or emotions, roll <u>two</u> added dice and take the highest result. This includes circumstance (morale loss), social maneuvers (such as being threatened), drug effects on behavior, addiction rolls, and being affected with parahuman abilities. In addition, your Willpower rolls cannot be hindered by any adverse effect, such as by morale penalties.</p> <ul style="list-style-type: none"> • +2 🎲 to overcome adverse mental effects ; Will cannot be hindered.
•••••	<p>You are immune to pain and cannot be tortured. In addition, whenever you succeed in a non-trivial Willpower roll, you are filled with determination, and may reroll the next failed roll of any kind.</p> <ul style="list-style-type: none"> • Immune to pain Willpower success grant rerolls to next fail.

Willpower Specialties:

- **Will of the People:** As a free action, you may give allies within earshot +1 🎲 to Willpower rolls.
- **Battle of Wills:** As a free action, you may give foes within earshot -1 🎲 to Willpower rolls.
- **Collective Will:** You may suppress in others through questions over 10 minutes.
- **Free Will:** you may spend a downtime to place a binding directive on yourself, which your character must follow if they believe themselves to be compromised. (For example, “obey the highest ranked uncompromised individual” and “don’t use lethal force”.)
- **Iron Will:** Add +2 🎲 to maintain concentration or to prevent your actions from being interrupted. You are immune to the *pain* condition.
- **Last Will:** If you would die or fall unconscious, your body is instead completely *disabled* until you take another wound. (You can speak and walk.)
- **There’s A Way:** You can ignore sleep loss for a day, increasing downtime.

- **Thy Will Be Done:** Make an extra save if an effect would cause you to breach a code, ethic or faith (declared upon taking this specialty, GM approval) or harm allies.




Wildcard/Other (Any)

Not all skills are particularly applicable to cape life but they might still be worth mentioning. Perhaps your job is more important to you than your costumed antics, perhaps you have a niche hobby which you are dedicated to. Perhaps you're a vet, a taxi driver or a financial accountant and your skills, while valuable, are really not transferable. Or perhaps they are but you stubbornly refuse to make the connection between your old life and your new one. GMs cannot require players to take a given skill. This skill requires GM approval and cannot be used for anything covered by an existing skill. This skill can typically stack. You may take this skill multiple times.



- Make a skill. It needs a name, an associated stat and a list of situations it covers. It cannot be the same as an existing skill. If approved by the GM, whenever you make a roll for this mini-skill, roll an added dice and take the higher result.
 - **+1 🎲 to [mini-skill of your choice].**
- You know the background and terminology such that you do not need to roll in order to communicate or prove your level of skill. In addition, your GM picks a special action which you can accomplish and which would not ordinarily be available to the unskilled.
 - **Auto-succeed demonstrating proficiency. GM-written special action.**
- Whenever you roll for this mini-skill, roll two added dice and take the higher result. In addition, you automatically succeed tasks of this skill which are routine, part of an ordinary day's work or utterly mundane.
 - **+1 🎲 to [mini-skill of your choice]. Auto-succeed mundane tasks.**

Withstand (Guts)

In a fight, you're inevitably going to get hit; what matters is how you take it. Either by blocking with your weapon, ensuring blows land only on your armour or simply by rolling with the punches, you ensure that a hit that would have felled another is negligible to you, barely felt. It's a skill that can be found among anyone who has had to take a hit but is most often trained among police forces and heavy fighters. Defence skills can never stack. Reminder: a blocked attack is reduced to negligible but still makes contact; some attacks cannot be blocked.

•	When maintaining concentration, preventing your actions being interrupted or blocking a melee attack, roll an additional die and keep the highest result. • +1  to block vs. melee.
••	If your Withstand beats an incoming melee attack roll by 2 or more, you can move 10' towards the attacker. If they are already in melee range, <i>stagger</i> instead. • Over-defend: Stagger attackers when over-defending by 2+.
•••	When maintaining concentration, preventing your actions being interrupted or making a block roll against a melee or ranged attack, roll an additional die and keep the highest result. This replaces the pip 1 bonus. • +1  to block.
••••	When making a block roll against an attack, roll an additional <u>two</u> dice and keep the highest result. • +2  to block.
•••••	If your Withstand roll beats an incoming melee attack roll, you can <i>stagger</i> the attacker. If your Withstand roll beats it by 3 or more, you can <i>knock down</i> and <i>disarm</i> the attacker instead. • Iron Fist: Stagger attackers when defending. If over-defending by 3+, disarm and knock down instead.

