

## KNOWLEDGE SKILLS BY CLASS

Category	Linked Attribute	Type of Knowledge
Street	Intuition	This is information available to characters with street connections. These skills are limited to a specific location or city. Examples: Gang Identification, Criminal Organizations, Smuggling Routes, Fringe Cults.
Academic	Logic	This is research and education, ranging from the sciences to history, literature and the arts. Examples: Biology, Medicine, Magic Theory, Politics, Philosophy, Poetry, History, Music.
Professional	Logic	This is the knowledge gained from normal trades and occupations. Examples: Journalism, Business, Military Service.
Interests	Intuition	These are the hobbies characters have or other interests that make them unique. Use your imagination! Examples: Woodworking, Urban Brawl Teams, Sci-Fi Sims, Elven Wine.

<i>Thrown Weapons</i> 2	8 BP
<i>Negotiation</i> 2	8 BP
<i>Perception</i> 4	16 BP
<i>Infiltration</i> 2	8 BP
<i>Armorer</i> 2	8 BP
<i>Etiquette</i> 1	4 BP
<i>(Military specialization)</i>	2 BP
<b>TOTAL</b>	<b>130 BP (370 BP total)</b>

## KNOWLEDGE SKILLS

Your character starts with a number of Knowledge skill points equal to (Logic + Intuition) x 3. You may also purchase additional Knowledge skill points at a rate of 2 BP per point. The maximum number of Knowledge skill points you may purchase is also equal to your (Logic + Intuition) x 3. In other words, you can only increase your total Knowledge skill points up to double your starting amount. Note that Language skills are also purchased from this pool of Knowledge skill points.

Knowledge skills come in four categories: Street Knowledge, Academic Knowledge, Professional Knowledge, and Interests (for specific definitions, see p. 127 of the *Skills*

section). Depending on its category, a Knowledge skill links to either Intuition or Logic. You can choose as many skills as you want from each category. Be creative! Anything your character knows—from science-fiction TV shows to basic chemistry to pop music—can be a Knowledge skill. The only limits are your imagination and the gamemaster's tolerance.

Knowledge skills are open-ended in their definition, so a player should feel free to allocate them as desired to portray the character's breadth of knowledge. As a general guideline, a Knowledge skill should have two to three defining terms in the subject title (for example, "Aztechnology Business Practices"); anything else tends to make the subject either too broad or too limiting for the value of the skill.

As with Active skills, your character can specialize in Knowledge skills. Specializing in a Knowledge Skill costs an additional 1 BP. No more than one specialization can be taken per Knowledge skill.

Characters cannot start the game with any base Knowledge skill rating higher than 6. Additionally, players may have a maximum of either one Knowledge skill at Rating 6 (with the rest at Rating 4 or less) or two Knowledge skills at Rating 5 (with the rest at Rating 4 or less). No base Knowledge skill can be rated lower than 1. Players cannot save Knowledge skill points; any left over after character creation are lost. New Knowledge skills can be learned and existing ones improved as the game goes on (see *Character Improvement*, p. 263).

## LANGUAGE SKILLS

The Sixth World is a global village, and people often must be multilingual regardless of where they live. Characters may acquire Language skills to reflect this ability.

At the beginning of the game, a player must declare what his character's native language is. A character has no problem communicating in his native language and does not need to make a Success Test when doing so. For record keeping purposes, you should list your native language under the Skills column, using the letter "N" instead of the skill rating to identify it as the character's native tongue.

If a player wants his character to communicate in other languages, he may purchase Language skills. Language skills count as Knowledge skills for character creation purposes, and skill points for Language skills deduct from the same pool used for Knowledge skills.

Specializations of Language skills are called *lingos*. Lingos are the languages of subgroups: hackers, mages, lawyers, corp wage slaves, street gangs, tribes, and so on. For more information, see p. 129 of the *Skills* section.

*With Active skills already set, the duo takes a look at their characters' Knowledge skills.*

*Michelle's street witch has her Intuition and Logic attributes at Rating 4, so she gets (4 + 4) x 3, or 24 free Knowledge skill points. Ancient Egyptian heka rituals*