

### Throwing Weapons (Agility)

The Throwing Weapons skill governs the use of any item thrown by the user.

**Default:** Yes

**Skill Group:** None

**Specializations:** Lobbed (grenade-style), Overhand (baseball-style), Shuriken, Throwing Knives

### Unarmed Combat (Agility)

Unarmed Combat skill (also known as hand-to-hand combat) governs the use of combat techniques based solely on the use of the individual's own body parts. In addition to boxing, this skill covers such combat styles as Oriental martial arts and Brazilian capoeira. It also covers the use of certain cyber-implants, such as shock hands.

**Default:** Yes

**Skill Group:** Close Combat

**Specializations:** Cyber-Implants, Martial Arts, Subdual Combat, Parrying

## MAGICAL ACTIVE SKILLS

Unless otherwise noted in the description, only characters with the Magician or Mystic Adept quality and a Magic attribute of 1 or greater may take or use Magic skills. The use of Magical skills is described in *The Awakened World*, p. 163.

### Assensing (Intuition)

Assensing is the skill of learning information from auras, astral forms and astral signatures (see *Astral Perception*, p. 182). Only characters capable of astral perception (they either have the Magician quality or the Adept or Mystic Adept quality and the Astral Perception adept power) may take or use this skill.

**Default:** No

**Skill Group:** None

**Specializations:** Aura Reading, Astral Signatures, Psychometry, by aura type (Metahumans, Spirits, Foci, Wards, etc.)

### Astral Combat (Willpower)

The Astral Combat skill is used to fight while in astral space, where normal combat methods are next to useless (see *Astral Combat*, p. 184). Only characters capable of astral perception (they either have the Magician quality or the Adept or Mystic Adept quality and the Astral Perception adept power) may take or use this skill.

**Default:** No

**Skill Group:** None

**Specializations:** By specific foci types or opponents (Blade Foci, Magicians, Spirits, Wards, etc.)

### Banishing (Magic)

Magicians use the Banishing skill to disrupt spirits, removing them from the physical and astral planes (see *Banishing*, p. 180).

**Default:** No

**Skill Group:** Conjuring

**Specializations:** By spirit type (Spirits of Air, Spirits of Fire, etc.)

### Binding (Magic)

The Binding skill is used to ask/demand long-term services from a spirit the magician has already summoned (see *Binding*, p. 180).

**Default:** No

**Skill Group:** Conjuring

**Specializations:** By spirit type (Spirits of Air, Spirits of Earth, etc.)

### Counterspelling (Magic)

Magicians use the Counterspelling skill to remove existing sustained spells from people or objects, or defend against spells cast at them or others (see *Counterspelling*, p. 175).

**Default:** No

**Skill Group:** Sorcery

**Specializations:** By spell type (Combat Spells, Detection Spells, etc.)

### Ritual Spellcasting (Magic)

The Ritual Spellcasting skill is used to cast spells in a ritual fashion (see *Ritual Spellcasting*, p. 174). In those cases, Ritual Spellcasting is used instead of Spellcasting to determine the results.

**Default:** No

**Skill Group:** Sorcery

**Specializations:** By spell type (Combat Spells, Detection Spells, etc.)

### Spellcasting (Magic)

The Spellcasting skill governs the control of magical energy in the form of spells (see *Spellcasting*, p. 173).

**Default:** No

**Skill Group:** Sorcery

**Specializations:** By spell type (Combat Spells, Detection Spells, etc.)

### Summoning (Magic)

This skill is used to summon spirits and determines how many services they owe you (see *Summoning*, p. 179).

**Default:** No

**Skill Group:** Conjuring

**Specializations:** By spirit type (Spirits of Fire, Spirits of Water, etc.)

## PHYSICAL ACTIVE SKILLS

Specific rules for using these skills can be found following the skill descriptions.

### Climbing (Strength)

Climbing is used to ascend vertical obstacles or walls, whether using tools or unassisted. See *Using Climbing*, p. 115.

**Default:** Yes

**Skill Group:** Athletics

**Specializations:** Assisted, Freehand, Rappelling, By condition (rock climbing, ice climbing, building scaling, etc.)

