# SKILLS AND LINKED ATTRIBUTES

## PHYSICAL ATTRIBUTES

### Agility
Archery
Automatics
Blades
Clubs
Escape Artist
Exotic Melee Weapon (Specific)
Exotic Ranged Weapon (Specific)
Forgery
Gunnery
Gymnastics
Heavy Weapons
Infiltration
Locksmith
Longarms
Palming
Pistols
Throwing Weapons
Unarmed Combat

### Body
Diving
Parachuting

### Reaction
Dodge
*Pilot Aerospace*
*Pilot Aircraft*
*Pilot Anthroform*
*Pilot Exotic Vehicle (Specific)*
Pilot Ground Craft
Pilot Watercraft

### Strength
Climbing
Running
Swimming

## MENTAL ATTRIBUTES

### Charisma
Con
Etiquette
Instruction
Intimidation
Leadership
Negotiation

### Intuition
Artisan
*Assensing*
Disguise
Interests Knowledge
Language
Navigation
Perception
Shadowing
Street Knowledge
Tracking

### Logic
Academic Knowledge
*Aeronautics Mechanic*
Armorer
*Automotive Mechanic*
Computer
*Cybertechnology*
Cybercombat

Data Search
Demolitions
*Electronic Warfare*
First Aid
*Industrial Mechanic*
Hacking
*Hardware*
*Medicine*
*Nautical Mechanic*
Professional Knowledge
*Software*
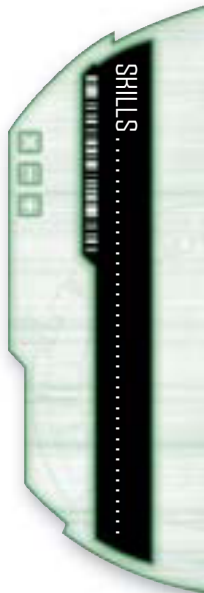
### Willpower
*Astral Combat*
Survival

## SPECIAL ATTRIBUTE

### Magic
*Banishing*
*Binding*
*Counterspelling*
*Ritual Spellcasting*
*Spellcasting*
*Summoning*

### Resonance
*Compiling*
*Decompiling*
*Registering*

**Note:** You cannot default on *Italicized* skills.

## Automatics (Agility)

The Automatics skill governs the use of personal firearms larger than a pistol, capable of autofire, but typically with a shorter barrel than a longarm.

**Default:** Yes
**Skill Group:** Firearms
**Specializations:** Assault Rifles, Carbines, Machine Pistols, Submachine Guns

## Blades (Agility)

The Blades skill governs the use of hand-held melee weapons that have a sharpened edge or point. This skill allows a character to use various knives, swords and axes effectively. This skill is used for cyber-blades implanted in the hands or forearms, but not other areas of the body (see *Exotic Melee Weapons*, p. 112).

**Default:** Yes
**Skill Group:** Close Combat
**Specializations:** Axes, Cyber-Implant Blades, Knives, Swords, Parrying

## Clubs (Agility)

Clubs governs the use of hand-held melee weapons that have no edge or blade. This skill allows a character to use any blunt, weighted item as a weapon, from a baseball bat to a tire iron to a chair leg.

**Default:** Yes
**Skill Group:** Close Combat
**Specializations:** Batons, Hammers, Saps, Staves (two-handed clubs), Parrying