

## ***ACADEMICS***

*Knowledge (p85)*

Research  
Exposition and Knowledge Dumping  
Declaring Minor Details  
Languages  
The Truth

Academics is a knowledge skill. It measures the character's "book learning". Any knowledge that would not explicitly fall under Science, Mysteries, or Art falls under this skill (though some overlap may exist among all of those).

## ***ALERTNESS***

*Perception (p88)*

Avoiding Surprise

Alertness is a measure of the character's regular, passive level of awareness. Specifically, it is the perception skill to notice things the character is not looking for. In an exchange where characters are surprised (and as such, are prevented from choosing which skill to roll), Alertness is the skill which is rolled. In conflicts of an active, physical nature, Alertness determines initiative.

## ***ART***

*Craft/Knowledge (p89)*

Art as Knowledge  
Art as Craft  
Art as Communication  
Art as Performance  
Forgery

Art measures the character's overall artistic ability, covering the gamut of endeavors, from painting to dance to music. This includes knowledge, composition, and performance.

## ***ATHLETICS***

*Physical (p91)*

Jumping  
Sprinting  
Climbing  
Dodging  
Falling

This measures the character's general physical capability, excepting raw power, which is a function of Might. Athletics covers running, jumping, climbing, and other broadly physical activities you might find in a track and field event.

## ***BURGLARY***

*Subterfuge (p92)*

Casing

The ability to overcome security systems, from alarms to locks, falls under the auspices of this skill. This also includes knowledge of those systems and the ability to assess them.

## ***CONTACTING***

*Social (p93)*

Gather Information  
Getting the Tip Off  
Rumors

Contacting is the ability to find things out from people. A character may know a guy, who knows a guy, or maybe he just knows the right questions to ask. Whatever his methods, he know how to find things out by asking around.

## ***DECEIT***

*Social (p95)*

Disguise  
False Face Forward  
Cat and Mouse

Deceit is the ability to lie, simple as that. Be it through word or deed, it's the ability to convey falsehoods convincingly.

## ***DRIVE***

*Mundane (p96)*

Chases

Drive is the ability to operate a motorcar, one of the greatest inventions of recent memory. Mister Ford has put these all over the roads of America, and the first folk's truly comfortable behind the wheel are emerging.

## ***EMPATHY***

*Social/Perception (p96)*

Reading People

This is the ability to understand what other people are thinking and feeling. This can be handy if a character is trying to spot a liar or wants to tell someone what that person wants to hear. Empathy is usable as a defense against Deceit, and is the basis for initiative in a social conflict.

## ***ENDURANCE***

*Physical (p97)*

Endurance is the ability to keep performing physical activity despite fatigue or injury. It's a measure of the body's resistance to shock and effort. In addition to fatigue, Endurance measures how well a character shrugs off poisons and disease.

Endurance	Health
Average-Fair	+1
Good-Great	+2
Superb-Fantastic	+3

## ***ENGINEERING***

*Craft (p98)*

Building Stuff  
Fixing Stuff  
Breaking Stuff

Engineering is the understanding of how machinery works, both for purposes of building it and taking it apart. While it is complimented by an understanding of Science, Engineering can just as easily be the result of getting one's hands dirty and having a natural feel for how things work.

## ***FISTS***

*Combat (p98)*

This is the ability to hold one's own in a fistfight, with no weapons available but one's two mitts and a load of attitude! With specialized training, this may include the practice of more disciplined fisticuffs, such as the martial arts of the Orient. As a combat skill, Fists allows characters to defend themselves as well as attack. Fists fighters are also well-versed in a variety of fighting styles from all over the world, and may use this skill as a limited sort of knowledge skill covering those areas.

## ***GAMBLING***

*Mundane (p99)*

Playing the Game

Some games are pure luck, but a good gambler doesn't play those. Gambling is the knowledge of how to gamble and moreover, how to win when gambling. It also includes knowledge of secondary things like bookmaking.

## ***GUNS***

*Combat (p99)*

Sometimes characters just need to shoot things. Thankfully, there's a skill for that. Unfortunately, without a gun in hand, or at least close at hand, the skill isn't much use.

Guns can also be used to cover non-gun weapons that shoot at a distance, such as bows and strange electrical spears that shoot lightning, though usually with a small penalty

## ***INTIMIDATION***

*Social (p100)*

Threat of Violence  
Brush Off

There are more graceful social skills for convincing people to do what a character wants, but those skills tend not to have the pure efficiency of communicating that failing to comply may well result in some manner of harm. Nothing personal.