Withstand Specialties:



- **Controlled Irony:** Gain Over-Defend (••) or reduce margin requirements by 1.
- **Iron Cross:** If an attack targets a friendly within arm's reach, you can interpose yourself between the attack and the intended target. Rest to refresh.
- **Iron Maiden:** If you are injured, you may make a Withstand check to hide the injury; the attack roll is the DC. On a success, you appear to have successfully Withstood the attack. In addition, you may stack Withstand and Deception to hide injuries when out of combat.
- **Iron Man:** You have +1 armor , applicable only if you are aware of the attack; after absorbing one attack, this pseudo-armor is lost until resting.
- **Iron Soul:** When Over-Defending, can penalize attacker's morale by 1 instead of staggering. Thrice per foe, rest to refresh. If GM does not use morale, target instead suffers -1 to next defense roll.
- **Iron Will:** Add +2  to maintain concentration or to prevent your actions from being interrupted. You are immune to the *pain* condition.
- **Iron Wall:** You may use Withstand(Wits) to defend with a shield before your normal defend roll.

Appendix: Old Skills

Bullseye (Dexterity)




Aim for center mass, breathe deep... exhale as you pull the trigger. Guns and powers are for bloodshed at the end of the day, and this character emphasizes the hurting and killing involved in that bloodshed. Used by the military, by hitmen, by vigilantes and the hardest and coldest of capes.

Can only use one ranged skill with a given attack; using another skill precludes gaining the bonus to wound rolls. Can be used with ranged powers and a rare few master or tinker executions; if so, may substitute Dex for another stat.

- The character can, on making a ranged attack and hitting a foe, roll the wound roll *twice* and take the result they choose. There is a cooldown timer, however, and the timer starts when combat does - ten rounds, minus the number of pips the character has in Bullseye, minus the character's Dexterity stat.
Short: +1  for first ranged attack wound roll, once every [10 - pips - dex] rounds.
- As an elective action, the character can elect to lower damage done (typically 2M -> M -> L) and suffer a -2 to defensive rolls made until the end of their next turn's actions to penetrate one layer of armor (treating it as if it didn't exist) and inflict *pain* on the target for one round. Pain forces the target to roll an appropriate stat for any and all actions, with failure on a 1.
Short: Reduce damage, take -2 to defenses, penetrate armor & inflict pain on foe.
- If the character would deliver two or more moderate wounds to a target by way of ranged fire, they now damage the target's costume or worn gear first, causing the target to lose one quality from their costume. The wound is then generated. Can be two attacks made as in one attack action or one particularly heavy-hitting attack.
Short: If delivering 2nd mod wound to foe in one round, damage their gear first.
- The character can, on making a ranged attack and hitting a foe, roll the wound roll *three* times and take the result they choose.
Short: +2  for first ranged attack wound roll, once every [10 - pips - dex] rounds.
- Gain a small boost to damage done with ranged fire. Typically adds a lesser wound to first instance of damage done in a round, but conditional or tricky weapons may add a full moderate wound to damage done.

Short: Increase damage with ranged attacks.

Bullseye Specialties

- **Point Blank** - Gain +2 pips in Bullseye skill if within 15' of foe.
- **Hot Lead** - +1 or 2  is available at start of combat, then every [8 -pips -dex] rounds.
- **Full Metal Jacket** - +1 or 2  counted individually for up to [Wits] foes on battlefield.
- **Mow Down** - Nameless foes get no Guts roll. Once/3 rounds, attack another on execute.
- **Make it Count** - Can use Bullseye's +  with other ranged skills.
- **Kneecapping** - Gain 2-pip option, else pain lasts until foe fails 2 rolls (or 15 min).

(Defunct, use Pinpoint instead)

Critical (Dexterity)

With practice, the character has learned how to deliver the hurt and land blows where they'll do the most damage. Points in this skill can represent experience in something like Krav Maga or experience in fighting with no holds barred. Examples might include brutal gang members, pit fighters, parahumans with exceptionally high brawn or dexterity, snipers, or might even be an abused child who knows they'll never be able to beat their physically abusive father, who is twice their size, so they've become accustomed to thinking about fighting with attention to weak points and vulnerabilities.

Only two melee skills can apply to a given attack; cannot crit if two skills were already used. Intentionally delivering critical hits can be deemed as dubious and threatening.

