

Complete Skills List

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THIS IS THE COMPLETE LIST OF SKILLS. THE MOST COMMON ONES ARE IN THE RULE BOOK, BUT WITH A SMALLER EXPLANATION.

MOST OF THESE SKILLS COST 1 SKILL POINT TO BUY AT LEVEL 1 OR IMPROVE BY 1 POINT. REMEMBER THAT 10 EXPERIENCE POINTS BUY 1 SKILL POINT.

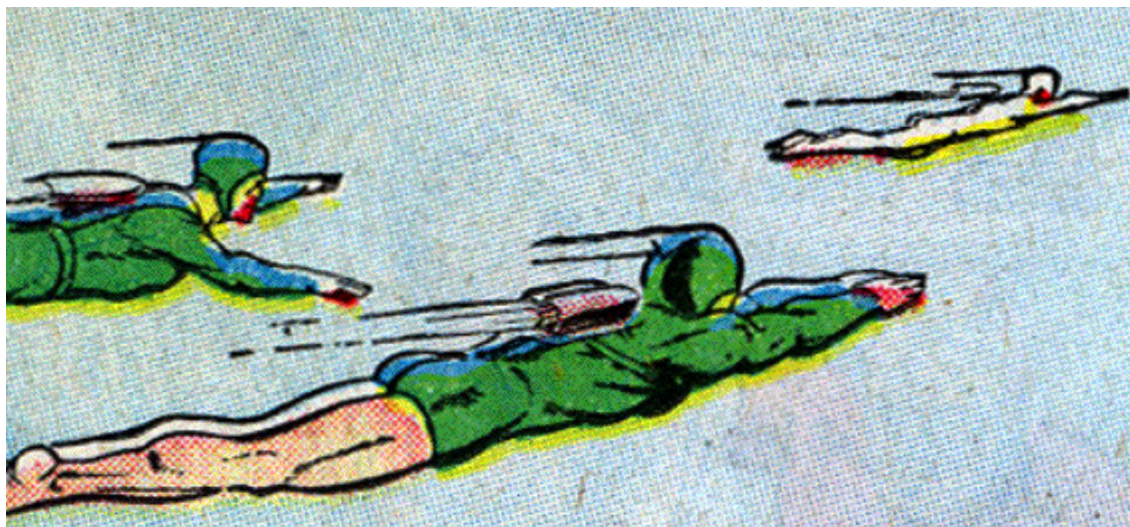
SKILLS MARKED WITH (M) OR (F) ARE NORMALLY FOR MALE OR FEMALE CHARACTERS. YOU CAN HAVE IT IF THE STEREOTYPED CHARACTER IS THE RIGHT GENDER OR IF YOU HAVE A GENERIC HUMAN CHARACTER.

OPTIONAL RULE: SKILLS MARKED (*) CAN COST DOUBLE; THE GAME MASTER DECIDES.

SOME OF THESE SKILLS OVERLAP. FOR EXAMPLE, YOU COULD MAKE CHEMICALS WITH CHEMISTRY OR SCIENCE SKILLS.

THERE IS A SKILL BONUS FOR DOING EASY THINGS AND A PENALTY FOR DOING HARD THINGS. THE GAME MASTER DETERMINES THIS.

YOU CAN ONLY SPEND EXPERIENCE POINTS ON SKILLS BETWEEN GAMES, OR DURING LONG FAST-FORWARDS (VOYAGES, WAITING, ETC). YOU CAN ONLY BUY ONE THING AT A TIME, AND ONLY ONE POINT AT A TIME.



These skills are often associated with a career

A PROFESSIONAL SKILL NOT ON THIS LIST CAN BE BOUGHT USING TRADESMAN / CAREER GIRL SKILL.

ACCOUNTING & FINANCE: THE CHARACTER KNOWS BANKING, ACCOUNTING, FINANCE, BOOKKEEPING, AND OTHER MONEY SKILLS. MAY NOT EXCEED YOUR INT.

ART: PAINTING, DRAWING, SCULPTING, ETC. ON OCCASION THE GAME MASTER MAY ALLOW THE CHARACTER TO MAKE AN ART ROLL FOR CREATIVE THINKING.