Using Intimidation is a blatant social attack, which someone can defend against with their Resolve. This is the skill for interrogation.

## ***INVESTIGATION***

*Perception (p101)*

Investigation is the ability to look for things and, hopefully, find them. This is the skill used when the character is actively looking for something, such as searching a crime scene or trying to spot a hidden enemy.

Investigation is the skill most commonly called for when the character wants to look for something like clues. It is also useful for eavesdropping or any other activity where someone is trying to observe something over a period of time.

## **LEADERSHIP**

*Social (p102)*

Administration  
Bureaucracy  
Command

Leadership is a multi-faceted skill. A good leader knows how to direct and inspire people, but he also understands how to run an organization. As such, the Leadership skill covers acts of both types.

## **MIGHT**

*Physical (p103)*

Fighting People  
Breaking Things  
Lifting Things

This is a measure of pure physical power, be it raw strength or simply the knowledge of how to use the strength one has. For lifting, moving and breaking things, Might is the skill of choice. Might may be used indirectly as well, to modify, complement, or limit some skill uses.

## **MYSTERIES**

*Knowledge (p104)*

Sixth Sense  
Mesmerism  
Arcane Lore  
Fortune-Telling  
Artificing

There is more to the world than science has explained yet. Ethereal photography, mesmerism and other mentalist tricks, rituals of lost pre-Roman empires, secrets of the distant East – all these and more are known to a master of Mysteries .

## **PILOT**

*Mundane (p105)*

Perhaps even more exciting than the automobile is the airplane. The Great War brought numerous advances in aviation into the world, and the pilot is still a dashing, heroic figure. With the end of the war, the commercial and practical applications of aviation are beginning to be explored.

## **RAPPORT**

*Social (p106)*

First Impressions  
Closing Down  
Opening Up

The flipside of Intimidation, this is the ability to talk with people in a friendly fashion and make a good impression, and perhaps convince them to see one's side of things. Any time a character wants to communicate without an implicit threat, this is the skill to use, which makes it appropriate for interviewing.

## **RESOLVE**

*Social (p107)*

Resolve is a measure of a character's self-mastery, as expressed through things like courage and willpower. It's an indicator of coolness under fire and also represents the drive not to quit. It plays a key part in efforts to resist torture or the strange mental powers of psychic villainy.

Resolve	Composure
Average-Fair	+1
Good-Great	+2
Superb-Fantastic	+3

## **RESOURCES**

*Mundane (p108)*

Spending Money  
Lifestyle  
Workspaces

Usually Resources is simply a measure of available wealth, but the specific form this takes, from a secret family silver mine to a well invested portfolio, can vary from character to character (and may be indicated and enhanced by their aspects)

## **SCIENCE**

*Knowledge (p109)*

Lab Work  
Medical Attention  
Science!

Not just science, but "Science!" Science holds the promise of revealing all the world's secrets to mankind. This skill represents a broad knowledge of all things scientific, from raw knowledge to the proper application of scientific method, and includes the field of medicine.

## ***SLEIGHT OF HAND***

Subterfuge (p111)

Pickpocket  
Art of Distraction

The hand can certainly be quicker than the eye. This skill covers fine, dexterous activities like stage magic, pick pocketing, and replacing an idol with a bag of sand without tripping a trap . While Athletics is appropriate for gross physical activities, most things requiring manual speed and precision falls under this skill (that said, if you're picking a lock, use Burglary).

## ***STEALTH***

Subterfuge (p112)

Hiding  
Skulking  
Ambush

This is the ability to remain unseen and unheard. Directly opposed by Alertness or Investigation, this ability covers everything from skulking in the shadows to hiding under the bed.

## ***SURVIVAL***

Mundane (p112)

Animal Handling  
Riding  
Camouflage  
Scavenging

This is the skill of outdoorsmen. It covers hunting, trapping, tracking, building fires, and lots of other wilderness skills that a civilized man has no use for.

## ***WEAPONS***

Combat (p114)

This is the skill for fighting with weapons, from swords to knives to axes to clubs to whips. The exact weapon is more of a choice of style than anything else, as this covers everything from fencing in European salons to sailors using knives and batons on the docks. The Weapons skill also covers the ability to throw small handheld weapons up to one zone away, or to use weapons (like a whip) with unusually long reach to attack adjacent zones.