- When making a successful attack against a target, if the die result was a six or higher, then roll a d6. If that die turns up a six, deliver an additional wound or an additional wound effect. If the attack was melee, you choose. If ranged, foe does. Hits against enemies who can't make defensive rolls (helpless/hapless) auto-crit & auto-confirm, and choose effect type when delivering effect.
Short: Chance & confirm on nat 6+/6+; bonus wound or effect. Crit the helpless.

- Can opt to destroy an improvised weapon (chair, piece of glass, etc) in the course of making an attack. The attack is a critical hit (typically making it equivalent to a normal weapon attack in damage dealt). Can't be done again until a round is spent resting. Further, when a critical hit is delivered, the opponent staggers.
Short: Destroy improvised weapon to auto-crit, rest to refresh. Crits *stagger*.

- Chance to crit now comes up on an attack result of 6+ after attack modifiers are in play, as opposed to a rolled six or higher. Confirms with a second die roll and a six as before.

Short: Is now crit chance on attack roll of 6+, confirm on nat 6+.

- Critical hits now deliver a bonus wound and effect.

•••••	<p>Short: Criticals deliver bonus wound <u>&</u> effect.</p> <p>Critical hits now allow the attacker to increase the wound type by one step (lesser to moderate, moderate to critical).</p> <p>Short: Critical hits can deliver wounds of one severity higher.</p>
<p>Critical Specialties</p> <ul style="list-style-type: none"> • Execute - Force Guts check vs. Unconsciousness/Death on confirmed crit. Foe gets +1 to roll per wound they have remaining, -1 per condition on them. • Easy Kill - Confirm critical hits on a 5+. • Silent Finish - When attacking the helpless in melee, silence them, grapple them. If they move 10' away or deliver a blow, effect ends. Crits do not alert nearby others. • To the Pain! - Roll to hit to confirm, but can only inflict wound effects with crits. • Dramatic Flourish - Stagger target as 2pip. If already ••+, stagger a foe within 10'. • Savage Bastard - Confirmed or not, crit threats inflict scars, doubling time to mend. 	

(Defunct, use Pinpoint instead)

Evade (Athletics)	
<p><i>Duck, leap for cover, recognize danger and move the hell out of the way. Evading is an important thing for anyone who goes into a confrontation and doesn't expect to be able to deflect bullets. Favored by soldiers, the rare athlete, and parahumans who have seen a number of dangerous situations.</i></p>	
•	<p>When making a dodge roll against a ranged attack, roll an additional die and keep the highest result.</p> <p>Short: +1🎲 to dodge vs. range.</p>
••	<p>Gain a dodging option. On failing a dodge roll, can opt to reroll in an attempt to avoid the incoming attack. After doing so, character can only take half the actions in their next round and cannot use skills until they finish their next round's action (With no benefit from skills on the rerolled dodge).</p> <p>Short: Dive: Make unskilled dodge reroll, lose ½ actions, skills for next round.</p>
•••	<p>When making a dodge roll against a melee or ranged attack, roll an additional die and keep the highest result.</p> <p>Short: +1🎲 to dodge.</p>
••••	<p>When making a dodge roll against an attack, roll an additional <u>two</u> dice and keep the highest result.</p> <p>Short: +2🎲 to dodge.</p>
•••••	<p>Juke: Can gain a +1 to dodges until the start of their next turn (can do this in response to an attack). If an opponent is making multiple attacks in a round and</p>

	<p>one is dodged, subsequent dodges against that foe get +1 each. Must be aware of foe. Take a round to rest to refresh.</p> <p>Short: Juke: +1 to dodge until start of next turn (Add +1 per dodge vs. that foe).</p>
<p>Evasion Specialties</p> <ul style="list-style-type: none"> • Slip Through - +1 to dodge rolls vs. AoO and while actively advancing/charging foes. • Dive Roll - Gain Dive (••) or upgrade Dive to make reroll have no action loss. • Distraction - Ability: use nonoffensive power/item on dodge. 3 dodges/rest to renew. (Must be easy/quick to use. Can use offensive powers on environment) • Elusive - +1 to dodge rolls if foe does not have at least partial (50%) vision of character. • Push Away - Can force friendly in arm's reach to Dive using own roll. Rest to refresh. • Fend Off - Roll both dodge and block vs. an attack, -1 to each. 3 dodges/rest to renew. • Artful Dodge - Regardless of die results, always dodge vs. attack roll of 1 or 2. 	