Audio/visual equipment: CAN OPERATE AND MAKE MINOR REPAIRS ON A/V EQUIPMENT. THIS INCLUDES CAMERAS, MICROPHONES, 2-WAY RADIOS, INTERSTELLAR RADIOS, TAPE RECORDERS, FILM PROJECTORS, AND A WHOLE LOT MORE. MOST PEOPLE CAN OPERATE SIMPLE EQUIPMENT IF THERE ARE NO PROBLEMS. THIS SKILL LETS YOU GET MORE OUT OF

EQUIPMENT, OPERATE COMPLEX EQUIPMENT, OPERATE UNDER ADVERSE CONDITIONS, AND SO FORTH. YOU NEED A ROLL TO BOUNCE A RADIO SIGNAL, THREAD A BALKY FILM PROJECTOR, AND SO FORTH.

BOSUN / BOATSWAIN: CAN TIE MOST ANY KIND OF KNOT. CAN OPERATE MOST ANY TYPE OF SMALL VEHICLE. CAN PERFORM MOST MAINTENANCE TASKS ON A SPACECRAFT.

CHEMISTRY: SKILL AT MAKING & IDENTIFYING CHEMICALS. MAY NOT EXCEED YOUR INT.

COMPUTER: SKILL AND SPEED AT PERFORMING COMPLEX COMPUTATIONS; SOMEONE WHO PERFORMS COMPUTATIONS. IT IS A SYNONYM FOR **MATHEMATICS** SKILL. THIS SKILL WORKS MUCH FASTER IF YOU HAVE A SLIDE RULE AND MECHANICAL ADDER/MULTIPLIER. MAY NOT EXCEED YOUR INT. THE TYPES OF ELECTRONIC COMPUTERS THE PLAYERS ARE FAMILIAR WITH DO NOT EXIST IN THIS VACUUM TUBE GENRE. PULP SCIENCE FICTION HAS SIMPLE, SINGLE PURPOSE MECHANICAL COMPUTERS, AND SOME SKILLS (LIKE NAVIGATION) ASSUME YOU HAVE ACCESS TO THEM.

CRYPTOGRAPHY: MAKING AND BREAKING CODES. USING THIS SKILL TAKES A LONG TIME (DAYS OR WEEKS). THIS SKILL CANNOT EXCEED THE CHARACTER'S INT.

DANCING (F): CAN CHOREOGRAPH AND PERFORM DANCES, INCLUDING IMPROVISATIONAL DANCE. THIS PHYSICAL ABILITY CAN BE USEFUL IN SOME TACTICAL SITUATIONS.

DEFLECTOR: OPERATE THE DEFLECTOR ON A SPACE SHIP. A SUCCESSFUL SKILL ROLL BOUNCES ONE POINT OF ENERGY DAMAGE AWAY FROM THE SHIP.

ECM: ELECTRONIC COUNTER-MEASURE SKILL CAUSES GUIDED MISSILES TO MISS YOUR VEHICLE. -1 PENALTY TO ROLL PER SIZE OF MISSILE ABOVE NORMAL.

ELECTRONICS: DESIGNS, BUILDS, MODIFIES, & REPAIRS ELECTRONIC DEVICES. MAY NOT EXCEED YOUR INT. NOTE THAT THIS GENRE DOES NOT HAVE SEMICONDUCTORS OR MICROCHIPS. ALL OF THE ELECTRONICS ARE LARGE. THERE ARE NO ELECTRONIC COMPUTERS. CAN BE USED AS SOME TYPES OF ENGINEERING WITH A -3 PENALTY.

ENGINEERING (M): DESIGNS & BUILDS EQUIPMENT AND DEVICES. CAN BE USED AS ELECTRONICS, SCIENCE, OR MECHANIC WITH A -3 PENALTY. MAY NOT EXCEED YOUR INT.

FARMER: BROAD KNOWLEDGE OF FARMING, RANCHING, BOTANY, LIVESTOCK MANAGEMENT, AND SO FORTH.

GUNSMITH (M): DESIGNS, BUILDS, MODIFIES, & REPAIRS MOST TYPES OF GUNS.

