



INCOMING FEED.....

### Dodge (Reaction)

Dodge governs your ability to move out of the way of a perceived attack or other incoming threat.

**Default:** Yes

**Skill Group:** None

**Specializations:** Melee Combat, Ranged Combat

### Exotic Melee Weapon (Agility)

The Exotic Melee Weapon skill must be taken separately for each different weapon you wish to be able to use. Some examples: sais, pole arms, chainsaws, cyber-implant weapons in unusual locations (ie, elbow spurs, foot blades).

**Default:** Yes

**Skill Group:** None

**Specializations:** N/A

### Exotic Ranged Weapon (Agility)

Like Exotic Melee Weapon, Exotic Ranged Weapon skill must be taken separately for each different weapon you wish to be able to use. Some examples: lasers, gyrojet pistols, flamethrowers, cyber-implant guns.

**Default:** Yes

**Skill Group:** None

**Specializations:** N/A

### Heavy Weapons (Agility)

The Heavy Weapon skill allows the user to handle ranged projectile and launch weapons larger than an assault rifle, including large weapons when they are mounted on tripods, pintles, gyro mounts or in fixed emplacements (but not in or on vehicles).

**Default:** Yes

**Skill Group:** None

**Specializations:** Assault Cannon, Grenade Launchers, Guided Missiles, Machine Guns, Rocket Launchers

### Longarms (Agility)

This skill governs the use of all personal firearms with extended barrels, especially those designed to be used braced against the shoulder.

**Default:** Yes

**Skill Group:** Firearms

**Specializations:** Shotguns, Sniper Rifles, Sporting Rifles

### Pistols (Agility)

The Pistols skill governs the use of all types of hand-held firearms, including hold-outs, light and heavy pistols, and tasers.

**Default:** Yes

**Skill Group:** Firearms

**Specializations:** Hold-Outs, Revolvers, Semi-Automatics, Tasers