(Updated)

Empathy (Social)

•	+1 to social rolls involving emotions, if unmolested and not distracted. Does not stack with other social skills.
••	Can effectively assess others based on bearing and body language. Choose reputation, threat, or personality, then roll (knowledge + social) vs. opponent's (social x2). Takes a round of focus or can be undertaken over a longer conversation.
•••	+1 to social rolls involving emotions, regardless of circumstance or distraction. Does not stack with other social skills. (Replaces one point bonus)
••••	If aware of another's emotional state (typically a social roll with above bonus), effectiveness of effects, techniques, provocation or intimidation leveraging this state increased +2 (replacing one point bonus). Roll fails if incorrect.
•••••	+2 to social rolls involving emotions. Does not stack with other social skills. (replaces one and three point bonuses)

(Defunct, use Charm or Investigate for now, depending on character lean - keeping here for reference until more social skills are done)

Investigation (Wits)

•	+1 to rolls made to read body language, discern lies, uncover disguises, find evidence, or connect details that have already been gathered.
••	After a confrontation, can make a Wits Investigation roll to see if any details or

	data were picked up in the course of the conflict.
●●●	Can assess situations to read them for danger, via. other's body language, subtle clues in environment, etc. Roll Wits vs. them; a success counters the surprise round, a great success reverses it. Otherwise operates as an abstract "something's wrong" danger sense or a "this is a trap" roll.
●●●●	+2 to rolls made to read body language, discern lies, uncover disguises, find evidence, or connect those details that have already been gathered (replaces 1 point bonus). Can make investigation rolls while under stress or distracted.
●●●●●	In the first round of interaction each day, gain +2 to rolls (offensive, defensive, and social) made against an individual that has been investigated. Surprise rounds gain bonus but don't count against duration of bonus.

(Now updated. This version is defunct.)

Martial Arts (Brawn/Knowledge)

●	+1 in hand-to-hand combat against enemies who have less Martial Arts skill, and against opponents of equal skill with lower Knowledge, both in defensive rolls and offensive rolls. Only applies against normal-sized humanoid opponents when in fighting shape - being staggered, knocked down, or otherwise hampered precludes this bonus.
●●	When fighting enemies with the bonus active, reduce their skill levels in Brawl, Finesse and Grapple by one each. If they have no skills to lower, can apply one of the following to successful strikes against them: knock them back 5', ignore one level of armor, strike segues seamlessly into grapple (roll grapple, but can use attack roll instead of grapple roll), or apply <i>pain</i> status for one round.
●●●	Melee strikes do moderate bash damage at a minimum. Pick one of the items on the list for the two point bonus, appropriate to the style, and double its effects. (The grapple is separate, and is merely an automatic success on the grapple initiation). This decision can be made only once, and is retrainable with 40 hours of effort.
●●●●	One-point bonus applies regardless of personal condition or status, and applies to both non-humanoid and large humanoid enemies. Two point bonus now lowers enemy melee skill levels by one for every two points of difference in martial art ability, to a minimum of 1.
●●●●●	When struck at in melee by a humanoid opponent, may strike at them first. Can

	interrupt the incoming attack.
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(Now Updated. This version is defunct.)

Medical (Dexterity/Knowledge)

•	Capable of giving meaningful first aid. +1 to rolls made to care for the wounded, sick, and those debilitated by conditions, and make diagnoses. Each round of care mends a third of the damage done (multiplicative, not additive), with a cumulative -1 penalty per attempt. Alternately, suppress one light condition (temporary blindness, bleeding, foreign body) for three rounds. Requires that the caregiver be unmolested and free of major distractions.
••	Can stabilize the dying. With a successful check, can maintain their condition where it stands, without using/suffering from cumulative penalties. Can move the dying and gravely wounded without suffering from penalties. Can conduct actions detailed under one point bonus in situations of stress or distraction.
•••	Replaces one point bonus. +2 to rolls made (see above). Each round of care mends half of the damage done (multiplicative, not additive), with a cumulative -1 penalty per attempt. Alternately, remove one light condition or suppress a moderate condition (broken bone, hemorrhage, burns) for three rounds.
••••	Can manage care or surgery that would take place over hours rather than seconds or minutes. Includes amputation, simple transplants, removal of foreign large bodies or parasites, and revival from recent cardiac failure. Cumulative penalties are accumulated over hours rather than rounds; may also require assistants to keep patient stable.
•••••	Replaces three point bonus. +3 to rolls made (see above). Each round of care will mend about two-thirds of the damage done (multiplicative, not additive). Alternately, can remove one light or moderate condition entirely, and can suppress a major condition (missing limb, disembowelment) with care required after the fact. Cumulative penalties for ongoing care no longer apply to field care or surgery.