HUNTING (M): THE CHARACTER CAN CONCEAL HIMSELF IN FOLIAGE, MOVE SILENTLY, DRESS GAME, KNOW WHERE TO FIND GAME, TRACKING, FIND YOUR WAY IN THE WOODS, AND SO FORTH.

LASO: THIS IS SKILL AT THROWING A LASO AND LASSOING THE TARGET. IT WORKS LIKE SHOOTING SKILL, ONLY WITH A LASO. THIS WAS A DESIRABLE AND USEFUL SKILL A HUNDRED YEARS AGO. SOME GAME MASTERS ALLOW THIS TO BE USED FOR BOLOS ALSO.

LOCKSMITH (M): BUILDS, REPAIRS, REKEYS, AND PICKS MOST TYPES OF LOCKS.

MECHANIC (M): DESIGNS, BUILDS, MODIFIES, & REPAIRS MECHANICAL DEVICES. THIS SKILL IS ALSO USEFUL FOR GENERAL VEHICLE REPAIR (INCLUDING SPACECRAFT). CAN BE USED AS ENGINEERING WITH A -3 PENALTY.

MEDIC (*): FIRST AID SKILLS, STOP BLEEDING, ETC. HEAL A BODY POINT IN A DAY INSTEAD OF A WEEK (IF YOU HAVE A LITTLE BLACK BAG AND THE PATIENT RESTS), ETC. MEDICAL SKILLS HAVE A -1 PENALTY WITHOUT MEDICAL SUPPLIES, LIKE A FIRST AID KIT OR LITTLE BLACK BAG.

METALSMITH (M): CAN CRAFT METAL. THIS INCLUDES FORGING, BRAZING, WELDING, CASTING, PLANISHING, MILLING, TURNING, AND SO FORTH.

MINING (M): SKILL AT MOST TYPES OF MINING, INCLUDING TUNNELING, REFINING, ASSAYING ORE, AND ZERO-G ASTEROID MINING.

MODELING (F): ETIQUETTE HELPS IN SOCIAL SITUATIONS. GLIDING ALLOWS YOU TO MOVE GRACEFULLY, SILENTLY, LEAVING MINIMAL FOOTPRINTS, AND WITHOUT CUTTING YOUR FEET ON SHARP THINGS (GLIDING IN HEELS REQUIRES A RUN-IN-HEELS ROLL). IF YOU GLIDE SLOWLY (1M/TURN) YOU GET +3 TO THAT ROLL. HALF OF YOUR MODELING SKILL ADDS TO SKILLS LIKE HAIRSTYLING AND MAKEUP (ROUND DOWN).

MUSIC: CAN WRITE AND PERFORM MUSIC ON INSTRUMENTS.

Navigation: Can do most types of navigation, including navigating space ships, navigating sailboats, and finding your way in the woods.

Pilot: Drives most types of flying vehicles, including jet packs and space ships. This game assumes the characters can all drive common types of ground vehicles and watercraft.

Science (*): In this genre, someone skilled in science can perform most types of science. This includes the knowledge of scientific stuff and operating scientific instruments. Science skill may not exceed the characters intelligence. Can be used as most technical skills with a -3 penalty if the situation is appropriate.

Scope: Operate the scope on a space ship or ground base. A scope is like a combination telescope and radar. The console looks like a tube television with lots of control knobs.

Shorthand (F): Shorthand (stenography) is a written language for taking dictation. You can read it or write it as fast as somebody talks with the shorthand 1. Higher skill lets you do things better, do it under adverse circumstances, and do hard things.

Singing: Can write and perform songs.

Riding: Can ride horses, thoats, and other mounts. Most characters can stay on top of a trained mount while it walks. This skill is for doing anything harder.

Tailor (M) / Seamstress (F): Designs, builds, modifies, & repairs clothing and most other textiles.

Theology: The character knows the Bible well. The player can look up the extra information which his character knows during the game. Due to the nature of our forefathers culture, knowing scripture can help solve a well-designed adventure.

Tradesman (M) / Career girl (F): Make up any professional skill you want: Project manager, carpenter, salesman, etc.

