



Everyman Skills

Everyman Skill:

Skills you can perform with a default 8- roll. For a higher roll, buy the skill.

Everyman Skills

Acrobatics
Acting
Animal Handler
Breakfall
Bribery
Bureaucratics
Charm
Climbing
Combat Driving
Computer Programming
Concealment
Contortionist
Conversation
Deduction
Disguise
Forgery
Gambling
High Society
Interrogation
Knowledge Skill: Local Area
Language: Native, 4pt + Literacy
Mimicry
Navigation
Oratory
Paramedics
Persuasion
Professional Skill: One profession, 11-
Riding
Shadowing
Sleight of Hand
Stealth
Streetwise
Survival
Systems Operations
Teamwork

Tracking
Trading
Transport Familiarity: Small motorized
ground vehicles

Non-Everyman Skills

Autofire
Bugging
Combat Piloting
Cramming
Criminology
Cryptography
Defense Maneuver
Demolitions
Electronics
Forensic Medicine
Inventor
Knowledge Skills
Languages
Lip Reading
Lockpicking
Martial Arts
Mechanics
Movement Levels
Professional Skills
Rapid Attack
Sciences
Security Systems
Tactics
Two-Weapon fighting
Ventriloquism
Weaponsmith.

Eliminated Skills: Fast Draw