(Now Updated. This version is defunct.)

Presentation (Social)

•	+1 to rolls relating to reputation or personal interaction with a larger group.
••	Pick one: villainous, hero, trustworthy, scoundrel, appealing, repulsive/disturbing, noble, feared/dangerous. General presentation and attitude makes reputation

	gradually adjust to that quality. Any social penalties or consequences for being at the extreme are reduced by one step, while benefits are preserved.
●●●	+2 to rolls relating to reputation or personal interaction with a larger group. (Replaces one point bonus)
●●●●	In a larger scale situation, you can almost always make yourself heard, whether it's having a turn in a broader discussion or communicating in the midst of chaos. Further, you can use words to stall a group that would otherwise ignore you, keeping a group of enemies from attacking while you speak to them or negotiate, for example, or forcing bystanders to evacuate. No roll is needed.
●●●●●	+3 to rolls relating to reputation or personal interaction with a larger group, (Replaces one and three point bonuses). Further, as described in the two-pip bonus, you can alter your <i>group or organization's</i> reputation, to a degree depending on your standing within it - generally encompassing yourself and everything subordinate (the entire organization if you lead it). Penalties or consequences are reduced a step.

Reflexes (Wits/Dex)

●	+1 when and if rolls are made to decide turn order in combat and for time-sensitive, noncombat rolls to react. When enemy has initiative to start (surprise round, has drop on you), can roll Wits & Dex to get a partial action (one success) or regular action (two successes), counting the lower as initiative roll; while doing so, cannot take actions that would require rolls, and movement allowances are halved.
●●	Add bonus to rolls made to catch, time things, and other noncombat reactions.
●●●	+2 when and if rolls are made to decide turn order in combat and for time-sensitive, noncombat reactions. Can now add this bonus when rolling to decide if able to act when enemy has initiative. When acting during surprise rounds, can now take actions that would require rolls, but at a -2 penalty. Replaces one-point bonus.
●●●●	On taking out an opponent in combat, can take a partial action, as described in the one-point bonus; no die rolls, reduced movement allowance.
●●●●●	+3 when and if rolls are made to decide turn order in combat and for

	time-sensitive, noncombat reactions. Always get to act in the first round of combat, even when 'surprised'. (By catching subtle/environmental cues, etc). Modifies one and two point bonuses.
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Sneak (Dexterity)

•	+1 to rolls made to remain quiet and undetected while hiding or while moving under no particular strain or stress.
••	When making a roll against unaware foes, roll isn't contested; must simply roll higher than opposition's Wits stat. If this would be an automatic success, no roll is needed (fumbling isn't possible). When exiting stealth or cover, can complete half a movement before enemies get a chance to react.
•••	+2 to rolls made against detection while under no particular strain or stress (unaware foes). Distinction from one point bonus allows effective hiding of things or masking of evidence, as well as rendering certain activities nearly silent. Replaces one point bonus.
••••	Up to 10 feet of terrain that would be difficult to cross without detection (dry leaves, broken glass, area under bright light) can be bypassed with careful movement and timing. Recovered with a round's rest, while under no particular stress or strain.
•••••	+3 to rolls made against detection, even under stress. Replaces one and two point bonuses.

Updated. This version is now defunct.

Street Smarts (Knowledge)

•	+1 to knowledge rolls pertaining to urban life, urban navigation, crime, criminals, gangs, drugs, guns, street level officers, and rules/dynamics.
••	In addition to the standard knowledge gained from a check about a given [see first point bonus for list], can assess quality and type after some limited interaction (ie. conversation with gang member revealing personality & skill level, taste/smell drug to estimate quality/cut). A normal check, conversely, would only identify the 'class' of the thug or general type and current street name of drug.
•••	Gain the ability to naturally attract underlings/allies from the streets and/or gangs. These underlings are generally loyal, easy to please, and sympathetic to (if not necessarily possessed of) one's reputation slant, often taking the form of