Travel Agent (*): Skill at arranging transportation, lodging, and reservations. Encyclopedic knowledge of the known planets, and may know details about bad guys and monsters, etc.

Type fast (F): Typing fast is a handy skill. A good roll lets you type 10 times as fast as a man. This skill may not exceed your dex.

Wilderness survival: Frontier skills allowing one to live off the land with minimal equipment, identify food that is likely edible, find your way in the woods, etc.

Woodworking: Knowledge of different woods and how to make things out of them. Includes woodworking tools and techniques.



Fighting skills

2-GUN: If you are using matching pistols and make your skill roll, you can shoot with both.

Boxing: Skill with unarmed combat, subtract this from your die roll.

COMBINATION: If you are punching and make your skill roll, you can attack twice. The martial arts block/punch is a preset combination at level 6.

DISARM: Try to make a hit on the target, modified with this skill instead of boxing skill. If successful, you knock a weapon out of their hand. There is a -2 penalty if you want to wind up with their weapon in your hand. Make a roll against this skill to resist disarming.

ESCRIMA: If you are using matching batons, knives, swords or similar weapons: make your skill roll, you can use both this turn. The game master determines if you are strong enough to do this with large or heavy weapons. Anyone with STR 1 can do ESCRIMA with batons, but you need STR 6 to do it with longswords.

FASTDRAW: If you make your roll, you can draw your weapon and use it as if you already had it in your hand. The game master will assign a penalty for a large, long, or heavy weapon. An inconvenient holster has a penalty also.

FENCING: Skill with melee weapons like swords & batons, subtract this from your die roll.

SHOOTING: Skill with projectile & energy weapons, subtract this from your die roll. This includes pistols, rifles, heavy weapons, and the weapons on a vehicle or space ship.

SPEED-LOAD: You do not have to spend a turn reloading if you make your roll.

THROWING: Skill with throwing things, subtract this from your die roll.

ZERO-G: This skill allows you to avoid spinning or to regain control in zero-gravity. Add this skill to your DEX when rolling to put on a space suit while holding your breath.

Fighting package: You can buy a point of shooting, fencing, and boxing for 2 skill points.



These are expensive 3 point skills

Bob & weave: +1 DEX for defense (6 DEX MAX) if you see the attack coming. You CANNOT buy more of these for a better bonus, one is the limit.

Judo chop: You punch with md STUN damage

KARATE chop: You can punch with lt kill damage

Judo hold: You can keep a humanoid minor non-player character in an immobilizing hold. You need to make a hit roll to put him in the hold (boxing skill applies).

Block/punch combo: You can both block and punch in the same turn (without needing to make a skill roll to do so)

SWEEP: Knock down a humanoid and do lt STUN damage

PUNCH HARD (M): +1 STUN to punch/chop damage. You CANNOT buy more of these for a better bonus, one is all you get.

STUN points: You CANNOT have more than 3 extra STUN points.

MARTIAL ARTS package: If you buy this 3-point package, you can buy these 3-point fighting skills for only 2 points each thereafter.



Just for men & generic humans

MOST MEN ARE WERE NOT TAUGHT HOW TO COOK A HUNDRED YEARS AGO. MEN CAN LEARN THESE LIMITED COOKING SKILLS IN THIS GAME. STEREOTYPE WOMEN DO NOT NEED THESE BECAUSE THEY CAN COOK ANYTHING. PACKAGES CANNOT BE COMBINED.

THESE 6 ARE HALF-COST (half a skill point or 5 experience points)

BAKING (breads, cakes, etc.)

BREAKFAST (eggs, bacon, panflaps, waffles, etc.)

Grilling & BBQ

PASTA

SANDWICHES & BURRITOS

Soups & STEWS

Cooking package: GET 1 point in all six of THESE for 2 skill points OR 15 EXPERIENCE points.

Chef package: GET ONE OF THESE AT level 6, THEN buy this for 1 skill point, AND ALL COOKING SKILLS ARE QUARTER-PRICE FOR YOU THEREAFTER (4 for 1 skill point OR 3 EXPERIENCE points EACH).



Just for stereotype women & generic humans

REMEMBER THAT GENERIC WOMEN HAVE LOOKS 0 AND CANNOT FAINT OR USE THEIR LOOKS TO INFLUENCE OTHERS.