	informants for positively aligned characters and useless mooks for criminals, approaching a few days after points are invested until a number equal to [social stat] have shown up. If the character works to amass followers, urban/gang followers are effectively 'unlocked', joining without fuss or challenge.
••••	+2 to knowledge rolls to [see first point bonus for list]. Replaces first point bonus. Respect from street/urban/gang individuals increased one step.
•••••	Can effectively change the tone and rules of a controlled urban territory. Can scale up ambient danger/violence and criminal profits, or decrease both, shift attitudes and reputation of locals and surroundings, define what types or 'classes' of individual are attracted to an area, and impose rules or expectations. Changes are gradual and extreme changes or changes crossing specific lines may be tested/challenged. While this is in effect, your expectations are accepted and go largely unchallenged by civilians.

Updated. This version is now defunct.

Subterfuge (Social)

•	+1 to social rolls intended to deceive, mislead, or seduce. Does not stack with other social skills.
••	Can effectively disguise oneself, forge (dex), or mask certain features or details (including mutations). Includes both cosmetic and behavioral elements. Costume or other changes are a crafting effort (Dex/Know) with a -1 penalty for each major point of difference from target (age demographic, gender, attitude). The bluff is tested each time the disguised individual takes action while under stress/pressure.
•••	As two point bonus, but disguise is not tested while taking action/pressured, and disguises use the better stat of Dex or Knowledge. Gain a sense of when a lie has been noticed.
••••	+2 to social rolls meant to deceive, mislead, or seduce. (replaces one point bonus). Does not stack with other social skills.
•••••	After successfully misleading an enemy, gain a free reroll to use later in the encounter, and a bonus to initiative rolls. Can adjust perceived reputation with a Subterfuge roll, to portray oneself differently.

(Defunct: use Deception.)

Tactics (Wits/Know)

●	+1 to rolls regarding surveying the battlefield, reasoning enemy action (including rolling to anticipate enemy counterattacks), and rolling against non-Brawn, non-Guts special maneuvers on the enemy's part.
●●	Can counter enemy actions. Doing so requires a partial action on one's turn, during which time the character guesses either a direction for movement or a target that enemy is going to attack. If the prediction is right, can move a short distance and take a partial action, often an attack or power use, resolving before the enemy continues their turn. Brawn based melee attacks as well as powers or attacks that would stagger foes, knock them back or knock them down effectively end the enemy's turn on making contact - GM's judgement for other debilitating effects. Attacks, obstacles and interference on the tactician's part coincide with a Wits roll, while the victim typically rolls Athletics to get out of the way/circle around or Dex to carry on acting despite interference.
●●●	Once per hour, can add to the effectiveness of an environmental feature, to utilize cover better vs. attacks, benefit from concealment to maintain stealth or use an object in the environment as a trap or improvised weapon.
●●●●	+2 to rolls regarding surveying the battlefield, reasoning enemy action, and rolling against special maneuvers on enemy's part. As battle opens, can move self up to 10', or can move self and any number of subordinates a combined distance of 5' per knowledge pip, not exceeding 10' for any one individual. This applies even if surprised.
●●●●●	Countering enemy actions, as described in the 2 pip version above, no longer requires a partial action to ready, and can be performed for free once in a round. If incorrect about the enemy action, however, the tactician cannot use this as a free action again for (10-their knowledge ranks) rounds. Taking actions over and above what they are capable of in a turn costs one point of stamina.

Thievery (Dex)

●	+1 to rolls made for sleight of hand, lockpicking, pickpocketing, shoplifting, breaking and entering, looting, and other manual actions for nefarious deeds, but only when performed unmolested and unstressed. Experience and know-how provides some ability to assess and collect higher quality goods on the fly; the character earns +5% in illicit earnings per skill point in Thievery, +5/-5% per point of knowledge modifier (4 knowledge = +5%)
●●	The character can snatch and grab, collecting an unattended item as part of a

	movement action. They can't do this if they've used their hands for something else this turn. If the individual takes a round to cover their tracks, they get a +2 to rolls to decide if they've left evidence.
●●●	+1 to rolls, regardless of stress or bother (replaces matching aspect of one point bonus). Can rush thievery actions more effectively, making a great deal of noise and provoking attacks of opportunity, but finishing in half the time or getting a partial move at the end of the action (if it would take less than a round to complete).
●●●●	Rolls to determine if the individual leaves behind evidence get the aforementioned +2 bonus without a need for any specific action. They also get +1 per point of difference in the ranks in this thievery skill versus the investigator's investigate skill. There is no penalty for having 4 ranks versus an investigator with 5 Investigate. Finally, when evidence is found, it is capped at one minor clue.
●●●●●	+2 to rolls to conduct aforementioned activity (replacing the three point bonus).