FAINT RESISTANCE: STEREOTYPE WOMEN FAINT UNDER SUDDEN STRESS. THIS IS YOUR RESISTANCE TO FAINTING. NOTE THAT SLEEPING & FAINTED WOMEN GET +1 LKS. YOU CAN FAINT VOLUNTARILY. REVIVE A FAINTED WOMAN BY FANNING HER FACE OR GENTLY SLAPPING THE BACK OF HER HAND TO GIVE HER ANOTHER FAINT RESISTANCE ROLL. THROW WATER ON HER FACE FOR INSTANT REVIVAL AT THE COST OF HER CLOTHES, HAIR AND MAKEUP. SMELLING SALTS WAKE HER RIGHT UP, BUT YOU NEED CERTIFIED MEDICAL SKILLS TO GET THEM. IT COSTS 3 skill points FOR A WOMAN TO RAISE HER FAINT RESISTANCE FROM A 5 TO A 6, AND SHE CANNOT FAINT ANY MORE IF SHE DOES (EVEN IF SHE WANTS TO).

HAIRSTYLING: A SUCCESSFUL ROLL LETS YOU IMPROVE YOUR LOOKS BY 1 WITH IMPROVISED STUFF, UNDER ADVERSE CONDITIONS, **OR** DO YOUR HAIR TWICE AS FAST. HAIR NORMALLY TAKES HALF AN HOUR AND A BUNCH OF STUFF.

MAKEUP: A SUCCESSFUL ROLL LETS YOU IMPROVE YOUR LOOKS BY 1 WITH IMPROVISED MAKEUP, UNDER ADVERSE CONDITIONS, **OR** PUT YOUR FACE ON TWICE AS FAST. MAKEUP NORMALLY TAKES HALF AN HOUR AND A BUNCH OF STUFF.

RUN IN HEELS: HEELS IMPROVE YOUR LOOKS BY 1, BUT SLOW YOU DOWN TO 2M/TURN AND YOU CANNOT SNEAK IN THEM. THIS SKILL NEGATES THE PENALTY. BLOW YOUR ROLL AND YOU STUMBLE LOUDLY. MISS IT BY 4 AND YOU FALL. IF YOU GLIDE IN HEELS (PART OF MODELING SKILL), YOU MUST MAKE BOTH SKILL ROLLS.



Skills that cannot be added after character design

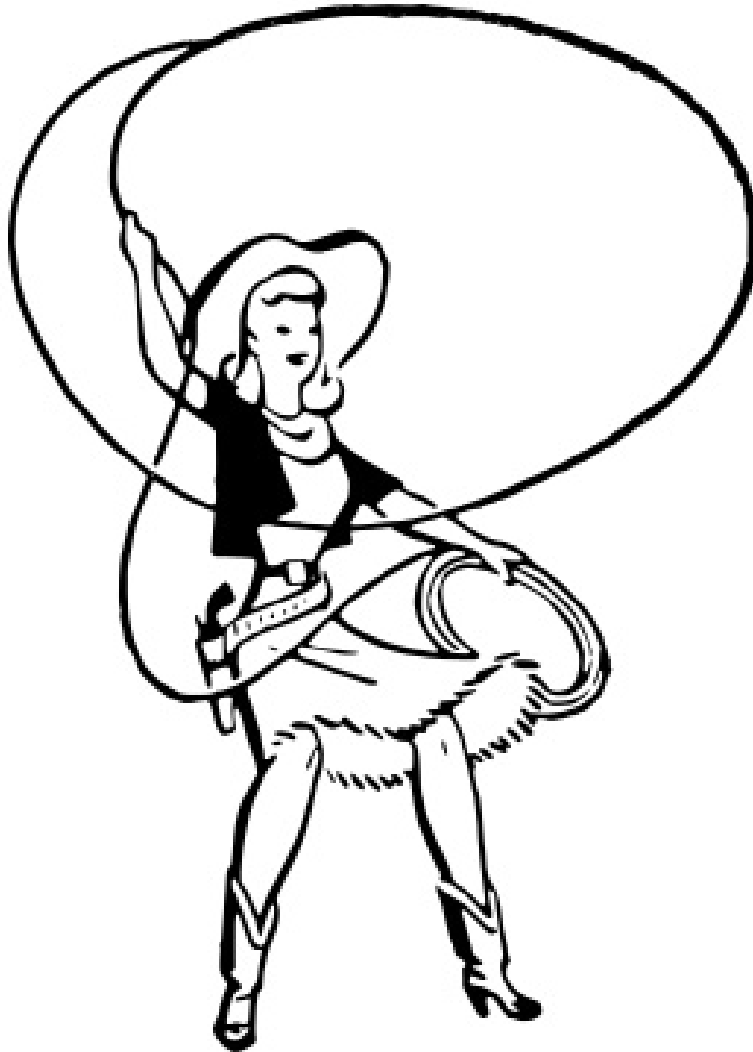
If you did NOT START WITH THESE, YOU CANNOT ADD THEM LATER. YOU CAN IMPROVE THEM, THOUGH.

Cowboy/cowgirl (*): Skill AT RIDING AND CARING FOR HORSES, THOATS, AND OTHER MOUNTS & BEASTS OF BURDEN. Skill with lassos and bolos. Skill AT CAMPING. Skill AT CARING FOR LIVESTOCK.

ESCAPE ARTIST (*): CAN slip OUT OF ROPES, OR EVEN HANDCUFFS (THERE IS A -2 PENALTY FOR HANDCUFFS). CAN pick simple key locks. This skill CANNOT BE HIGHER THAN YOUR DEX.

GET-DADDY-TO-PAY-FOR-IT (*F): ONLY WOMEN MAY HAVE THIS skill, AND ONLY IF THEY HAVE A RICH FATHER. THERE IS A PENALTY WHEN USING THIS skill FOR EXPENSIVE ITEMS, AND ALSO TRYING AGAIN ON THE SAME ITEM. THE CHARACTER MAY ONLY USE HALF OF THIS skill WHILE MARRIED. YOU NORMALLY GET ONE ATTEMPT BETWEEN ADVENTURES AND NONE DURING. This skill IS SUBJECT TO GAME MASTER INTERPRETATION.

SLEIGHT OF HAND (*): THE NAME MEANS ÔTRICKY FINGERSÔ. It IS useful FOR CARD TRICKS, CERTAIN MAGIC TRICKS, AND SO FORTH. MAY NOT EXCEED YOUR DEX.



Cannot be added or improved after character design

THESE SHOULD ONLY BE TAKEN BY EXPERIENCED PLAYERS DESIGNING NEW CHARACTERS. YOU CAN TAKE ONE OF THESE AT LEVEL 1-3 INSTEAD ONE OF THE 6 ITEMS ON THE BASIC SKILLS LIST IN THE RULES. THE ACTION HERO PACKAGE IS DIFFERENT, YOU BUY IT WITH SKILL POINTS.

REMARKABLY STRONG: 8 skill points RAISES YOUR STRENGTH FROM 6 TO 7. YOU DO 1 EXTRA DAMAGE PUNCHING AND HITTING WITH BLUNT INSTRUMENTS. ONLY STEREOTYPE MEN WITH STRENGTH 6 MAY HAVE THIS.

HERO PACKAGE: EVERY 5 skill points BUYS YOU AN EXTRA BODY POINT AND AN EXTRA STUN POINT. ONLY STEREOTYPE MEN WITH STRENGTH 6 MAY HAVE THIS. YOU CANNOT HAVE MORE THAN 3 EXTRA STUN OR BODY POINTS.

AMAZING GRACE: YOU HAVE CAT-LIKE BALANCE, GRACE, AND NIMBLENESS. YOU CAN ALSO ADD IT TO APPROPRIATE SKILLS (FOR EXAMPLE, YOU MAY ADD IT TO MODELING SKILL WHEN GLIDING). IF THE UNDERLYING SKILL IS 6, YOU MAY MAKE THIS ROLL FOR FEATS MOST PEOPLE CANNOT DO. YOU MUST HAVE DEX 6 TO HAVE THIS ABILITY.