Updated. This version is now defunct.

Threaten (Social/Other)

●	+1 to social rolls made to scare, coerce or threaten others. Does not stack with other social rolls.
●●	+1 to hostile rolls made <i>against</i> frightened opponents. Reputation trends toward 'feared/dangerous'
●●●	Provided there is an established history (however brief) of using strength/powers, intimidation and coercion against a target or group, may use a relevant stat (typically Brawn, sometimes Knowledge) in place of social when interacting with said target/group.
●●●●	When taking an enemy out of commission (not necessarily in combat/person), may make a single threaten roll (see 3 pip bonus) and compare it to individual guts rolls for all other enemies aware of the act - if they fail, they are frightened for the subsequent phase (if in combat, a round, if out of combat, however long a follow-up action would take, otherwise)
●●●●●	+2 to rolls made to scare, coerce or threaten others. +2 to hostile rolls made against frightened opponents. Does not stack with other social skills. (Replaces one and two point bonus in this respect).

Updated. This version is now defunct.

Willpower (Guts)

•	+1 on saves vs. deleterious effects that would alter the mind or emotions. Includes circumstance (morale loss), social maneuvers (such as being threatened), drug effects on behavior, addiction rolls, and being affected with parahuman abilities.
••	Can choose to delay the effects of the above for one round, at the cost of having actions reduced to a mere partial action/round. If actions are already reduced, they are not reduced further. Requires a minute of recuperation before it can be used again.
•••	Other Willpower effects extend to include agony and pain. While using the two-point bonus, can ignore wound effects that would be treatable with minor first aid or effects that would end within a minute. Does not include actual physical limitations like missing limbs or physical bondage.
••••	+2 on Willpower-related rolls (replacing one point bonus).
•••••	Effects described in the first point bonus take 10% longer (if applicable) or 1 round longer to take effect. The individual can use the two point bonus to postpone further.

Withstand (Guts)

•	+1 to block incoming attacks, maintain concentration and avoid being interrupted. Can elect to roll Guts or Brawn to attempt to negate a stagger, reduce the distance of knockback, or turn a knock-down into a stagger, opposed by opponent's attack roll or attempting a 4+ when no such roll is made, appending the aforementioned bonus to the roll.
••	When block/brace attempt beats an incoming melee attack roll by 3 or more, the attacker is staggered until the start of their next turn - a heavy blow may stagger the attacker further (when beating their defensive roll by 2+) or knock them down (4+).
•••	The character has +1 armor so long as they are aware of the attack; this pseudo-armor is lost until resting, after blocking one attack. They may reroll attempts to preserve their gear if it would be incidentally damaged, and low-level, ambient environmental effects take a round to kick in (smoke, extreme heat, extreme cold).

●●●●	+2 to block incoming attacks, avoid interruption and withstand staggers/knockbacks/knockdowns. Replaces the +1 bonus from the one-point Withstand.
●●●●●	Character has total of +2 armor so long as they are aware of the incoming attack, otherwise as described in the three point bonus. They may reroll incoming wounds, foregoing the bonus armor while retaining other armor, but must take the reroll.

Potential (Meta)	
<p><i>Potential is not a skill, but the absence therein. Some bright individuals are capable of great things but aren't in a position to see it out or learn those things. These individuals could include children, case 53s, other amnesiacs, or recovering invalids.</i></p> <p><i>By dint of being a blank slate, in whole or in part, these characters are more flexible and faster to develop. This meta skill focuses on <u>milestones</u>.</i></p>	
•	With this (non-)skill rank and every rank thereafter, get additive 4% to chance to gamble a life perk, power perk, or succeed another gamble with the next milestone. When passing on a gamble and increasing the chance, increase it by 4% in the same fashion. (thus, with one rank in this skill, what would normally be a 16% gamble becomes a 20% gamble, and passing up that gamble would increase it by 20%, not 16%)
• •	On rolling a bonus, augment, or a new perk or flaw, can roll twice and pick one. Works alongside any specific options such as power training.
• • •	Can maintain an additional milestone goal that is worked on concurrently with others (typically a fourth milestone). The goal is typically to establish a clear identity.

(Updated. This version is now defunct.)