LIGHTNING REFLEXES: YOUR REFLEXES AND QUICKNESS ARE ASTOUNDING. YOU CAN ALSO ADD THIS TO SKILLS LIKE QUICKDRAW AND TYPE FAST. IF THE UNDERLYING SKILL IS 6, YOU MAY MAKE THIS ROLL TO REACT QUICKER THAN MOST PEOPLE CAN. YOU MUST HAVE DEX 6 TO HAVE THIS ABILITY.

NATURAL TALENT: YOU HAVE A NATURAL TALENT FOR ONE SKILL (SPECIFY WHICH ONE). ADD YOUR TALENT TO THAT SKILL WHEN MAKING A ROLL. ONCE THAT SKILL IS AT LEVEL 6, YOU AUTOMATICALLY SUCCEED AT NORMAL ROLLS AND CAN MAKE A NATURAL TALENT ROLL TO DO SOMETHING REALLY HARD.

SUPER SENSE: YOU HAVE ONE SUPER SENSE; PICK ONE OF THE 5 SENSES (SIGHT, SMELL, TASTE, TOUCH, HEARING). SPECIFY HOW THE SENSE IS SUPER (CAN SEE THINGS FURTHER AWAY, SUPER-SENSITIVE HEARING, IDENTIFY METAL BY ITS TASTE, ETC). ONCE YOU MAKE A NORMAL PERCEPTION ROLL, YOU MAY MAKE THIS ROLL TO DETECT THINGS THAT MOST PEOPLE CANNOT.

Trick voice: YOU CAN IMITATE VOICES AND SOME SOUNDS.



Just for NPCs

PLAYER CHARACTERS CANNOT HAVE THESE SKILLS

DETECTIVE WORK: This is the ability to spot clues, identify them as such, and piece clues together into a picture of what happened and who did it. A lot of pulp heroes have this skill, but players need to figure out the puzzles for themselves. Players are not allowed to have this skill.

MAD SCIENCE: Science skill that defies what is possible. The game master must make sure that disruptive technology is not permanently introduced, and failing that, retro it out. Mad science skill may not exceed the character's intelligence or regular science skill. The more mad science skill the character has, the less sane he is. Any character that gains this skill becomes property of the game master (the character should be used only in partnership with the player).

MASTERMIND: This is the skill for making schemes and evil plans. It will not be rolled against often in gameplay, but rating the mastermind ability of your head villain is good design; you may need to re-use him later.



Animal friend

YOU HAVE A TRAINED ANIMAL FRIEND. Examples from the period include LASSIE THE DOG, FLIPPER THE DOLPHIN, AND MR. ED THE HORSE. IF YOU ARE BASED ON A SPACE SHIP YOUR ANIMAL FRIEND MUST BE SMALL, LIKE A PARROT OR SMALL DOG.

YOUR ANIMAL FRIEND RESPONDS TO NORMAL COMMANDS LIKE 'COME', 'FETCH'. AND 'LAY DOWN'. ANIMAL FRIENDS OFTEN HAVE A LIMITED ABILITY TO COMMUNICATE WITH THEIR OWNER AND OTHER PEOPLE WHO SPEND A LOT OF TIME AROUND THEM.

ANOTHER PLAYER DETERMINES WHAT THE ANIMAL DOES.

THIS ABILITY IS NOT A GOOD WAY TO GET A COMBAT BUDDY TO HELP YOU IN FIGHTS BECAUSE IT IS AN EXPENSIVE ABILITY AND ANIMAL FRIENDS DO NOT LAST LONG WHEN USED FOR FIGHTING. THE GAME MASTER WILL DISALLOW HAVING A DANGEROUS ANIMAL FRIEND.

IT COSTS 30 EXPERIENCE POINTS OR 3 SKILL POINTS FOR AN ANIMAL FRIEND. REPLACING A LOST ANIMAL FRIEND COSTS TRAINING TIME AND 18 EXPERIENCE POINTS. THERE IS A 5 EXPERIENCE POINT DISCOUNT IF YOU MAKE A RELEVANT SKILL ROLL (LIKE COWBOY SKILL FOR A HORSE, THOAT, COW, OR DOG).

